

# INTRODUCTION

## DISCLAIMER

Greetings friends and fellow travellers to Onnwal, a war-wracked and troubled land.

Once Onnwal was a lawful, peaceful and respected realm. Its merchants plied the Azure and Gearnat Seas, some even braving the Tilva Straits to trade with the Lordship of the Isles. Onnwal's navy, allied with that of Nyronde, the Lordship of the Isles and the other member states of the Iron (and then Golden) League bravely sailed the waters around the Dragonshead countering the aggression of South Province. Her people prospered under the wise and benevolent rule of the nobility.

During the Greyhawk Wars however, brave Onnwal fell to the mysterious and much feared Scarlet Brotherhood. Its Szek, Ewerd Destron, succumbed to an assassin's poisoned blade. Onnwal's warriors were either enslaved or slain and its vaunted navy fell almost wholesale into the hands of the red-robed ones. With the Brotherhood came savage warriors from the steaming jungles of the south and legions of vicious Hochebi. Other rumours, whispered only to those trusted by the teller, speak of red-robed sorcerers bringing forth fiends and foul creatures to serve the Brotherhood's cause. Obelstone Keep, once an Aerdi fortress, seems now to be the crucible for these foul rites. The truth is unknown for none have ever returned from that dreaded spire. What is certain however, is that Sister Kuranyie, so-called Shepherd of Onnwal, quickly became one of the most hated people on the peninsula.

Of the occupation few tales have reached the outside world. Those tales that have surfaced uniformly tell of a persecuted and oppressed populace at the mercy of their new overlords. Accounts of kidnapping, murder, indiscriminate "justice," extortion and cruelty are commonplace. As elsewhere many of the ruling class of the country were tracked down and killed. One noble house is said to have been completely extinguished by the blades of the Brotherhood. Priests and mages not of Suel descent were also particularly persecuted.

Who can tell what untold deeds of treachery and bravery were carried out during the dark days of Onnwal's subjugation? Certainly perhaps the most infamous example was that provided by Rohal Soldas. Soldas was the Mayor of Sornhill at the time of the invasion before he betrayed the town into the invader's hands and assisted them in the capture of almost the entire ruling family.

Hope is not lost however. Opposition to the Brotherhood's rule seems to have collected about two men – Jian Destron, son of the assassinated Szek, and Rakehell Chert, thief extraordinaire and leader of the Wreckers. The rebellion burst into life during Brewfest 586 CY. Brotherhood forces, surprised and disorientated, were quickly forced back towards Scant. Today the Brotherhood still holds Scant but much of the rest of the country is lost to them. The situation is confused, though it is known that fighting still rages over much of the peninsula.

Given the current state of Onnwal, accurate knowledge is obviously hard to come by. It is therefore with a cautionary comment that I must finish. Read this account and take from it what you will, but beware that everything presented herein is not necessarily true. While I have made every effort to corroborate the veracity of the information contained within this tome I except no liability for any injury or death occurring from readers following the material I have collected.

Reydrich Sharn  
Nessermouth  
12<sup>th</sup> day of Coldeven, 591 CY.

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**John Leeper** is 27 years old, single and works as a civil servant. He started playing D&D (the purple box with the Erol Otus cover art) way back in 1983, started using GREYHAWK in 1990, and has enjoyed it ever since. Although his playing experience is patchy (due to lack of local players, he hasn't actually played since leaving University in 1994). He prefers the design and world-building aspects of being a dungeon master to the refereeing aspects. As such, this is the perfect opportunity for him to contribute his ideas to the gaming community.

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**Simon Butler** is a 41-year-old computing consultant, who enjoys beer, darts, snooker and nine-ball pool. He has traversed the Flanaess on and off for the last 8 years, and has had many memorable encounters along the way. Simon is an Onnwal support team member and mapper. He has been gaming for over 20 years and has also played Tournament Bridge at international level and chess at national level. Simon lives near Cambridge and is interested in all aspects of science, technology and fantasy. He can be contacted at [Rderunner@aol.com](mailto:Rderunner@aol.com).

# *INTRODUCTION*

## **HOW LIVING GREYHAWK WORKS**

LIVING GREYHAWK is the first RPGA campaign to be truly world-wide in scope. In effect the countries of the Flanaess have been mapped onto the real world and divided up amongst real world countries, and in the case of the USA and Canada, between states. A Triad administers each of these regions; 3 people tasked with developing the local campaign. TRIADS report to the Circle of Six, who run the global campaign. Each TRIAD must create a website and Gazetteer showcasing their local campaign allocated region of GREYHAWK. Up to 26 modules will be run every year throughout the UK.

## **INTRODUCTION TO THE WORLD OF GREYHAWK**

The WORLD OF GREYHAWK is the second oldest Dungeons and Dragons campaign world and was the first to see print (in 1980). The WORLD OF GREYHAWK was originally developed for E. Gary Gygax as his own home campaign during the winter of 1972.

Four boxed sets, one hardcover book, many modules and sourcebooks and countless magazine articles in Dragon, Dungeon and Polyhedron have supported GREYHAWK over the last 19 years.

## **THE SETTING**

The WORLD OF GREYHAWK is set on the eastern portion of the continent of Oerik known as the Flanaess on the planet of Oerth. A thousand years ago two great empires (the Suel and the Bakluni), far to the west, destroyed each other in a magical conflict of cataclysmic proportions. The survivors of this conflict migrated east to escape the arid wastelands created by this conflict. For the next thousand years rival tribes have warred across the length and breadth of the Flanaess displacing the native Flan and pushing the demi-humans into isolated pockets. In that time kingdoms have risen and fallen; a desert has been formed - the side effect of an evil curse and countless heroes and villains have fought across the Flanaess in search of glory and power.

In game terms the world has been moved forward from 576 CY (the date of the original boxed set) to 591 CY enduring a 3-year continent-wide war and its aftermath in the process.

Published materials have propelled adventurers deep underground in the Drow and Giants series, to bizarre demi- planes in Dungeonland and The Land Beyond the Magic Mirror and into space in the Greyspace supplement for Spelljammer. GREYHAWK is the setting for many

other famous modules including The Temple of Elemental Evil, White Plume Mountain and the infamous (and deadly) Tomb of Horrors.

Many famous characters also originally hail from Oerth; Mordenkainen, Bigby, Tenser, Robilar and Serten all have their roots in the Flanaess. Many AD&D players will be familiar with these names from the Players Handbook wherein are featured spells crafted by some of these individuals.

Many famous villains can also trace their origins back to GREYHAWK; Vecna, Kas, Keraptis, Acererak, Iggitwilv and Azalin to name but a few!

As well as famous individuals Oerth is also home to many of the best-loved artefacts in AD&D. The Orbs of Dragonkind, the Hand and Eye of Vecna, the Sword of Kas, the Machine of Lum the Mad, the Mace of St Cuthbert and the Iron Flask of Tuerny the Merciless all were first detailed here.

## **GREYHAWK RETURNS!**

TSR was sold in 1998 to Wizards of the Coast (WotC). They decided to revive the GREYHAWK setting. Since then several sourcebooks (The Adventure Begins, The Scarlet Brotherhood, Slavers and the Player's Guide to Greyhawk) and adventures (The Return of the Eight, The Star Cairns, The Crypt of Lyzandred the Mad) have been published. WotC also produced several generic modules, such as The Shattered Circle and Return to the Keep on the Borderlands that were placed in the Flanaess. In addition GREYHAWK has become the default world for d&d3e.

# INTRODUCTION

## FURTHER READING

For further information about the GREYHAWK Campaign Setting and Onnwal the following sources are recommended:

**Adventure Begins, the** (1998), TSR. This sourcebook updates the history of Greyhawk from the Greyhawk Wars to the present day. Much of the information is relevant only to City of Greyhawk Campaigns.

**Dungeon & Dragons Gazetteer** (2000), WotC. ISBN 0-7869-1742-3. This d&d3e introduction accessory has basic campaign information.

**From the Ashes** (1992), TSR. The boxed set that dealt with the consequences of the Greyhawk Wars. It contains 2 sourcebooks and updated maps of the Flanaess.

**Living Greyhawk Gazetteer** (2000), WotC. This sourcebook offers a broad overview of the history, geography and society of the Flanaess as it stands at the beginning of the Living Greyhawk Campaign. As well as collating the bulk of the information contained in the now out of print boxed sets, it also contains a poster sized map of the Flanaess in 591 C.Y.

**Greyhawk Wars** (1991), TSR. Available as a free download or as part of the Greyhawk Wars Boxed Set this booklet details much of the history of the Greyhawk Wars. It also contains a list of movers and shakers and is vital for understanding the conflicts known as the Greyhawk Wars.

**Ivid the Undying**, TSR. Never published in paper form this supplement that deals with the

lands of the Great Kingdom after the Greyhawk Wars is available for free download from the TSR Website. Portions of it can also be found in Dragon Magazine.

**Living Greyhawk Journal** (2000), WotC. This bimonthly Journal (sourcebook) has an ongoing campaign history and feedback for members of the RPGA.

**Players Guide to Greyhawk** (1998), TSR. ISBN: 0-7869-1248-0. A good all-round primer that lists much useful Greyhawk information although much of the information is relevant only to campaigns set in the Free City of Greyhawk.

**Scarlet Brotherhood, the** (1999), TSR ISBN 0-7869-1374-6. This supplement deals primarily with the Scarlet Brotherhood and its dominions. Listings and information on Suel gods can also be found within as well as descriptions of the Amedio Jungle and Hepmonaland.

**Slavers** (2000), WotC. ISBN 0-7869-1621-4. A sourcebook dealing with the Wild Coast and the Pomarj. It builds on the previous Slavelords modules (A1-4).

**World of Greyhawk Fantasy Game Setting**, (1983), TSR. The original boxed set detailing the setting. It contains 2 sourcebooks and a set of large poster maps.

# *HISTORY OF THE DRAGONSHED*

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# *HISTORY OF THE DRAGONSHIELD*

Onnwal is located on the peninsula separating the vast Azure Sea from the Sea of Gearnat and Relmor Bay. Its major city (and capital) Scant is strategically located to control the Gearnat Straits and all the trade that passes through that 150-mile wide channel. To the east it is bounded by the Headlands, a rugged chain of hills inhabited by clans of Dwur, Noniz and Hobniz and a few Flan hillmen. The City-State of Irongate controls the few routes through the almost impassable Headlands into Onnwal, isolating the land from the rest of the continent.

Prior to the Greyhawk Wars Onnwal had been independent from the Great Kingdom of Aerdy since the Turmoil Between Crowns and the Battle of a Thousand Banners (447 CY), which led to the lifting of the siege of Irongate. Its navy, operating in conjunction with that of Nyron, safeguarded it from the threats of the Pirates of the Pomarj based in Blue and the warships of the South Province operating from the Imperial port of Prymp. Since independence Onnwal had never suffered a full-scale invasion of its territory, being subject only to sporadic raids from the forces of the South Province.

In 584 CY however, Onnwal fell almost overnight to the machinations of the Scarlet Brotherhood, a victim of its own complacency.

## **A BRIEF HISTORY OF ONNVAL**

### **PREHISTORY**

Prior to the great migrations brought about by the cataclysmic war between the ancient Suel and Bakluni empires thousands of miles to the west, primarily nomadic Flan tribesmen inhabited the "Dragonshead". Ancient Flan legends speak of an elder time when their ancestors struggled against a forgotten enemy for control of the peninsula. In some places strange and convoluted ruins can be found on and near the coasts of Onnwal. Regarded as curiosities by the vast majority of the population several scholars and academics have studied them with no success. As to the identity of this foe the legends are silent. Other myths tell of Great Wyrms that supposedly lived in the Headlands, devouring any whom entered their realms.

At around the time that the Flan struggled with their ancient enemy for supremacy in the fertile lowlands of the peninsula the Dwur and Noniz were engaged in their own struggle for dominance against the humanoids of the Headlands. Although ultimately victorious, the demi-humans (particularly the Noniz)

would never again be numerous on the Dragonshead.

### **THE TWIN CATAclysms**

The first newcomers to the peninsula were several small clans of Hobniz driven from their traditional homes to the north by successive waves of migrating Suel and Oeridians. Hardy folk, much like the Dwur in their outlook, they were welcomed and allowed to settle in the northern portion of the Headlands where the hills descend nigh to the shores of the Gearnat.

The conflicts raging to the east and north affected the folk of the peninsula little in the early years following the Twin Cataclysms. The Headlands (and their inhabitants) barred passage to the peninsula and few to the north had the inclination or time to construct enough vessels to allow wholesale migrations south. A tribe of Suel known as the Onnwi however, did make the perilous sea voyage from what was to be the Pomarj and discovering the Dragonshead Peninsula, decided to take it as their own<sup>1</sup>. They were evil natured even for Suel and they quickly established themselves in the lowlands of the peninsula killing or driving away the indigenous Flan.

By this time, the Flan were divided into many warring tribes and, it was this disunity that was a major cause of their defeat by the Suel. However some of the lowlander tribes were united by Garantheld, the Warrior King, in the face of the threats of the invading Suel forces and the hostile, barbarous Flan clans of the Headlands.

Uninterested in the hill country, the Suel did not attempt to dominate the Headlands, being content to build a string of forts across their eastern border. Here they dwelt for centuries perfecting their magical arts, oppressing their Flan slaves and occasionally launching punitive raids against the Dwur, Noniz and Flan of the Headlands.

### **THE FOUNDING OF THE GREAT KINGDOM**

The Aerdi were the strongest and most warlike of the migrating Oeridian tribes. Leading other lesser tribes they migrated to the east following Flan tales that told of

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<sup>1</sup> Once they had established their own kingdom they named it Onnwal, or place of the Onnwi.

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an incredibly fertile region fed by several large rivers. Crossing the Franz, Duntide and Harp Rivers they finally discovered the Flanmi River basin in which they founded the Kingdom of Aerdy

The Kingdom of Ahlissa, named after the famed enchantress, and Queen Ehliissa, was conquered by the Aerdi in the 5<sup>th</sup> century OR and eventually become known as the South Province. The Oeridians then continued south, wresting control of Idee and Sunndi from the Suel who had recently enslaved the native Flan of the area.

Oeridian eyes turned next towards the Dragonshead peninsula. Scouts reported that the Headlands were rich in mineral deposits, particularly iron ore, of which the fledgling kingdom was desperately short. Alliances with the Dwur of the area were made and troops moved into camps in southern Ahlissa, which the Suel viewed as a hostile act. A vicious 3-way conflict erupted in the eastern Headlands, which dragged on for several months until the Oeridians (led by their legendary commander Azharadian) surrounded and burnt a strategic town near the present day location of Irongate. Onnwal finally fell in 598 OR. Some Suel fled further to the south while others, tired of fighting, accepted the rule of their new Imperial overlords.

Irongate's foundations were laid in 598 OR near the site of a Suel town destroyed in the conquest of the peninsula. Scant was founded in 12 CY to serve as the main route for the colonisation of the peninsula and as the conduit through which the wealth of Onnwal's silver and platinum mines flowed into the ports of Prymp and Chathold. The establishment of these two towns effectively cemented Aerdi control of the peninsula.

The Onnwal Peninsula was awarded by the first Overking, Nasran Cranden, to the Herzog of the South Province to administer as he saw fit. He divided the country into four provinces, which he awarded to four of Azharadian's most faithful war-captains; Destron, Coriell, Cadwale, and Relaster. Above them he placed an overlord, to whom he gave the title "Szek". The first Szek, Eranian Garendiar, was chosen not for prowess at arms but for his exceptional organisational and administrative abilities. Onnwal was a new imperial fief and needed to be colonised. Eranian was a dedicated man and by the time he died in 45 CY he had overseen the construction of Scant, the taming of the rich, lush lowlands of Gilderond and the founding of the other three regional capitals.

## THE RISE OF THE IRON LEAGUE

The Szeks that followed Eranian however were a mixed bag of political appointees, favourites and relatives of the rulers of the South Province. As the Great Kingdom grew decadent in the fourth and fifth centuries, their reigns were characterised by oppression, financial mismanagement and nepotism. So much so that in 446 CY a deputation headed by the Lord Mayor of Irongate appealed to the Herzog. The emissaries were imprisoned, given a mock trial and, by the end of that year, executed by ritual torture for the new Overking's amusement. Their remains were displayed for several weeks after in the Traitor's Garden in Rauxes. By the following year the whole of the South Provinces was in open revolt against the Overking.

During a meeting in Irongate in the winter of 446/447 CY the seeds of what was to be the Iron League were formed. Originally a loose alliance between Onnwal, Irongate, Idee, and the demi-humans of the Glorioles and Hestmark Highlands, within two years the Iron League was an economic and military union opposed to the tyranny of the Great Kingdom and allied with Nyrond. Sunndi swiftly joined the League that was further strengthened, in 455 CY, by the addition of the Lordship of the Isles.

Imperial garrisons were immediately expelled from Irongate and the other members of the newly-forged alliance and preparations were made to resist the Great Kingdom's retaliation. In early 447 CY Damalinor of Naelax<sup>2</sup> called to his banner an army composed of hundreds of his vassals and relatives. Many were landless, penniless or both and Damalinor promised to divide up the rebellious states amongst his followers.

So numerous were these followers that the siege of Irongate was dubbed the Battle of a Thousand Banners. Foiled by the prowess of the defenders and by the strength of the defences, Damalinor's forces settled in to starve the defenders out. While besieging Irongate the provincial forces were themselves surrounded by a large force of men and Dwur. A clever ruse was employed to rout the Imperial forces from their positions.

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<sup>2</sup> The new Herzog of the South Province and a direct appointee of Overking Ivid I.

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In the resulting slaughter, thousands were slain. Only a handful of survivors straggled back to Zelradton, capital of the South Province, with the news that Irongate was now a Free City in both name and fact.

## FALL OF THE POMARJ

In 510 CY the Hateful Wars came to an end. Dwur, Noniz and the humans of Veluna had banded together to rid the Lortmil Mountains of the humanoids that had infested it for so long. The wisest of the survivors fled to the south gaining sanctuary under the ancient trees of the Suss. Entering the rugged uplands of the Pomarj they found the human rulers there weak, soft and divided. Forming an alliance, the humanoids fell on the Pomarj and by 513 CY had conquered it completely.

After the land fell, surrounding states began to be plagued by waves of pirates operating out of the now humanoid controlled ports<sup>3</sup> of the Pomarj. Between 520 and 584 CY the pirate threat was at its worst, with merchantmen only putting to sea in well organised (and escorted) convoys. Many states bordering the Gearnat Sea and Woolly Bay indulged in privateering. Onnwal's navy fought long and hard against the pirates of the Pomarj with notable success in the late 570s but the Onnwals never managed to stamp out the scourge of piracy on the Gearnat.

## THE SCARLET BROTHERHOOD APPEAR

In the mid 550s CY the Chelors, cousins to the Overking, were granted the rulership of the South Province. They immediately embarked upon an aggressive campaign to strengthen their new domain and to win back the rebellious southern states.

In 573 CY, red-robed scholars and sages appeared in the courts of the Iron League professing to hail from the Land of Purity. With some hesitation these learned individuals were accepted and began to work their way into sensitive and vital positions. At the same time Scarlet Brotherhood assassins also infiltrated the lands of the League in more subtle guises removing outspoken foes of the Brotherhood and its ideals. Indeed the sage Morrev Ironseeker of Scant attributes almost all pre-war deaths of nobles in the lands of good to the Brotherhood.

## RESURGANT IMPERIALISTIC AMBITION

During the latter portion of the 570s conflict again flared up in and around the Onnwal peninsula, in what sages now call the War of the Golden League. In 577 CY Onnwalish vessels fought several actions against naval units of the South Province in Relmor Bay and the Sea of Gearnat, as the Herzog attempted to sever the trade routes between the Iron League and Nyron and Almor. No decisive engagements were fought though and the routes remained open.

578 CY, however, heralded better tidings for the Onnwal's navy as it won a decisive victory over the pirate Blidg Fanger<sup>4</sup> near Blue in the Pomarj. As well as bringing prestige to the fleet, this action also netted a huge amount of captured booty from Fanger's vessels. Later in the year, a squadron action in Dunhead Bay between the Szek's fleet and four of the Herzog's warships resulted in victory for Onnwalish forces. This victory allowed Onnwalish vessels to range into Relmor Bay, raiding along the coast of the South Province from Prymp to Galdol below the Tusk Peninsula, forcing the Herzog to re-deploy several thousand troops that he had been massing at Zelradton.

Undaunted however, Herzog Chelor himself took the field with a force numbering in excess of 7000 men in that same year. Another army under General Reynard (10,000 strong) cleared the land between the River Grayflood and the Rieuwood of all hostile forces. Forces of Sunndi (around 2,000 strong) harassed Reynard's flank from the Rieuwood but by late summer the general had successfully crossed the northern arm of the Hollow Highlands. Linking up with the Herzog's own force this host, further strengthened by several thousand humanoids, then pushed south attempting to cut Idee, and the Iron League, in half. His host was halted and surprisingly driven back northward after a pitched battle to the north of Naerie<sup>5</sup>, capital of Idee. Imperial forces however, quickly recovered and established a defensive position,

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<sup>3</sup> Principally Highport but to a lesser extent Blue was also a pirate safehaven.

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<sup>4</sup> Blidg Fanger was one of the most successful (and feared) pirates to sail the Gearnat. At the time of his defeat he had a fleet of 5 ships. The entire flotilla was lured into ambush and destroyed.

<sup>5</sup> The Battle of Naerie.

# *HISTORY OF THE DRAGONSHOARD*

which the forces of the Iron League could not overwhelm. The Herzog's heavy cavalry effectively checked every attempt made to out flank his defensive positions. By the end of the year a tense stalemate had developed.

In the autumn of 578 CY the leaders of the Iron League met at Killdeer in eastern Onnwal. It was agreed that although the Dwur and Noniz of the Headlands would aid in the defence of Irongate, they would not become any further involved in human affairs. As a result Szek Ewerd decided to reinforce the marine contingents aboard his vessels and to increase the size of both his army and militia. The army was increased from a full strength of 1,600 men to 3,000. The militia now began to train all able-bodied men between the ages of 15 and 45, with around 4,000 men immediately starting training.

Trouble also flared in Scant that year, when it became evident that something or someone was slaying sailors in and around the Great Harbour. The threat, revealed to be a band of renegade Sahuagin, was destroyed by a small band of heroes in the sewers of the city.

In 579 CY one third of Onnwal's army (around 1,000 men) was sent eastward into Irongate and Idee to strengthen the defences there. These men were made up exclusively of light infantry units. To check Chelor's ambitions the Iron League formally expanded to include Nyronnd and Almor and so became known as the Golden League.

Although he made no great inroads into the lands of the Iron League Chelor's initiatives were not complete failures. He managed to deal several sharp checks to the demi-humans of Sunndi. In 582 CY, a series of naval skirmishes fought in the Sea of Gearnat and Relmor Bay against Nyronndal and Onnwalon fleet elements resulted in a minor victory for the imperial forces. Nonetheless, with the coffers of the South Province depleted by five years of fruitless conflict, the war quietly petered out in late 582 CY.

## **THE SLAVE LORDS**

In 576 CY yellow-sailed vessels began raiding the coastal settlements of the Gearnat Sea from Onnwal to the Wild Coast. Several villages were completely destroyed by these raiders and their populations carried off to the Pomarj to be sold into slavery. These raids continued for four years and, although Onnwal did not pay bribes like other states to stop the attacks, its navy seemed incapable of intercepting and sinking the raiders.

To combat this threat Szek Ewerd granted letters of marque to several prominent sea captains and mercenaries with a charter to seek out and destroy the yellow-sailed raiders. These irregular forces, freed from the highly regimented chain of command actually reported some small successes against the Slave Lords. However, the bulk of the slavers' raids went uncontested. Only in 580 CY, when a small band of heroes managed to penetrate and destroy the hidden lair of the Slavelords was their power over the region broken.

## **THE GREYHAWK WARS**

When the Greyhawk Wars began, none in Onnwal had the vision to foresee what would befall their country in a few short years. When it became apparent that the Great Kingdom would use the conflict as an attempt to reclaim lost territory, the Scarlet Brotherhood secretly despatched gold and mercenaries through circuitous routes to strengthen the states of the Iron League.

With Irongate, Idee, and Sunndi threatened, the land-based members of the League met in Oldred at the invitation of King Archbold III of Nyronnd and signed the Eastern Pact, formally allying themselves against "the mad aggressions of the Great Kingdom." The County of Urnst also signed the pact, but the Theocracy of the Pale, citing Nyronnd's many heresies, refused to join.

Soon thereafter however, a sudden coup in the Lordship of the Isles replaced Prince Latmac Ranold with his distant kinsman Prince Frolmar Ingerskatti who immediately proclaimed his allegiance to the Great and Hidden Empire of the Scarlet Brotherhood.

In 584 CY the Sea Princes were given an ultimatum by the Scarlet Brotherhood – "Submit to the Scarlet Brotherhood or be destroyed." When the proposal was rejected the ambassador presented the Princes a list of 30 nobles of the Hold. The next morning 27 of the 30 were dead. Cowed, the Sea Princes surrendered and within a fortnight Brotherhood and Lordship vessels docked in Monmurg and Port Joli bearing legions of savages from the jungles of the south.

Strengthened by the forces of the Sea Princes, the Brotherhood immediately

# *HISTORY OF THE DRAGONSHOARD*

struck at Onnwal and Idee, both of which fell swiftly. In Scant, Szek Ewerd Destron was struck down by an assassin's blade as the streets of his capital echoed to the sounds of vicious and bloody battles between the outnumbered warriors of Scant and the Brotherhood's savage allies. Within days only Irongate still stood. The wily Lord-Mayor, Cobb Darg, had known all along the precise source of the mysterious aid. His network of spies moved quickly to eliminate the Brotherhood's agents within the city before they could strike, so avoiding the fate that had befallen his neighbours. Totally surrounded Irongate stood alone, the last bastion of freedom in the Iron League.

With the fall of their country many Onnwalons attempted to escape to southern Nyrond making the perilous ocean crossing in any craft that they could find. Even Bigby, Archmage and member of the Circle of Eight, was forced to flee his residences in Scant for Veluna.

The occupation of Onnwal was so brutal that the populace began to flee the country in such numbers that Sister Kuranyie (the Brotherhood's appointed ruler) was forced to take hostages from every family in the land to ensure that no one else would attempt to escape. Wild rumours swept the land of strange red-hued trolls said to be immune to fire stalking the Headlands and of the disappearance of many citizens who exhibited Suel characteristics.

## **RESISTANCE AND REBELLION**

When Onnwal fell the only effective resistance to the rule of Sister Kuranyie was the Wreckers Guild (Scant's thieves guild) under the leadership of Rakehell Chert. Chert had somehow gained knowledge of the Brotherhood's imminent attack on Scant and moved his headquarters into the countryside. He spent the remainder of the year organising his followers into cells that operated independently throughout Onnwal. Meanwhile he established relations with the demi-humans of the Headlands and surviving soldiers hiding in the hills. Chert also made contact with the archmage Bigby. An erstwhile companion of his, Bigby gave him aid and the names of several of his apprentices and associates still in the area who could help Chert's cause.

Finally Chert made contact with Jian Destron, son of the assassinated Szek, who had escaped the blades of the Brotherhood not by skill at arms but by being on a patrol vessel sailing the Gearnat at the time of the attack. Jian raised

his at Nesseremouth in southern Nyrond and wintered there, gathering to him vessels and men who had escaped the fall of Onnwal. By winter's end he had gathered 4 warships and almost 800 followers, the bulk of whom were either marines or sailors.

Secure in Nyrond, Jian plotted throughout the stormy autumn months and as soon as the weather allowed he despatched a fast ship across the Gearnat to gather news of events on the peninsula.

On the first spring tides of 585 CY came a Brotherhood vessel, ostensibly to trade with Nyrond. Jian's followers promptly sank the ship and warned that any other Brotherhood vessels trying to put into port would be similarly dealt with. The Brotherhood protested to the Bailiff of Nesseremouth who, lacking instruction from Rel Mord and being sympathetic to the young monarch-in-exile, simply ignored the matter.

In Onnwal meanwhile, Chert began diplomatic efforts to gain aid from Irongate. Leading these was Duke Coriell of the Eastern Marchlands who took refuge there after the fall of his castle and estates at Killdeer. Although Coriell managed to gain a trickle of aid for his beleaguered nation from Cobb Darg, most of Irongate's resources were employed in resisting the Brotherhood and Aerdi armies that menaced the city.

While Sister Kuranyie became aware of Chert's resistance early on and although expending considerable effort at rooting out the rebels, she failed to make any significant in-roads into the organisation.

After the burning of 34 farmers in Scant's Grand Market in Richfest of 585 CY, Chert encouraged the populace of the country to support their new rulers, at least tacitly, but made clear that actual treason would be punished harshly. This state of affairs lasted into 586 CY until a dozen of Sister Kuranyie's Herdsmen were slain in a magical attack of great ferocity. Sister Kuranyie survived the assault by dint of her arcane protections and determining that the assault originated from the resistance prepared a "genocidal sweep" of the countryside in revenge.

Warned of her intentions by his own agents, Chert called for a general uprising,

# *HISTORY OF THE DRAGONSHOARD*

which began on the first day of Brewfest 586 CY. Completely surprised, and in many cases surrounded, Brotherhood resistance was surprisingly weak. Initial fighting lasted throughout the month of Patchwall and ended with the Brotherhood loosing much of the country to the rebel advance. However Brotherhood troops holding Scant, aided by the formidable defences and the presence of Sister Kuranyie, denied the rebels access to the city.

The rebellion has now dragged on for five years. As before, the Brotherhood still hold Scant, re-supplying their troops by sea at will. Communication with the rebels is difficult but Jian Destron, now returned to his homeland, claims to rule “Free Onnwal”, although what this name actually refers to is a matter of conjecture amongst some outside observers of the area. Some believe that this refers simply to the underground resistance while others argue that it actually refers to portions of freed countryside.

It is still unclear who leads the Brotherhood forces in Scant, although it is assumed that if Kuranyie has survived the intrigues of her fellows and the blades of the resistance that she must still be in power here.

## **ONNVAL TODAY**

The Onnwal of today is a battleground for the two factions that dominate the land. The Scarlet Brotherhood holds Scant, from which they operate a virtual blockade of the Gearnat Straits with the aid of their pirate allies operating from Blue, and some small portions of the surrounding countryside.

Jian Destron, son and heir to the assassinated Szek leads the other faction known as “Free Onnwal”. Free Onnwal now controls much of the hinterland of Onnwal and has forged diplomatic links with many former allies of the country.

Small Hochebi warbands also roam the Headlands, many with their females and young in tow. These ex-soldiers of the Brotherhood were either left behind in the retreat in 586 CY or are deserters. They were originally brought to the peninsula to fight the Dwur and Noniz of the Headlands. Several groups are known to have established themselves in the hills, preying on all that pass nearby.

Raiding parties of Hepmonaland savages stalk the countryside killing and looting spreading terror into the hearts of the people of Free

Onnwal. Periodically they return to Scant with booty and slaves for Kuranyie's pleasure.

Conditions within Scant are terrible. Although the Brotherhood's fleet manages to keep the city supplied with essential items, most of these go to the Brotherhood, their troops and sympathisers. All families in the capital and throughout the land have lost at least one member to the Brotherhood. Their fate is unknown.

Outside the city things are better – there is sufficient food available for all to eat and even some left over to be sent to Irongate. Many of those who fled into the Headlands, Irongate or Nyrond have returned. Jian Destron has raised his battle-standard at Killdeer.

Large-scale actions are so far unknown in this war of attrition. Small skirmishing groups attempting to gain control of a village or strategic location characterise most of the fighting. Naval skirmishes are also common as ships belonging to Free Onnwal try to run the blockade of the Gearnat Straits or make for Nyrond or the Free City of Greyhawk.

## **WILL ONNVAL WIN ITS FREEDOM?**

Although the rebels now control most of the country, the Brotherhood still control the strategically located fortress-port of Scant and a few other outlying areas. Before the Greyhawk Wars, Scant was considered almost impregnable to either land or sea assault. The Brotherhood still control most of the Onnwalish navy, which makes it impossible to blockade the port into submission. On land, Brotherhood troops make skilful use of the port's defences to fend off rebel raids.

Troubles elsewhere for the Brotherhood have stretched its resources considerably and as long as Sister Kuranyie manages to maintain her grip on Scant no aid will be forthcoming from the Tilvanot Peninsula. Rumours are rife in the countryside of Onnwal that Kuranyie is considering a pact with Turrosh Mak of the Pomarj, which would bolster her strength with fresh humanoid forces. It is thought that she will pay for these troops with slaves drawn from the population of the peninsula. More worrying indeed is the possibility that the Brotherhood might

## *HISTORY OF THE DRAGONSHIELD*

relinquish its grip on its remaining territories in the Hold of the Sea Princes and re-deploy forces from that conflict to Onnwal.

The rebels are not without friends of their own however. In 590 CY they managed to convince Irongate's Lord Mayor Cobb Darg of the legitimacy of Jian Destron's government and that the struggle was almost over. In exchange for his recognition of their government in exile, they export much needed supplies to Irongate. Sunndi also strongly supports the rebels with supplies of desperately needed weapons, supplies and intelligence.

The situation in Onnwal is currently in stalemate. The rebels cannot take Scant without more troops and the Brotherhood cannot exert much control on the hinterlands of Onnwal because of their own manpower shortages. Thus, until one side develops a substantial advantage in numbers or power, there is no end in sight for the conflict that rages across the peninsula.

# HISTORY OF THE DRAGONSHOED

## THE RECORDING OF TIME

There are 3 calendar systems currently in use in Onnwal today; CY, OR and SD. When using one of these dating systems it is traditional to note the systems abbreviation after the date, e.g. 591 CY.

Of the 3 systems the CY (or Common Year) system is the one most used by the general populace.

SD (or Suel Dominion) has been reintroduced to the country by the Scarlet Brotherhood and they insist that all Onnwals use it although there is much resistance to this. Originally used by the Onnwi, the first Suel settlers of the area, much of the first written records of the country use this dating system.

The final dating system in use in Onnwal is OR, or Oeridian Reckoning. Introduced by the victorious Aerdi after they subjugated the area in 598 OR, it was supplanted by the CY system in 645 OR when Grand Prince Nasran Cranden declared universal peace throughout his domain and took the title Overking. As there is no year "o" in the Common Year system, any date that need to be referred to before that time are done so using OR dates.

### CONVERTING DATES

The following formula should be used to convert between the various dating systems in use.

*Conversion: CY + 5515 = CY in SD*

*Conversion: CY + 644 = CY in OR*

## ONNVAL'S CALENDER

A year (or Dozenmonth as it is known around the Flanaess) is broken down into 12 months of 28 days each. Each month can be broken down into 4 weeks of 7 days each.

The standard 7-day week is as follows: -

|          |         |
|----------|---------|
| Starday  | Work    |
| Sunday   | Work    |
| Moonday  | Work    |
| Godsday  | Worship |
| Waterday | Work    |
| Earthday | Work    |
| Freeday  | Rest    |

These months are further divided into 4 groups of 3 months each, which are separated by a weeklong festival week. The timing of the months was taken from observation of the Oerth's 2 moons – Great Luna, the white moon and the smaller aquamarine Celene. The phases of Luna moves through the Dozenmonth on a predictable basis because of the inclusion of the 4 festivals. Celene is always full on the 4<sup>th</sup> day of the festival week. The 4 festival weeks are Needfest, Growfest, Richfest and Brewfest.

### NEEDFEST

The first festival of the year, Needfest marks the beginning of a new year. The first day of this week long festival is the most sacred with many faiths holding gatherings to give thanks for the safe transition from the old to the new. Many religions consider this a time of rebirth. This festival it is a time of feasting and merriment throughout Onnwal with many small communities staging communal events involving singing, dancing and tall-tale telling.

Godsday of this festival is known as Midwinter Night, or Handmaiden's Glory,

### THE CALENDAR OF THE FLANAESS

| MONTH           | SEASON           | PHASES OF LUNA                                                                        | PHASES OF CELENE                   |
|-----------------|------------------|---------------------------------------------------------------------------------------|------------------------------------|
| <i>Needfest</i> | <i>Midwinter</i> | <i>Needfest 4<sup>th</sup>:</i> ☾                                                     | <i>Needfest 4<sup>th</sup>:</i> ☾  |
| Fireseek        | Winter           | 4 <sup>th</sup> : ☾, 11 <sup>th</sup> : ☾, 18 <sup>th</sup> : ☾, 25 <sup>th</sup> : ☾ | 19 <sup>th</sup> : ☾               |
| Readying        | Spring           | 4 <sup>th</sup> : ☾, 11 <sup>th</sup> : ☾, 18 <sup>th</sup> : ☾, 25 <sup>th</sup> : ☾ | 11 <sup>th</sup> : ☾               |
| Coldeven        | Spring           | 4 <sup>th</sup> : ☾, 11 <sup>th</sup> : ☾, 18 <sup>th</sup> : ☾, 25 <sup>th</sup> : ☾ | 4 <sup>th</sup> : ☾                |
| Growfest        |                  | Growfest 4 <sup>th</sup> : ☾                                                          | Growfest 4 <sup>th</sup> : ☾       |
| Planting        | Low Summer       | 4 <sup>th</sup> : ☾, 11 <sup>th</sup> : ☾, 18 <sup>th</sup> : ☾, 25 <sup>th</sup> : ☾ | 19 <sup>th</sup> : ☾               |
| Flocktime       | Low Summer       | 4 <sup>th</sup> : ☾, 11 <sup>th</sup> : ☾, 18 <sup>th</sup> : ☾, 25 <sup>th</sup> : ☾ | 11 <sup>th</sup> : ☾               |
| Wealsun         | Low Summer       | 4 <sup>th</sup> : ☾, 11 <sup>th</sup> : ☾, 18 <sup>th</sup> : ☾, 25 <sup>th</sup> : ☾ | 4 <sup>th</sup> : ☾                |
| <i>Richfest</i> | <i>Midsummer</i> | <i>Richfest 4<sup>th</sup>:</i> ☾                                                     | <i>Richfest: 4<sup>th</sup>:</i> ☾ |
| Reaping         | High Summer      | 4 <sup>th</sup> : ☾, 11 <sup>th</sup> : ☾, 18 <sup>th</sup> : ☾, 25 <sup>th</sup> : ☾ | 19 <sup>th</sup> : ☾               |
| Goodmonth       | High Summer      | 4 <sup>th</sup> : ☾, 11 <sup>th</sup> : ☾, 18 <sup>th</sup> : ☾, 25 <sup>th</sup> : ☾ | 11 <sup>th</sup> : ☾               |
| Harvester       | High Summer      | 4 <sup>th</sup> : ☾, 11 <sup>th</sup> : ☾, 18 <sup>th</sup> : ☾, 25 <sup>th</sup> : ☾ | 4 <sup>th</sup> : ☾                |
| <i>Brewfest</i> |                  | <i>Brewfest 4<sup>th</sup>:</i> ☾                                                     | <i>Brewfest 4<sup>th</sup>:</i> ☾  |
| Patchwall       | Autumn           | 4 <sup>th</sup> : ☾, 11 <sup>th</sup> : ☾, 18 <sup>th</sup> : ☾, 25 <sup>th</sup> : ☾ | 19 <sup>th</sup> : ☾               |
| Ready'reat      | Autumn           | 4 <sup>th</sup> : ☾, 11 <sup>th</sup> : ☾, 18 <sup>th</sup> : ☾, 25 <sup>th</sup> : ☾ | 11 <sup>th</sup> : ☾               |
| Sunsebb         | Winter           | 4 <sup>th</sup> : ☾, 11 <sup>th</sup> : ☾, 18 <sup>th</sup> : ☾, 25 <sup>th</sup> : ☾ | 4 <sup>th</sup> : ☾                |

☾: new moon: ☾: waxing half-moon ☾: full moon ☾: waning half-moon

# *HISTORY OF THE DRAGONSHEAD*

and only the aquamarine orb of Celene is visible in the sky.

## **GROWFEST**

To the nobility of the realm Growfest marks the occasion of the first of two official reviews of Onnwal by the Szek and his four dukes. This weeklong review is often the scene of unparalleled political manoeuvring between the Cantred rulers and their ducal overlords. Traditionally, the Dukes of the Storm Coast hosted the gathered nobility and held a tourney at Sornhill to mark the event.

To the common folk of Onnwal this festival marks the beginning of the planting season and is a time of much preparation for the year ahead.

Merchants celebrate the end of the storm season on the Gearnat during this festival and make offers for a prosperous year at the temples of Zilchus and Xerbo (though worship of Xerbo has collapsed due to the church's collaboration with the Brotherhood).

On the fourth night of the festival, priests of Jascar light bonfires on hilltops all along the fringes of the Headlands, as a symbol of their guardianship of the hills and in praise of their master.

## **RICHFEST**

The hottest of the festivals weeks. Only Midsummer Day is an actual holiday in Onnwal, although normally workers are not worked so hard during the rest of this week. Both moons are full on Midsummer Night and so it is the time of the year when the activity of were-creatures is at its peak. For the scattered Flan throughout the Headlands this is a particularly sacred night and their religious leaders are thought to practise ancient ceremonies designed to thank Beory for the bounty she has bestowed upon them.

The height of the celebrations are normally timed to coincide with Celene eclipsing Luna. Star gazers and astrologers view this night as full of portents of the future and can normally be found intently studying the night sky. Many young lovers get married or betrothed during this time with weddings taking place during the week being viewed as particularly blessed.

## **BREWFEEST**

Traditionally, the last major celebration of the year used to mark the successful completion of the harvest. Brewfest is the time when new batches of ales and other potables were

presented for the first time. Typically it is a time when the normally respectful Onnwalons relax and make merry. It is also a time to give thanks for the bounty of the harvest.

Since 586 CY, however, the festival has gained special significance as the time when the Onnwalons first rose up against their Brotherhood oppressors. The actual Day of Rebellion or Rising Day was the fourth day of the festival. It is a solemn affair with prayers said for the 34 farmers burnt to death in Scant's marketplace and all the other martyrs who have lost their lives in Onnwal's struggle for freedom. In the main rebel towns, the names of the fallen from the previous year are read aloud in the marketplaces and the bells of the temples toll in remembrance.

In the normal course of events the Szek would meet with his Dukes during the Freeday of this period for a formal review of the state of his nation. This is the second of two reviews normally carried out each year.

## **OTHER FESTIVALS IN ONNWAL**

The people of Onnwal also celebrate many other festivals both locally and nationally in addition to the four main festival weeks. A selection of such events is detailed below in chronological order. This is by no means an exhaustive list.

### **DARK NIGHT**

On the 11<sup>th</sup> of Goodmonth both Luna and Celene stand new in the sky. Said by many to be the darkest night of the year it has earned such titles as Black Night, Dark Night, Star Night and the Night of the Long Watch. Thought by the peasant folk to be a night full of evil and dark omens, it is normal to observe communities maintaining fires and vigils all night to ward off the evil that lurks in the darkness. In recent times, attacks by Hochebi are especially prevalent on this night because of the natural advantage that the pitch black darkness allows them. Folk also whisper that the night is sacred to various fiend worshipping cults that still linger in the Headlands.

### **THE SALMON RUN**

Principally celebrated in Longbridge and the south of the country, keen fishers have been known to travel from all over the peninsula to Longbridge for this event.

# *HISTORY OF THE DRAGONSHED*

Longbridge sits astride the River Fallnos, one of the principle routes that the sea salmon found off the coast of Onnwal use to reach their spawning grounds. For three days in the month of Patchwall the river is packed with salmon trying to swim upstream. During this event the banks of the river are packed with contestants, their families and observers.

Duke Cadwale traditionally gave prizes each day for the largest fish caught and to the individual who caught the most fish. In the evenings large bonfires are lit and much merrymaking ensued. All the fish caught that day were cooked and then eaten by the participants. Since the coming of the Brotherhood the Salmon Run has not been celebrated. Instead the Kesh of Longbridge ordered nets cast across the river to catch as many fish as possible. These nets were often sabotaged.

## **BANNER DAY**

Celebrated throughout Onnwal, Banner Day has its origins in the Battle of Thousand Banners. After the successful campaign that broke the siege of Irongate, victorious Onnwalons returned to their newly independent country bearing with them banners captured at the battle.

On the 12<sup>th</sup> of Goodmonth every year these banners are taken out and the telling of their capture is recounted. Heroes of old are revered and bards recount their many deeds throughout the night. It is a night of remembrance not just of heroes but also of the common folk who have gave their lives in the past to ensure that Onnwal is free. Martial displays are also commonplace on this day with many warriors competing to prove their own valour and skill. It was also traditional for local lairds to provide prizes for the winners of these combats.

In recent years this ceremony has gained particularly significance for the participants although in Brotherhood controlled areas the ceremonies are carried out in secret

# *RULERSHIP AND LAW*

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# RULERSHIP AND LAW

Traditionally a Szek has ruled Onnwal. Originally appointed by the Herzog of South Province, after the assumption of independence the title passed to Parmus Destron in whose family it has remained ever since. Jian Destron is now Szek in all but name and the last of his line. Theoretically the Szek is the absolute ruler, though in practice the Destron Szeks usually sought the counsel of the leaders of the other Great Houses in determining and executing matters of policy.

Onnwal is split into four provinces: Gilderond, The Azure Coast, The Storm Coast and the Eastern Marchlands. A Duke, who held the territory for the Szek, oversaw each of these. The four ducal families are Destron, Cadwale, Coriell and Relaster ruling (respectively) Gilderond, The Azure Coast, the Eastern Marchlands and the Storm Coast. Duke Coriell has the additional title Seneschal of the East. Of these individuals only Duke Coriell survived the fall of the country. The third most important man in Free Onnwal, Coriell has remained in Irongate where he agitates for Irongate's intervention in the struggle.

Rulership of Gilderond typically passed to the eldest Destron child to prepare them for ruling the whole country. The Szek was responsible for the upkeep of the armed forces of Onnwal, the levying of taxes, law and order and for the maintenance of Onnwal's dwindling woodlands.

Responsible to the Dukes were a collection of Barons, Village Mayors and other landholders, many of whom were slain or carried off during the occupation. Each had responsibility for a fief (or Cantred) within a province. Some of these positions were hereditary while others were within the purview of the Dukes to grant. Normally centred upon a village or small town, several of the hereditary fiefs had multiple settlements and were politically quite powerful.

Officially the capital of Free Onnwal is Killdeer, a fortress town in the Eastern Marchlands, although it is doubtful that this is where the leaders of the resistance actually are. Both Jian Destron and Rakehell Chert have

been subject to several assassination attempts by the Brotherhood and must therefore mask their movements and true locations.

## ONNVAL'S NOBILITY

Before its capture by the Scarlet Brotherhood, Onnwal was a feudal state. The majority of the land, and therefore power, was held by the nobility. The Lords of the Great Houses – the four Dukes of Onnwal – divided their holdings into Cantreds which, they granted as fiefs to their vassals in return for military service in time of war and taxes in time of peace. The cantred lairds – the hereditary Barons and the appointed Mayors – in turn divided their fiefs among their own vassals who owed them feudal service. At the bottom of this feudal pyramid were the peasantry, who relied upon their noble lords for their lands and for protection. Only since the rebellion from the Great Kingdom has the numbers of freemen – those able to purchase their own property – become significant. The nobility were the masters of the land, and its society and its customs were designed to accommodate them. Nonetheless, Onnwal's nobles have been, by and large, wise and their rule just.

## THE GREAT HOUSES

The four Great Houses of Onnwal claim descent from the captains of the Aerdi general Azharadian who conquered Onnwal centuries ago. As a reward for their loyal service to the Malachite Throne, they were granted extensive lands in the new Imperial fief. The Great Houses have ruled as Dukes of the Provinces of Onnwal since this time. It was they who led the rebellion, which saw Onnwal throw off the oppressive rule of the Great Kingdom.

## MINOR HOUSES OF ONNVAL

Onnwal's barons – the rulers of the 16 hereditary Cantreds – consisted of nobles from the great houses of Destron, Cadwale, Coriell and Relaster as well as from minor houses. Mayors, on the other hand, are appointed directly by the provincial Dukes. Originally, they were

### THE SZEKS OF ONNVAL SINCE INDEPENDENCE

| Reign (CY) | Szek                                                                                                                                              |
|------------|---------------------------------------------------------------------------------------------------------------------------------------------------|
| 446 - 473  | Parmus Destron. Parmus led the nation to freedom and was rewarded by the nobility with the hereditary title Szek.                                 |
| 473 - 495  | Elverd Destron. A warrior well schooled in naval action. He held the pirates of the Pomarj in check throughout his reign. Nicknamed the Sea Wolf. |
| 495 - 497  | Triolar Destron. Slain early in his reign during a skirmish with pirates in the Gearnat.                                                          |
| 497 - 521  | Parmus Destron II. A skilled negotiator and diplomat, Parmus forged closer relations with the demi-humans of the Headlands.                       |
| 521 - 534  | Warnalf Destron. Able but unimaginative.                                                                                                          |
| 534 - 554  | Farnuk Destron. An unimaginative man given to relying on advisors for council.                                                                    |
| 554 - 572  | Parmus Destron III. Parmus spent much of his reign energetically defeating the plotting of the newly appointed Chelors.                           |
| 572 - 584  | Ewerd Destron. Assassinated by the Scarlet Brotherhood.                                                                                           |
| 584-591    | No crowned Szek but Jian Destron is widely accepted as the ruler of the land.                                                                     |

## ***RULERSHIP AND LAW***

appointed to oversee the Duke's affairs in the four provincial towns. During the sixth century of the Common Reckoning, mayors were appointed to more of the wealthier cantreds in the lowlands – usually where the ruling line became extinct – a sign of the slowly growing influence of wealthy commoners in Onnwalish society. Though they hold equivalent legal powers and responsibilities to the hereditary nobles, they are still considered commoners and tend to be looked down upon by the Barons as a result.

Cantred lairds are responsible for upholding law and order, the collection of taxes and the organisation and training of the peasant levies. Nobles are required to furnish their household troops to the Szk in times of crisis, while mayors (or more precisely their fiefs) shoulder the costs of garrisoning Onnwalish regulars.

When the Scarlet Brotherhood invaded, the lairds were among their first targets for assassination and up to twelve are thought to have been slain in the first terrible night of blood. The remainder were hunted by the Brotherhood and publicly executed if captured. A further seven lairds fell in this manner. Of the remainder, four escaped - the lairds of the Dwur March, High Bergard, Fallnos Vale and Silvervale – and one became infamous for his treachery.

Rohal Soldas, mayor of Sornhill, admitted an advance force of Brotherhood troops into Duke Relaster's tower in the town, resulting in the capture of the Duke and most of his immediate family. When Brotherhood ships were sighted entering the bay next morning, Soldas ordered the surrender of the town in the name of the deposed Duke. Only the refusal of a young marine commander – Barrend Desharn – to obey this order prevented the town falling without a struggle.

Though resistance was ultimately in vain, it allowed several ships to flee the port including a naval caravel packed with marines and other refugees and the burning of several other vessels, denying them to the Brotherhood. While Desharn is believed to have fallen in a valiant rearguard action on the quays, Soldas went on to become an adviser to the Kesh of Sornhill. The traitor was not found when the town fell to the rebels in the autumn of 590 CY. Recent reports place him at the side of the deposed Kesh in the hills around the town.

Despite the liberation of much of the country since the Brewfest Rebellion, Jian Destron has not appointed any lairds to the recovered

territories. To do so would be to condemn the men to certain assassination or subversion by the Brotherhood. Instead, Free Onnwal is largely administered anonymously by local resistance cells – usually led by members of the Wreckers. This has angered some of the surviving nobility – affronted to see brigands and criminals usurping their rightful place in society. Jian has promised to make amends once the Brotherhood is driven from the country and he retakes his throne in Scant.

### **LEGAL SYSTEM**

The Onnwalish legal system is taken almost directly from the famed Legal Code of Schandor Cranden, Lawgiver, set down in the golden age of the Great Kingdom when the empire was yet good and just.

Justice and law in Onnwal is officially the province of the Szk. However, in practice this right is formally delegated to the Prime, the Chief Justice of Onnwal – usually the High Priest of Pholtus. Petty crimes and disputes between peasants or freemen are dealt with by Justices of the Peace appointed by cantred lairds. These Justices are generally constrained in sentencing by guidelines issued by the Office of the Prime, though there is some leeway for lairds to adjust the sentences in certain cases.

More serious crimes (such as murder, arson, theft of goods to the value of 500 gold gulls, magical crimes, sedition etc) and disputes between peasants or freemen and the lairds are dealt with by travelling Judges of the Sessions. These were almost always priests of Pholtus (though occasionally some where of Heironious' faith). As a restriction to help ensure impartiality, neither they nor any relative though blood or marriage could own land within 50 miles of the place of judgement. Disputes between nobles are dealt with by the Prime himself and three other High Priests (usually Zilchus, Heironeous and Osprem), or in exceptional circumstances, where the security of the country is deemed to be endangered, by the Szk.

The old legal system was, of course, replaced by the Brotherhood's own harsh laws. All those enslaved were denied any legal rights or status – effectively becoming the property of the Brotherhood. The remainder, now sub-citizens in the new order, were bound by the laws of the

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Brotherhood. The three cardinal laws were:

*The Destiny of the Suel:* Do not take actions that slow the Suel people on the path to their true destiny.

*The Bonds of the Brotherhood:* The Brotherhood has a shared birthright. Behold their superiority above the slave races.

*The Words of the Fathers:* Acknowledge the authority of your superiors and obey their commands.

Aside from these precepts – subcitizens were bound by a lexicon of specific statutes. Subcitizens were not allowed to carry weapons longer than 6 inches in length unless they served the Brotherhood. Wilful or incidental acts causing damage to an excess of 100 square feet of property, causing the injury or death of a citizen by wilful or accidental acts or theft of damage to the property of a citizen were punished by imprisonment, enslavement or death. Torture and/or execution punish wilful acts of treason against the Brotherhood. Thralls breaking these laws were generally executed publicly as an example to others.

In Free Onnwal – the legal system of Schandor has been restored in name. In practice however, the Office of Prime remains vacant and few Judges of the Sessions survived the Occupation. Local rebel commanders enforce the rule of law on an ad hoc basis. However, as many of these are members of the Wreckers, enforcement tends to be lax to say the least. Only serious crimes such as murder and treason tend to be rigorously enforced – generally with a death sentence.

This state of affairs is a further cause among the noble supporters of Jian Destron, who want to see him take a stronger line in this regard and appoint a new Prime. Also keen for this to happen is the new High Priest of Pholtus, Purcenn Kerondas. He has already encouraged his clergy to enforce the old laws wherever they are. This they have done with zeal – though the church's adoption of intolerant dogmas from the Theocracy of the Pale has caused some disquiet among some rebels and other faiths, notably Trithereon's, and may be the cause of Jian Destron's reluctance to appoint Kerondas as Prime.

## THE SCARLET BROTHERHOOD IN ONNVAL

The Brotherhood replaced the traditional system of government with a network of Kesh

(in effect a Mayor), each of whom was responsible for the running of a village or town. All reported to the Kesh of Scant, Maranefel Toktot, who in turn answers to Exalted Sister Kuranyie, Keshkal and Shepherd of Onnwal. Now however, most settlements of any size apart from Scant are under the control of the rebels. The fate of the few Kesh who survived the fall of their territories is unknown.

The sections below relate some information regarding the internal workings of the Brotherhood in Onnwal that is generally thought to be correct.

### THE OFFICE OF DIPLOMACY

It has been asserted by the Dwur sage Morrev Ironseeker of Scant that agents of the office have been operating in Onnwal since before the public appearance of Brotherhood emissaries in 573 CY. It is apparent that the Brotherhood has managed to infiltrate all levels of Onnwalish society to one degree or the other. The Office of Diplomacy was probably responsible for the espionage and assassination which so quickly disabled and destroyed resistance to the Brotherhood invasion. Ironseeker is certain that the Office still maintains the Brotherhood's network of spies and assassins in Onnwal.

### THE OFFICE OF ARMS

The Office of Arms co-ordinated the naval assault on Scant and the other Onnwalish ports, the landing of troops and the destruction of what scattered military resistance there was inland. Brotherhood forces continued their drive inland towards Irongate, but were recalled after the failure of the coup in Irongate. Command of the land armies in Onnwal and of the naval forces maintaining the blockade of the Straits of Gearnat and re-supplying Scant and Onnwal is thought to have remained in the hands of the Office of Arms after the invasion. It is notable though that where the forces of the Brotherhood acted with great tactical and strategic co-ordination during the invasion, this was almost completely absent during the Brewfest Rebellion. What this might mean in terms of the command structure of the Office of Arms is still unclear.

### THE OFFICE OF SOVEREIGNTY

The Office of Sovereignty was given control of Onnwal after the crushing of all open resistance in 584 CY with Sister

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Kuranyie as Keshkal of Onnwal. The Office enforced the rule of Brotherhood law in the territory and co-ordinated the activities of the other Offices. Kesh were appointed to oversee each of the major towns and cantreds. Kuranyie and her subordinates ruled with an iron fist, determined to crush dissent and sedition wherever it was thought to exist.

However, the Brewfest Rebellion in 586 CY, caught Sovereignty totally unprepared. The Office was overconfident after the speed of the Onnwalish collapse in 584 CY. Added to this, the speed of the rebel advance left the Kesh and their military commanders disorientated and disorganised. Only Kuranyie's personal intervention halted the rebels before Scant.

Since then the Office has tried to regain some of the ground lost during the rebellion seemingly by any means necessary. In light of this rumours of yellow sailed ships moored in the Great Harbour of Scant certainly bode ill.

### **THE OFFICE OF FAITH**

Agents of the Office of Faith arrived soon after the fall of Onnwal to bring the pure Suel faith to the conquered land. The delegation was headed by groups of priests of the five main Brotherhood religions: Bralm, Llerg, Pyremius, Syrul and Wee-Jas; as well as a mixed group of priests representing the remainder of the Suel pantheon (Chiefly Dalt, Kord, Lydia, Osprem, and Xerbo). The churches of Suel faiths such as Osprem and Xerbo were taken over and their clergy "re-educated" in the ways of the Pure Faith. Non-Suel religions were brutally suppressed, their priests executed or enslaved, their temples levelled and the masonry used to construct temples to the Brotherhood gods.

The Church of Bralm has aided the efforts of the Office of Thralls in managing and mobilising the populace in building and other labour and in the indoctrination of the thralls to their new status. The Church of Llerg has chiefly aided the army, lending guidance, morale and healing where needed.

The Pyremians are greatly feared by the local populace for their depravity and cruelty. They have declared the hot springs of Scant (and thus the rest of the city) sacred to their lord and have vowed to defend it to the last. They also have considerable interest in the Hell Isles, which they call the Spires of Pyremius. The Church of Syrul also aids the Office of Diplomacy in their efforts against the Rebels. Both organisations have placed a considerable reward upon the head of the rebel spymaster. Finally the Church of Wee Jas, as well as aiding in the enforcement of law and order,

has close ties to the Office of Sorcery in their efforts in using sea creatures to blockade the Straits of Gearnat and harass rebel shipping.

### **THE OFFICE OF PURITY**

Members of the Office of Purity too arrived soon after the fall of Onnwal and quickly spread out across the land visiting each town and village assessing the "purity" of the inhabitants. Onnwalons were classified as either subcitizens (for those of pure or nearly pure Suel descent) or slaves (those of significantly mixed blood, Oerids or demi-humans). Slaves had their lands and properties confiscated and were subject to the tender mercies of the Office of Thralls. Subcitizens were allowed to keep their property but were compelled to obey the commands of the Office of Sovereignty. Those of pure Suel blood were seized and shipped to unknown destinations.

The cataloguing of the populace was interrupted in its final stages by the Brewfest rebellion. Since the rebellion the Office of Purity has maintained only a small presence in Scant which is mainly involved in indoctrinating the populace as to the destiny and superiority of the Suel race and of the Brotherhood. Followers of Lydia assist the Office of Purity in its task.

### **THE OFFICE OF THRALLS**

The Office of Thralls arrived in the wake of Purity to take control of the large slave population in Onnwal. With the aid of the Church of Bralm, the Office enslaved all those deemed slaves by the Office of Purity. They then mobilised them in the restructuring of Onnwal – mainly the repair of damaged fortifications, the destruction of non-Suel temples and monuments and the erection of appropriate replacements. In the countryside, the lands of slaves were seized and amalgamated into large plantations worked by slaves to provision the large Brotherhood armies in the country and elsewhere. The Office has also moved significant numbers of slaves to the dreaded Obelstone Keep. Though many enter, none have been known to emerge and terrible and wild tales abound about the goings-on there.

Given their treatment of the populace, it is hardly surprising that the Office lost many members during the rebellion as liberated slaves lynched their oppressors. The

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Office now appears to manage the large slave population of Scant, helping to bolster the defences of the beleaguered city. However given the shortage of food, the condition of many of the slaves is appalling and many die every day, despite the efforts of the Office to stem the loss of their "beasts of burden".

### THE OFFICE OF SORCERY

The mages of the Office of Sorcery are chiefly occupied in aiding the blockade of the Straits of Gearnat and the harassing of Rebel shipping. Their base of operations is Obelstone Keep on the western tip of the peninsula. Here also storm mages wreak havoc on enemy shipping.

### ONN WAL AND OTHER NATIONS

The notes detailed below apply exclusively to that portion of Onnwal referred to as the Free State of Onnwal.

Jian Destron maintains diplomatic relations with a number of sovereign states in the south-eastern Flanaess. Allies of Onnwal include the demi-humans of the Headlands and Iron Hills, Irongate, Sunndi, Nyronnd, the Duchy of Urnst and Greyhawk. Enemies of the rebels include (obviously) the Scarlet Brotherhood, Lordship of the Isles and some piratical elements in the Pomarj. It is rumoured in Onnwal that the yellow sailed vessels of the Slavelords have again been seen in the western portions of the Gearnat although no ship bearing such sails has actually been seen east of Blue. What this unwelcome development could herald for the resistance is unknown.

### ALLIES

**Irongate:** Since the founding of the Iron League, Irongate and Onnwal have been closely allied both in matters of mutual defence and trade. Since 590 CY when Irongate officially recognised the "government in exile" of Jian Destron, Onnwal has sent much needed foodstuffs east to Irongate. Diplomatic efforts fronted by Duke Coriell of the Eastern Marchlands now frantically revolve around convincing Cobb Darg to commit troops to the struggle in Onnwal.

**Nyronnd:** As a member of the Golden League and signatory of the Eastern Pact, Nyronnd is still very much allied with the free portion of Onnwal. Jian Destron wintered in the port of Nesseremouth in southern Nyronnd after the fall of his country and still has many friends there who agitate for stronger support from Nyronnd to assist him in his campaigns. Unfortunately Nyronnd has more pressing concerns of its own and cannot commit itself to any major programs of support. Elements of the

Nyronndal fleet do however assist rebel vessels whenever they can, although they are forbidden to attack Brotherhood ships.

**Sunndi:** Sunndi's main attention is focused in two different directions: keeping an eye on Ahlissian imperialistic ambitions to the north and in guarding against Brotherhood attempts to subvert this land from within (attempts that until now have been impressively unsuccessful).

As a former member of the Iron League Sunndi supports Destron and his followers with intelligence, training and provisions smuggled through Ahlissa via Irongate. Unfortunately while the intelligence it provides is excellent, most deals with the internal political machinations of the United Kingdom of Ahlissa. Little real support (weapons, armour and troops) manages to trickle through to the rebels. King Hazendel has seen fit however to dispatch several military advisors to assist the rebels.

Messages from Sunndi arrive infrequently via courier from the elfking's court in Pitchfield. These couriers have to make the long run from the Rieuwood across the Hollow Highlands, through occupied Idee into the Iron Hills and thence to the Headlands via Irongate.

### ENEMIES

**The Scarlet Brotherhood:** Free Onnwal is currently waging a bitter all-out war with the Scarlet Brotherhood for control of Onnwal. The two nations have no diplomatic ties at all. The rebels of course want nothing more but the complete destruction of all Brotherhood forces within the borders of their nation. During the occupation Sister Kuranyie was responsible for many atrocities against the civilians of Onnwal and so this is a particularly viciously fought war.

**United Kingdom of Ahlissa:** Universally distrusted by all in Onnwal, the New Kingdom of Ahlissa currently has no stated plans of conquest in the south. Indeed Overking Xavener I is currently engaged in limited (and cautious) trade with Irongate. Xavener is engaged in attempting to gain control over the shattered remains of Medegia, rebuilding his neglected navies, in checking the advances of his northern cousins and Nyronnd and in stamping out internal disorders brought about by renegade army

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units. The build up of Ahlissa's naval forces is of primary concern to the rebellion. However, Xavener is known to hate and fear the power of the Brotherhood and it is thought that his need to rebuild is primarily an attempt to secure his coastlines from the threat of Brotherhood invasion. He is aided in his campaigns against the Brotherhood by Prince Reydrich, an archmage of great power and the ruler of the Principality of Zelradtron - the former South Province, Onnwal's foe of old. Reydrich seems obsessed with avenging himself against the Brotherhood whom it assumed was instrumental in his death and subsequent return to life.

**The Pirates of the Pomarj:** The pirates of Blue are a degenerate bunch consisting of humans, orcs and half orcs. After the fall of the city in 513 CY the two races slowly intermingled, the humans teaching the orcs maritime skills and the orcs instilling in the humans an appreciation of strength and violence. Blue is ruled by the Council of Three made up of the most successful and powerful individuals in the city. Pirates operating from Blue sailed the Gearnat up to around 578 CY when the Onnwalish navy defeated Blidg Fanger in a fierce action near the port-city.

Turrosh Mak, the self-styled Emperor of the Pomarj, won over the Council of Three with lavish praise and gifts and within weeks had transformed the whole city into a fortified port used as a base for piracy, slaving and trade. Today it is not unremarkable to see many allied ships in the harbour including other Pomarj vessels, the yellow-sailed craft of the newly resurgent Slavelords and the flagless ships of the Brotherhood. The pirates themselves assist the Brotherhood in keeping the Gearnat Straits closed to all that will not pay the levy, although they are not above attacking a ship that has already paid. Rumours abound in Onnwal that Kuranyie is planning an alliance with the orcish hordes of Turrosh Mak who would fight for her on the peninsula in return for slaves and booty. A development of this magnitude would undoubtedly make things very difficult for the rebels and cause much woe amongst the free inhabitants of Onnwal.

### **THE MILITARY OF ONNVAL**

Traditionally, Onnwal supplied naval units to honour its treaty obligations with the Iron League. It also built up a small but skilled army, backed up by well-trained peasant militias. The army relied upon a very rigid and well-defined chain of command with one in six men being either a sergeant or officer.

Unfortunately, this chain of command stunted many junior officer's initiative, hampering their ability to operate without clearly defined orders from their superiors. This situation saw many officers blindly following the last orders received from their superiors even when these orders were clearly rendered void by the changing tactical situation.

The notes below are intended to portray the condition of the Onnwalish military prior to the fall of the country.

### **THE ARMY**

Onnwalish troops were well equipped. Wearing scale mail (chain mail for officers and sergeants), they either bore crossbows and short sword or long sword and spear. In addition, crossbowmen bore small shields while spearmen carried medium shields. Cavalry were rare in Onnwal because of their unsuitability for use in the Headlands and the difficulty inherent in transporting them by ship. Several noblemen however maintained small cavalry forces.

Onnwal relied upon a relatively small standing army directly under the control of the Szek to protect its borders. To counter the aggression of the South Province Onnwal increased its army strength from 1,600 to 3,000 in the autumn of 578 CY. A proportion of these troops was dispatched east, to be semi-permanently based in Idee, thus countering the manoeuvres of South Province.

Dukes and Barons also maintained small personal forces that could number up to 400 men at arms. Armed and armoured to the personal taste (and pocket) of the noble involved these troops would in time of war come under control of the Szek. Law prohibited their use outside Onnwal however and so any expeditionary force had to be made up of the Szek's personal command.

During the Battle for Onnwal, Duke Coriell fled to Irongate with over 200 followers while Jian Destron in Nessermonth managed to gather to his banner around 800 sailors, marines and soldiers. Many more soldiers however perished in the vicious fighting around the Inner Harbour in Scant and still more have been incarcerated or used as slave labour in the

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plantations of the south or to reinforce fortifications in Scant.

### **THE HILLSTALKERS**

The Hillstalkers were an elite unit within the Onnwal military. Never more than 50 in strength, these resolute and resourceful men existed independent of the normal chain of command, answering directly to the Szk. Skilled outdoorsmen all, they worked closely with the demi-humans of the Headlands in their vigil for South Province aggression. Equipped for stealth and never operating in groups of more than three, Hillstalkers have been used by the Army of Rebellion as messengers carrying tactical information and orders from Jian and Chert to their units in the countryside of Onnwal.

### **THE MILITIA**

The militia was also reorganised and increased in size in the autumn of 578 CY to include all able-bodied men between the ages of 15 to 45. In the past each Duke had been responsible for the training and upkeep of the militia. The reorganisation put the onus on the rulers of the cantreds to service the militia's needs. Szk Ewerd hoped that in this way the militia would be more flexible and better trained.

The majority were armed with spears and outfitted in leather or studded leather armour. The militia fared better than the regular armed forces during the occupation. Not given time to form by the swiftness of the Brotherhood's campaign, many members simply hid their weapons and armour and waited. At the first sounds of revolt, many took to the Headlands, joining the Wreckers in their fight for freedom.

### **ONNWAL'S NAVY**

Onnwal traditionally relied on its powerful navy to keep it safe and to protect its maritime trading interests. Split into two fleets each commanded by a Sea Eagle - Onnwal's admirals of the fleet. Both Sea Eagles (Lord Elias Maldrenn and Lord Delmad Edanis) were slain by assassins in the first days of the conflict and, leaderless, only a few vessels managed to escape to Nyrond. The majority fell into the hands of the Brotherhood.

The navy was made up of caravels and galleys. Most of these are now in the hands of the Brotherhood, crewed by a mix of savage warriors, Brotherhood agents, co-opted sailors, hobgoblin soldiery and mercenaries. Some Suel sympathisers and converts to Suel deities have also found places here.

The few remaining vessels under Jian Destron's control are mostly stationed at Killdeer and Sornhill. A few regularly make the run to Nesser-mouth in southern Nyrond carrying messages of import to the Nyrondese crown and much needed supplies on the return trip.

Rumours persist in Onnwal of one vessel, still unaccounted for. The Chimera was last seen fleeing the fighting in Scant chased by 2 Lordship warships. She was last seen seeking sanctuary in a fog bank westward of the port. Her wreck has never been found and neither of the two vessels chasing her has to date returned to port. All three ships ultimate fate remains unknown.

### **THE MARINES**

The Marines of Onnwal were particularly hardy fighters proficient in fighting on either land or sea. Equipped with studded leather armour, broad swords, crossbows and polearms a 40 strong Marine contingent was stationed on all naval vessels as a matter of course. However the marines suffered particularly heavy casualties in the fighting losing perhaps 60% of their total strength killed or captured.

### **THE ORDER OF THE GOLDEN SUN**

Known more commonly as the Knight's of Azharadian, this order of chivalry is made up exclusively of members of the nobility. The knights all have a devotion to Heironeous, and the core body of knights, which before the war numbered about a score, is supported by a number of priests of the Invincible One - known as the Glaives Cohort.

The Knights and their retinues of mounted men at arms comprised almost the entirety Onnwal's medium and heavy cavalry - numbering about 100 before the Wars. The knights saw action in northern Idee during the Wars and won distinction. However, they were betrayed during the Brotherhood's invasion of the country and only a handful of the Order remains, with scarcely a score of their cavalry.

### **THE FORCES OF FREE ONNWAL**

The following section details the composition, condition and leadership of the rebel forces. After 5 years of conflict a rather informal command structure has evolved in the rebel ranks. In overall

command of Free Onnwal is Jian Destron, Szek of Onnwal. He holds direct command over Free Onnwal's navy and marine forces, and the allegiance of his surviving nobles and their household troops as well as the remaining Knights of the Order of the Golden Sun (both of the latter refuse to take orders from Rakehell Chert).

Rakehell Chert is the leader of the Wreckers, formerly Scant's Thieves Guild, but latterly the armed resistance to the Scarlet Brotherhood in Onnwal. Jian Destron has also given him command of the remains of the regular army and of the peasant militias – now collectively called the Onnwalish Army of Rebellion

## THE ARMY OF REBELLION

Onnwal's regular army was decimated during the invasion. Of a force of 3,000, less than 900 remain, although training of new recruits from the Militia is ongoing. Now under the direct command of Rakehell Chert, the Regular Army is being restructured for guerrilla warfare as part of the new Army of Rebellion. Before the Wars, the Army was top heavy, with one in six men being an officer or sergeant at arms. This "weighting" in favour of officers and sergeants in the command structure bred inflexibility and a lack of ability to cope with rapid changes in the tactical and strategic situation.

Chert has reformed the Regulars into Companies of ten commanded by a sergeant. Four Companies, commanded by a captain, combine to make a Column. Five Columns in turn make up a Brigade. Columns are designed to travel light and fast, foraging off the land and are capable of operating independently of orders from above. Their role is as mobile units capable of striking at the enemy and withdrawing before they can concentrate their forces to reply. Equally, Columns react to block and repulse enemy thrusts into Rebel territory. Columns are generally made up of light to medium infantry, with a good proportion of crossbowmen or other missile troops. Only one column is mounted, given Onnwal's traditional emphasis on infantry for its Regulars. This force is generally kept in reserve to react speedily to threats. Chert's reforms have been largely successful in producing a more effective fighting force. Despite this, many traditionalist officers resent him for his criminal connections and for what they regard as cowardly brigand tactics.

## THE MILITIA

The Militia – peasant levies – fared better in the occupation than the more regular forces as there was insufficient time for the levies to be mustered before Onnwal fell. Thus, most of Onnwal's fighting strength is now made up of Militia units. For the moment, Chert uses the Militia in a defensive role – providing protection for the local people from attack, at least until help arrives in the form of Regulars. They are to attempt to repulse attacks by Brotherhood forces if they can but if the enemy force is too great, they are to lie low and harry the attackers in hit and run raids, until aid arrives. Commanders are picked from their own ranks, supplemented by Regular officers, members of the Wreckers and even priests of Trithereon and Mayaheine, rather than nobles – a notable break with tradition.

Chert has embarked on ambitious programme of training – with the aim of turning the disorganised and undisciplined militia into an effective fighting force of proper soldiers, to fill the gaps left in the Regulars by the Occupation. Some among the nobility have expressed concern about this, fearing that arming and training the peasantry and encouraging them to command themselves now will encourage a climate of rebellion after the Brotherhood have been driven out.

## THE NAVY OF FREE ONNVAL

As of Needfest of 590 CY, the Navy of Free Onnwal consists of seven warships and two converted merchantmen (on loan from the merchant family of Carbani). Jian was known before the Wars to have been a fine sailor and naval tactician. However, given his responsibilities elsewhere, he has appointed two Sea-Eagles to command his naval forces. Lord Carthen Relaster commands the Sornhill Squadron of three vessels and has taken the step of renaming his vessels to signify his resolution to hold Sornhill at all costs. He commands the galley *Fearless*<sup>6</sup> (and the caravels, *Tempest* and *Galliant*<sup>7</sup>). Lord Carthen is charged with the defence and re-supply of the beleaguered garrison in the disputed town, as well as providing a screen for ships making the perilous run to Nesseremouth in Nyronnd.

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<sup>6</sup> formerly *The Relaster*)

<sup>7</sup> (formerly *The Trident* and *Hydra* respectively).

In command of the Killdeer squadron is Degan Corlennd. The galleon *Revenge*<sup>8</sup>, the galleys *Vehement*<sup>9</sup> and *Relentless*<sup>10</sup> and the caravel *Fury*<sup>11</sup>, make up this squadron. Also attached to the Killdeer force are the caravel *Indomitable* and the cog *Valourous* - a pair of converted merchantmen on loan from the merchant house of Carbani. The duties of the squadron include defending the approaches to Killdeer, keeping Dunhead Bay free of Brotherhood shipping and running the Brotherhood blockades to Nesseremouth and the Free City of Greyhawk.

Most of Onnwal's navy fell into the hands of the Brotherhood in 584 CY. Free Onnwal is desperately short of ships and needs to either construct more or to recapture lost vessels. Another pressing task facing the Navy is running the Brotherhood blockade of the Straits of Gearnat and getting naval vessels to defend the port of Longbridge. The town is currently without a naval screen and relies on small fishing vessels and shore defences to fend off attacks by Brotherhood and Lordship of the Isles craft.

### MARINES

Lynhern Deshend (brother of Barrend Deshend, hero of Sornhill), commands Free Onnwal's marines. The force took heavy losses during the invasion, occupation and rebellion, always being where the fighting was fiercest. They now number less than 300. Their main base is now in Killdeer (it formerly having been Scant). The marines man all the ships of Free Onnwal's navy, with usual contingents numbering about 20 - less than half the strength of pre-war forces. The remainder are used for garrison duty in the ports or training of new recruits (for which there has been no shortage of volunteers).

### NOBLE CONTINGENTS

Like their masters, the household troops of the nobility suffered greatly during the occupation - being forced either into hiding or exile. Given that most of the ruling barons were killed during the Occupation, many noble retinues have disbanded entirely - with men at arms either joining the Army of Rebellion or becoming mercenaries or bandits elsewhere. Others have remained loyal to the noble houses they served and either fled into exile or stayed and fought in Onnwal as guerrillas. Duke Coriell and his brother, the Baron of Dwur March, were both able to escape to

Irongate with their household guards - a combined force of some 300 men at arms. This force now provides the core of Killdeer's garrison. Baron Geldren of Silvervale led his household troops into the Headlands where they waged a guerrilla campaign against the Brotherhood. They liberated Silvervale in late 586 CY.

The nobles and their retinues have refused to recognise Rakehell Chert as their commander. Thus they are under the direct command of Jian Destron and outside the chain of command of the Army of Rebellion. Consisting of a mix of infantry and a small number of medium horse, they are mainly used for garrison duties in their native Cantreds.

### ORDER OF THE GOLDEN SUN

The Knights of Azharadian have always been beholden to the Szek alone. However, they are now only a shadow of their former strength - able to field scarcely a score of medium to heavy horse and divided by mistrust and suspicion. Furthermore, they are unsuited to the hit and run nature of the war being waged, and have seen few engagements since their return to Onnwal in 587 CY. The two factions within the Order are divided between Longbridge (Cadwale) and Dunheern (Lorendrenn), where they aid in garrisoning the towns.

### KNIGHTS OF THE CHASE

The few Knights of the Chase in Onnwal recognise no authority but that passed down from the Pursuer through Nialle the Wanderer. Dangerously unpredictable (in some people's eyes) they profess allegiance to neither Chert nor Destron, instead preferring to act as their conscience dictates. No few of the Knights do however admire Rakehell Chert and the steps he has taken to free Onnwal of the Brotherhood's oppression. Of impressive individual prowess the Knights prefer to act alone or with small groups of followers. Operating behind enemy lines they can be out of contact with the regular chain of command for weeks or months at a time. If they have a leader amongst themselves it is likely to be Kelmur Trantis. Many of the nobles view this particular Knighthood as useful to the rebellion, but dangerous to the "natural order of things" none-the-less.

<sup>8</sup> (Jian's flagship and formerly *Glory of the Gearnat*)

<sup>9</sup> formerly the *Sea Eagle*

<sup>10</sup> formerly the *Gryphon*

<sup>11</sup> formerly the *Iron Crown*

### **THE HILLSTALKERS**

The army's elite, these hardy patriots have no time for the politics of the rebellion and report to both Rakehell and Chert. However they have all sworn oaths to defend Onnwal and view Jian as the ultimate leader of the movement. Of its pre-war strength of 50 fewer than 30 members still warm themselves around rebel campfires. The rest have either disappeared while carrying despatches or have been captured by Brotherhood agents and tortured to obtain the information they were carrying. A few new recruits have entered the ranks of the Hillstalkers, mainly from the Eastern Marchlands and the eastern Cantreds of Gilderond.

### **THE WRECKERS**

Though called the Thieves Guild of Scant – the Wreckers operated throughout the country, and their network of safehouses and hideouts proved useful when they were forced to go to ground prior to the invasion of Onnwal in 584 CY. The guild is structured into cells capable of working independently of the rest of the guild. Though this structure was originally adopted to hinder infiltration of the Wreckers by Onnwalish authorities, it proved equally effective against the Brotherhood.

The Wreckers waged a low-level guerrilla war though out Onnwal during the occupation – ambushing small units of Brotherhood soldiery, engaging in assassination, arson and sabotage to disrupt their rule and ease the suffering of the common folk. During the Brewfest Rebellion, they mustered and organised the common people to rise up against the oppressors, and as well as taking and holding villages and towns, they disrupted the Brotherhood lines of supply, hamstringing the ability of the Scarlet Sign to halt the advance of the rebel forces.

The gangs are still in place across most of Onnwal – acting in concert with the rest of the Army of Rebellion – but specialising more now in what they are good at; intelligence gathering, subterfuge, sabotage and assassination. In some regions, however – particularly in the west of the country, the gangs provide the only effective leadership and law. For the most part, gang bosses have dealt fairly with the people they now rule in practise, if not in name. Others however, have set themselves up almost as robber barons or petty despots, exploiting the common folk who depend on them to protect them from the vengeful Brotherhood.

# *TRADE, TAXES AND MONEY*

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# *TRADE, TAXES AND MONEY*

## **THE BIG PICTURE**

Before the Greyhawk Wars, Onnwal was a vibrant trading country; a vital link between Irongate and Idee and the rest of the Flanaess. Onnwalese vessels plied the Azure Sea as far west as the port of Gradsul in Keoland while also travelling as far eastwards as the Lordship of the Isles and beyond. A few brave merchantmen and privateers also travelled to the mysterious jungle continent of Hepmonaland and traded with the natives that they found there. Its naval forces patrolled the Gearnat Sea as well as Relmor Bay attempting to check the roving warships of the Herzog of the South Province as well as the pirates (both human and humanoid) operating out of the Pomarj port cities.

An agrarian country, Onnwal produced plenty of food and traded much of it with Irongate in exchange for metals, weapons and armour. The Iron League was as much a trading pact as a military alliance with trade being carried out between the member states at preferable rates. Due to the far-flung nature of the alliance, most of this trade was carried out by sea, which was quicker, easier and less costly.

After the Greyhawk Wars the Iron League lay shattered: Irongate alone had managed to remain independent and although Sunndi regained its freedom from the forces of the Great Kingdom, it was virtually cut off from its allies. The Lordship of the Isles had become a puppet-state of the Scarlet Brotherhood and both Idee and Onnwal lay prostrate beneath the heel of the Scarlet Sign. Of the mainland states allied with the League, Almor was no more, blasted and smashed out of existence by the might of the Overking and although Nyrond still stood, it had lost territory and many good men in the tides of war.

Today Idee, or the Principality of Naerie as it is now known, is free of the Brotherhood yoke but part of the United Kingdom of Ahlissa. Therefore its trade practises are almost completely governed by the Royal Guild of Merchants of Aerdy, which is itself backed by House Darmen and the priesthood of Zilchus in Ahlissa. The Free Onnwalese are therefore left with few viable trading partners. Trade has however resumed with Irongate: Onnwal sends desperately needed food stuffs east in exchange for the recognition by Cobb Darg of Jian Destron's government in exile. A trickle of trade has also resumed with Nyrond, centred on the southern port of Nessermonth and a few brave Onnwalon captains have made the perilous journey to The Free City of Greyhawk. Rebel vessels are however at a

premium and most are "reserved" primarily for combat duties.

## **TAXES**

Prior to the Battle of a Thousand Banners and Onnwal's independence the Szeks appointed by the Herzog of the South Province taxed the province harshly. The level of taxes, and the brutality of their rule, were two of the main catalysts that prompted the nation to rise up in arms against their rulers.

This was a lesson well learnt by House Destron. Hence the rulers of Onnwal traditionally taxed their subjects lightly, instead concentrating the bulk of their attention on the merchants both foreign and domestic that passed through Onnwal.

The rulers of the cantreds, both elected and hereditary, had a duty to collect the taxes required of them by the Szek. The taxes collected, minus the amount needed for the upkeep of the cantreds. The dukes would then pass the residual sum onto the Szek who used the monies to maintain and equip the military of Onnwal.

Cantred rulers were responsible for the up-keep of any major roads and port facilities in their lairdships as well as the funding of sufficient armed forces for security and general law enforcement. In addition they were required to equip each member of the militia with, at least, a spear and leather armour.

## **THE SCARLET BROTHERHOOD**

The Brotherhood initially undertook a census of its new domains, seizing any property owned by those not of Suel descent. The remaining populace were afforded the position of subcitizen and allowed to keep their assets but were taxed heavily. Some individuals protested bitterly against the levels of taxation levied by Sister Kuranyie. Many were punished, the most notable of these events being the burning to death of 34 farmers in Scant's Grand Market in 585 CY. This gruesome event quashed the immediate protestations against taxation but redoubled the general populace's desire to be free of the burden of Brotherhood rule.

After the Brewfest rebellion all meaningful attempts to gather taxation by the Brotherhood were abandoned, although

# TRADE, TAXES AND MONEY

their warriors loot and pillage any Onnwalons they come across.

## TRANSPORT

Prior to the Greyhawk Wars Onnwal was primarily a seafaring nation. Most travel and movement of trade goods was carried out over water; either along the coasts of the realm.

Travel by road, particularly for merchants was comparatively rare. Onnwal did have however a moderately well developed network of tracks and trails centred on Scant that linked the settlements of the interior to the coastal areas. A paved road (the Cliffway) also exists that links Scant to Irongate along the Azure Coast. Two trails, collectively known as the Hind Road, traverse the Headlands, but are prone to being washed away by summer flooding and are generally in poor repair. With the Occupation however, many of these roads, particularly those ones in the interior, have fallen into disrepair. The rebels were disinclined to repair them and the Brotherhood did not have the resources or need. Both coasts have moderately well maintained roads that run the length of the country.

Thought by many to be an extension of Ahlissa's Lantern Road, a well-maintained trail runs down the Storm Coast linking the settlements of Sornhill, Scant and Killdeer. In the past this branch of the Lantern Road linked up with the main route that runs along the Ahlissan coast. With the loss of Imperial rule after the Battle of a Thousand Banners however, the portion that ran through the Headlands fell into disrepair and the road was split asunder. A faint trail does lead from the eastern border of the Eastern Marchlands to Irongate and this is now seeing more traffic as the rebel government strengthens its links with Cobb Darg.

## COINAGE OF ONN WAL

Traditionally minted in Irongate and transported to Scant under heavily armed guard, Onnwal's coinage has remained essentially unchanged since after Imperial rule was thrown off circa 447 CY. After the Battle of a Thousand Banners and the creation of the Iron League the then Szek desired the creation of a new set of coinage to stamp his authority on the new realm. Consequently his aides designed a set of coins

that have remained essentially the same for over 150 years.

Although plans were drawn up by Sister Kuranyie to remake Onnwalish currency in the Brotherhood's image, she has had neither the time nor resources to put her scheme into effect. Onnwalish coins use the standard D&D3E conversion rates.

All Onnwalish coins have a hole drilled through them somewhere allowing a strong cord or thin chain to be threaded through them. This tradition originated with sailors crewing trade vessels traversing the Gearnat during the stormy seasons. The sailors were constantly losing coin in gales as pouches were drenched or sea chests smashed open by the violent movements of the ship. Each man would have a chain or leather braid with his name or emblem upon it. Thus there was no argument as to who owned what. Sailors in port often carried their coins around their waist or upon their wrists. Many a sailor has swaggered into port with the soft clinking of coin about him, only to leave several days later a lot quieter!

## THE SEA EAGLE

The platinum coin of the realm is named after Coran Calimbore. As a young lieutenant on one of the Herzog's ships at the time of the Turmoil Between Crowns, Coran slew the captain of his vessel – a loyalist named Adriali Herzagmor. Assuming command, he led a successful mutiny that spread throughout the fleet and defeated an invasion force sent from Prymp in battle just beyond the Great Harbour of Scant, thus saving the city. He was nicknamed the Sea Eagle, after the huge birds that still inhabit the southern Headlands, for his ability to anticipate what his enemy was planning. The appellation passed into common usage and became the name for the leader of the Onnwalish fleet. Thus it has four

### ONN WALISH EXCHANGE RATES

|                    | Exchange Value |      |      |       |        |
|--------------------|----------------|------|------|-------|--------|
|                    | CP             | SP   | EP   | GP    | PP     |
| Copper Duck        | 1              | 1/10 | 1/50 | 1/100 | 1/1000 |
| Silver Goose       | 10             | 1    | 1/5  | 1/10  | 1/100  |
| Electrum Wager     | 50             | 5    | 1    | 1/2   | 1/20   |
| Gold Gull          | 100            | 10   | 2    | 1     | 1/10   |
| Platinum Sea Eagle | 1000           | 100  | 20   | 10    | 1      |

meanings in Onnwal.

# *TRADE, TAXES AND MONEY*

## **THE GULL**

The Gull is the gold piece of Onnwal. Named for the birds that in their thousands inhabit the many cliffs and crags around Scant, this coin was the standard used in much of the trade carried out on the peninsula. It has a stylised gull in flight on one side and the Onnwalish coat of arms on the other. It can be found far afield in Nyronnd, The Free City of Greyhawk, Irongate and even Ahlissa

## **THE WADER**

The Electrum coin of the realm shares its name with the nickname given to the Marram Cranes indigenous to southern Onnwal. Differentiated from normal cranes by their yellow/brown neck markings and their preference for nesting in the thick grasses found in the dunes of the Azure Coast, the Cranes are a familiar sight in the skies above Onnwal. The coin bears the heraldic device of Onnwal on one side and a depiction of 2 Cranes nesting on the other.

## **THE GOOSE AND THE DUCK**

The original Flan inhabitants of Onnwal relied on ducks for eggs and poultry-meat, never having had chickens. The invading Suel brought with them a stock of geese that have, over time, multiplied throughout the populace. The Duck and the Goose were therefore "honoured" by the incumbent Szek because of the vital role they play in the agrarian economy of the country. As before, the coins bear a representation of their type of bird on one side and the heraldic device of Onnwal on the other.

## **MERCHANTS ACTIVE IN ONNVAL**

Though before the Greyhawk Wars, Onnwal was a prosperous trading nation, the nature of its feudal society meant that power remained firmly in the hands of the land-owning nobility. Thus while Onnwal's and particularly, Scant's merchant's were wealthy, they wielded little political clout. This was mainly because the nobility discouraged the formation of a Merchant's Guild, preferring to keep the merchant's divided into rival, competing houses and companies. The Church of Zilchus -with its strong ties to the nobility - aided this in large part. The tradepriests made no effort to organise the merchants, and spoke out against those who did.

Mercantile life in Onnwal therefore tended to be fiercely competitive - with each individual house or trader vying with the other for the best markets and profit margins. Such was the fractious nature of Onnwalish merchants that the popular phrase "to squabble like a Scant

trader", was coined, meaning a noisy and boisterous dispute.

## **THE MERCHANT HOUSE OF CARBANI**

A prominent merchant family based in Scant before the Wars, the Carbanis are in fact native to the city of Blue in the Pomarj. The founders of the family were a group of unrelated merchants and burghers of that city who were fortunate enough to be able to flee the port before it fell to the orcish hordes in 521 CY. Finding safe haven in Scant, the refugees banded together with what resources they had sealing their pact with intermarriage and forging the group into one united, if sprawling family. Through much hard work and effort, the Carbani's regained much of their lost wealth and established themselves as one of the richest merchant families in Scant. However, they never forgot their lost homeland and have been unwavering foes of the humanoids and pirates of Blue and the Pomarj ever since. They have repeatedly urged the Szeks of Onnwal to send their forces to reclaim Blue.

The Carbanis were once more forced to flee to escape the rule of the Scarlet Brotherhood. Led by Tygeld Carbani, they escaped to Nessermonth in Nyronnd. Having already had the experience of losing everything - the Carbanis had prudently distributed their assets widely across the eastern Flanaess - from Dyvers to Rel Mord - rather than concentrating all their wealth in one place. Thus, unlike many Onnwalish merchants, they managed to survive the invasion with a substantial portion of their fortunes intact. Tygeld has used this money to purchase two vessels, which he has loaned to Jian Destron to ferry supplies from Nyronnd to Killdeer. Furthermore he has also made several large loans in coin to the Szek.

## **LAREA FARMOOR**

A wealthy and powerful merchant of Scant, Larea conducts her business unhindered by the Brotherhood using the three vessels under her control. It is unknown why the Brotherhood have allowed her to continue in business, but she does urge compliance with their edicts in Scant. Due to her preceived collaboration with the Brotherhood, Larea is not welcomed in Rebel-held ports and now deals via the free ports in the Hell Isles.

# *TRADE, TAXES AND MONEY*

## **MUAMMAN AND SONS**

Based in Killdeer and led by the craft and financially astute dwarf Morathor Muamman, this company had considerable pre-war interests that included guano mines, warehouse property, a fleet of three ships, a small distillery and a company of renowned Dwur builders. Muammon has returned to Killdeer in the wake of that town's liberation and has set about rebuilding his business interests. He has contributed to the building of a temple to Mayaheine in Killdeer. Muamman hates the Ahlissans with a passion and will not trade with them describing them as a "curse in a silk purse".

## **ROYAL GUILD OF MERCHANTS OF AERDY**

Although this trading organisation has no known agents active in Onnwal at this time, it has just created tentative business links with Irongate. Tensions are known to be high on both sides, however the Ahlissians seem extremely keen to trade with the Dwur and humans of Irongate for steel and other mineral resources. In exchange, they offer luxury goods that have become all too scarce in the capital of the Iron League. As the Royal Guild are in effect run by Overking Xavener, and are therefore opposed to the Brotherhood, some observers expect the rebels to open trade with this rich and powerful organisation in the future.

## **THE HOUSE OF FERALEN**

The House of Feralen was once the main human dealers in iron and steel goods in Onnwal. Surprisingly, the advent of war has seemingly unaffected their ability to get hold of large quantities of quality weapons. Many of their competitors are curious to this sudden source of fine grade steel and do not believe the tale being spun by the House Feralen of a new vein being tapped in an isolated mine.

## **THE HOUSE OF GALTHRENA**

The House of Galthrena are a family of humble, if affluent merchants. However, rumours have persisted of their involvement in many illegal activities, none of which have ever been proven. The house is led by Derl Galthrena, the aging and stern patriarch of the family, who has made the unpopular choice of naming his successor as his daughter Helana Galthrena. The extended family lived in a palatial mansion on the cliffs near Longbridge, which was occupied by the Brotherhood Kesh of Longbridge, before the liberation of the town. Derl has since reclaimed the half-burned shell of the house. The Galthrena have

cultivated close ties with several noble families.

## **THE WAYMEN OF THE STORM COAST**

A small group of like-minded individuals, the majority of this group's business ventures were either destroyed or appropriated by the Brotherhood. The Waymen dealt in the import of wood suitable for shipbuilding from Nyron and more rarely Sunndi. They currently deal exclusively with Jian Destron, shipping desperately needed supplies to the rebel stronghold at Killdeer. In the past members of this group have even funded expeditions to Hepmonaland to gather rare hardwoods for special projects. The Waymen's current leader is Fabriga Farwanderer a portly, middle-aged, ex-military man known for his iron will, inflexibility and patriotism.

## **THE HOUSE OF ZELTHRED**

This merchant dynasty has existed since the time of Aerdi rule, almost constantly growing in wealth and prestige. Formerly based in Scant, they now reside in Killdeer. Like most of the other Merchant Houses, they were set back by the invasion and liberation, losing their patriarchal leader Golomus Zelthred to the Scarlet Brotherhood. The loss of this great leader has split the once united house into several small, petty, squabbling camps divided along family political lines, each out to get the other.

The Rebels seized several of the families' cogs in order to boost the strength of their navy before their true ownership was ascertained. Unfortunately both vessels have since been sunk. This act has earned Jian the animosity of much of the family. The House of Zelthred's device is a royal blue sail and yellow sunburst. They were known in many ports, principally for their luxury goods, especially gems and ceramics.

## **YORNAL KATAGA**

A native of Irongate, this astute, self-made man, settled in Onnwal around 565 CY and purchased a large plantation outside Longbridge, well irrigated and possessed of fertile soils. Yornal grew sugar cane interspersed with limes on his estates and was soon producing a clear spirit that became known simply as Yornal.

## *TRADE, TAXES AND MONEY*

Instantly popular in the environs of Longbridge, the drink had become much sought after throughout the peninsula prior to the Greyhawk Wars. His workers put much of the estate to the torch in the face of the advance of the Scarlet Brotherhood. Yornal himself was imprisoned by the Brotherhood. Released during the fighting in Longbridge, Yornal has returned to his ruined estates where he is thought to be rebuilding his shattered mercantile empire.

### **PIRATES OF THE GEARNAT AND AZURE**

As befits sea-lanes that have traditionally seen heavy use by merchants and trading companies, the Azure and Gearnat Seas have long been infested with pirates, privateers and slavers. Many of these individuals like Blidg Fanger operated with relative impunity from the port of Blue in the Pomarj but many others have their base of operations much closer to Onnwal.

The Storm Isles located in the Gearnat and the Hell and the Serpent Isles in the Azure, are all used by pirates and like individuals to strike at passing shipping. Some work for the Scarlet Brotherhood, others have sided with the resistance. The vast majority, however, care little for the struggle wracking the mainland and will strike at any vessel they find.

#### **BAREN HARNSHEER**

A pirate without a ship, Baren is extremely bitter. He travels the Isles stirring up resentment against Wuthur the Wild. He has been rumoured to have dealings with the Brotherhood. Outwardly poor in appearance.

#### **BLACK KRISTOPH**

A man feared by all that know him, Kristoph is known to prey on mages and to covet magic above all else. An elderly but extremely charismatic man, he is arrogant and vicious. His ship, *The Reaver*, is crewed by a crew fanatically loyal to him. Black Kristoph had such a large bounty on his head before the Wars that even fellow pirates attempted to collect. His last vessel, *The Black Ram*, was sunk beneath him and in the ensuing fight he lost his right hand to Wuthur.

#### **JOKRA OF BLUE**

A half orc that operates mainly around the Storm Isles and the Storm Coast. She deals in soma seed and retchweed. Known to have some small skill with magic, she is ever hungry for knowledge both magical and mundane.

#### **WUTHUR THE WILD**

This powerful warrior captains *The Sea Serpent*, a cog that can be found patrolling the seas around the Storm Isles. He preys on any vessel that crosses his path and as a result both sides in the conflict bare him enmity. He acquired the *Sea Serpent* from Baren Harnsheer after a duel. Wuthur has a wide collection of enemies included (but not limited to) Huthor Draug, Black Kristoph.

# *PEOPLES OF THE DRAGONSHIELD*

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# PEOPLES OF THE DRAGONSHEAD

The humans predominant within Onnwal today hail from two main racial groupings: the Oerid and the Suel. Of the Flan (the original inhabitant's of the area), only a few descendants living in the Headlands remain. The only clues of the Flan presence in the lowlands are the survival of several impressive hillforts on the fringes of the Headlands and the periodic discoveries of ancient burial mounds. The latter seem to fall into two categories; burial sites that have been discovered in the course of sinking foundations for new buildings or those that survive in their natural state in the countryside.

Of the modern-day human inhabitants of the Onnwal peninsula there are very few examples of pure breed Suel or Oerid, except in the Eastern Marchlands, where pure Oerids predominate. Most have a typically muddled background, borrowing characteristics from both races although the Oeridian influence is predominant in most individuals. Onnwalons are a fair-haired race – various shades of blond and auburn being the most common hues. Predominantly grey eyed, some individuals have pale blue or even violet eyes. The climate has given most Onnwalish at least a slight tan, although those who spend much time outdoors, such as sailors and soldiers, tend to develop slight freckles on exposed skin areas.

The Onnwalish style of clothing runs to wide-legged pantaloons with a lightweight vest to cover their chests of basic, solid colours. In cold weather a cape or cloak is added to keep the chill air at bay. Here an Oeridian influence can be detected as many Onnwalons add a necktie, hat or sash with a checked pattern.

In temperament they take much from their Suel and Oerid ancestry. Stubborn and proud, they can be aggressive and quick to anger. They have a strongly developed sense of community – a legacy of the almost constant attacks by the South Province and a strong awareness of the strength that can be gained from family. Family is very important to these folk and many know their ancestry back several generations.

## RACES OF THE DRAGONSHEAD

### SCARLET BROTHERHOOD SUEL

Most examples of pure blood Suel in Onnwal are members of the occupying Brotherhood forces. They are a uniformly fair skinned, some being albinos. The hair colour is similarly light – strawberry blondes, yellows and platinums being predominate. Their eye

colour ranges from pale blue and violet through to deep blue. A few have grey eyes. They wear loose fitting pantaloons and airy blouses of solid colours. Red is the favourite colour (unsurprisingly) but white and light blue are also popular. Many monks refuse to wear any colour but red. When it is particularly hot a lightweight vest is substituted in place of the blouse. When the weather cools light robes are added.

They love adornments, particularly broaches, with people of high rank having them fashioned out of silver or green, red or yellow gold. Items of lesser value are carved from ivory, bone and rare woods. Much of the jewellery also contains semi-precious stones, the colours of which are chosen to contrast the colours of the rest of the piece. Monks tend to wear black or white jewellery, made of blackened or white gold. Some examples of these are ancient, created before the Twin cataclysms. Many are old and bear the family crest of the owner (and are therefore easily traceable).

### SAVAGE WARRIORS

The Brotherhood's warriors, imported to the peninsula from Hepmonland, are originally of Suel descent. A millennia in the jungles of the south has altered them – many are at least as deeply tanned as the average Oeridian. Freckles are common. Hair colours are if anything slightly lighter than mainland Suel. Some red heads amongst the population hair colours approaches auburn in hue. Eye colour is likewise as the Brotherhood Suel. For dress many of the savages wear nothing but a loincloth although some add a simple cloth covering over their shoulders, particularly when it is cold. In Onnwal many wear stiff leather sandals and tie fur around their ankles, perhaps to invoke protective magicks. They are a decorative people; spiral and barred-spiral patterns tattooing and body painting being common amongst them. Similarly primitive jewellery is common consisting of bone, animal skin and parts, bright stones, pebbles and simple metal items.

The warriors wear no armour preferring to go into battle unencumbered, although a few use shields. Their weapons are predominantly constructed of wood, sharpened bone, animal horn and stone. In combat they mainly use wooden spears tipped with bone or horn, bone short bows

# PEOPLES OF THE DRAGONSHOED

(with stone or bone tipped arrows), stone axes and stone knives.

## THE HOCHBI (HOBGOBLINS)

Imported by the Brotherhood to fight, the Hochbi were chosen for their lawful natures and prowess in battle. Used primarily by the Brotherhood to battle the Dwur and Noniz of the Headlands, many bands of Hochbi were left behind rebel lines after the Brewfest Rebellion and have settled in areas of the hills.

## THE DWUR (DWARVES)

Migrating to the Headlands many thousands of years before the Twin Cataclysms, The Dwur established their citadels and holds with the blessings of the already resident Noniz who had suffered a grievous toll in their war with the humanoids of the area. Dwarvish civilisation in the area is centred around three main citadels: Nerakern, Sarakast and Vergannin.

Nerakern is ruled by a Council of Elders, but used to be a theocracy, ruled by priests of Moradin. Standing on a small plateau in the Headlands, its four great towers dominate the skyline. As with most other Dwur settlements, however, most of it is actually underground. Many of the walls are decorated with great stone carvings of the Dwur pantheon, although Fortubo is a prominent absentee. It is built across two great bridges spanning the River Nera (Silverstream). Religion is a very important part of life in Neraken with the priests of Moradin ruling in all but name.

Sarakast is the newest of the major citadels. An off-shoot of Nerakern, here rulership is in the hands of a council of merchants, who are in negotiations with the priesthood of Zilchus. Sarakast is thought to control many of the passages and caverns that traverse the Headlands linking the citadels to Irongate.

Vergannin is the most isolated of the three citadels and is famed for its mighty warriors and skilful smiths. Now however, the citadel has fallen on hard times with many of its mines being played out. Dwur from here are thought to be busily exploring portions of UnderOerth to locate new sources of precious metals and gems.

Pre-wars the Dwur mined silver and gemstones from the hills which was traded with Irongate or Onnwal. Now the trade flows exclusively to Irongate.

The Dwur of the Headlands were allied with the Iron League (at least in matters of defence) and have resisted the incursions of the

Brotherhood into the hills strenuously. However they are dubious about getting involved in human affairs and have so far declined offers to join the resistance movement in a more active role.

Religion is an important part in the lives of the Dwur of the Headlands. While the priests of Nerakern cling strongly to the worship of Moradin and the traditional pantheon, Fortubo is greatly revered in the other two citadels. It is a popular myth among the Dwur that Fortubo himself led their sires to the Headlands, though the Priests of Nerakern strongly denounce such "foolish heresies".

## THE NONIZ (GNOMES)

The first good aligned inhabitants of the Headlands, the Noniz occupation predates that of the Flan. Never numerous, the Noniz with the aid of the Dwur managed to defeat and drive out the many tribes of Celbit and Jebline that infested the Headlands. The Noniz suffered particularly heavily during this long series of wars and their numbers have still not recovered.

Preferring the protected fertile valleys to the wind-blasted slopes of the hills the Noniz made their homes deep under the limestone cliffs of the Headlands. Their civilisation criss-crosses the Headlands following the valleys that cut through the hills. Settlements are typically small but within easy travelling distance of others. Baerian Vangaer leads the Noniz of the Headlands.

The Noniz greeted later Dwur migrations with enthusiasm as their presence was seen to offer increased security to the Noniz. Of a similar mind to the Dwur, the Noniz have declined a more active role in the resistance, although they too have resisted Brotherhood incursions into the hills.

## THE HOBNIZ (HALFLINGS)

Hobniz migrated to the area during the time of the Great Migrations when successive waves of Oerid and Suel settlers displaced them from their traditional homes to the north. Landing on the northern coast of the peninsula, they settled the northern fringes of the Headlands, along the upper reaches of the river Bergard. It is here that their main settlement, Fenlee, can be found.

# PEOPLES OF THE DRAGONSHOARD

Hardy souls and experienced fishermen, the rugged life style of the Hobniz attracted them to the Dwur with whom much trade is carried out. Most Hobniz live in subterranean homes with perhaps only a few windows cut into the hillsides to let in light. Many are skilled miners, jewellers, stone smiths or mushroom farmers. Wrestling is a favourite pastime amongst these folk who will even challenge visiting Dwur.

## THE OLVES (ELVES)

Pre-occupation, many Olves hailing from Sunndi, Irongate and points east made Onnwal their home. With the coming of the Brotherhood most fled and the Brotherhood persecuted the remainder. Some have now begun to return to their homes in the freed portion of Onnwal. There are no known enclaves of indigenous Olves in Onnwal however.

## HALF ORCS

Half Orcs making their home in Onnwal most originate on the Wild Coast, fleeing here to escape the onslaught of Turrosh Mak's humanoid legions and the prejudices of Greyhawk City and the remaining free cities of the Wild Coast. No orcs are known to be indigenous to Onnwal and so all half orcs in the region must originate somewhere else, although they could have been resident in the peninsula for some time. Half orcs can be found on both sides of the conflict, although those siding with the rebels are treated considerably better than those allied to the Brotherhood. There is significant prejudice against half orcs, especially in the Storm Coast, where exiles from the Pomarj are most commonly found.

## LANGUAGES "COMMONLY" IN USE IN ONNWAL

**Ancient Suloise:** The language spoken in the Suel Imperium, Ancient Suel is now only spoken by members of the Scarlet Brotherhood and a few learned sages. Most outside the Brotherhood who understand the language do so in its written form. It is used in this way to decipher surviving documents, tomes and spellbooks of the Suel Empire destroyed by the Rain of Colourless Fire over 1000 years ago.

**Common:** As its name suggests "Common" is the most widely spoken language in Onnwal (and indeed the Flanaess). It is the language of trade and negotiation. It 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. It is used, mainly for identification and command functions, exclusively by officials and officers of the Iron League. It is not possible to classify Ferral as a living language as today it amounts to little more than a code. Ferral is a stagnant tongue and does not have the capability to express new concepts.

**Old Oeridian:** Old Oeridian was, until the works of Revort Leyhar, believed to be a pure language, free of outside influences until a few centuries ago. It is still used within the boundaries of the old Great Kingdom mainly by nobles, scribes, clerks, lawyers and other professionals. Many libraries are filled with documents and books in this language. Translation of Old Oeridian into any language apart from Common is impossible because of its unique linguistic components.

**Rasol:** Existing primarily as a spoken language amongst the warriors of Suel descent from Hepmonland, this language is derived from Ancient Suloise and Olman, from which names for the flora and fauna of the jungles was taken. Many higher concepts are absent from Rasol as are terms and phrases inappropriate to the jungle environment. Speakers of Ancient Suloise can understand perhaps 40% of what is said. Primarily a spoken language comparatively few written characters exist in Rasol. Those few in existence are related to food, water, creatures and land and take the form of runes recognisably of Suel origin. Magic is needed however to divine their meanings.

## OTHER LANGUAGES USED IN ONNWAL

|            |             |
|------------|-------------|
| Dwur-voca  | Olven-voca  |
| Noniz-voca | Hobniz-voca |
| Ho-Jebline |             |

## GREETINGS AND FAREWELLS

The following greetings, sayings and phrases are in common use in and around Onnwal.

*Are You Athought?* is used exclusively by those in the Scarlet Brotherhood. It is a challenge used by superiors to their

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juniors. The implication is that those loyal to the Brotherhood should not think but should carry out the orders of their leaders.

*Remember the Farmers!* A rallying cry used by the Resistance to stiffen morale and to underline the vengeful nature of their struggle. The saying refers to the 34 farmers burnt to death by the Brotherhood in 585 CY.

*Stone Endures* and its variants is used by those allied with Irongate as a greeting or sign of friendship. It is also used to acknowledge the heroic defence of that city. Other formats of the saying include: *So long as stone endures* and *stone endures still*.

*Ware the Breakers* is a farewell used between sailors. It literally means to beware of the breakers that pound the coasts of Onnwal when returning to port.

## TITLES AND FORMS OF ADDRESS

Old Onnwalon society was very rigid and codified and it was vital that holders of important ranks were hailed in the correct fashion. As many members of the resistance are from this "old school" a list of a ranks and the correct form of address are listed below.

|        |                 |
|--------|-----------------|
| Szek   | Your Majesty    |
| Duke   | Your Highness   |
| Prince | Your Grace      |
| Baron  | Your Prominence |
| Mayor  | Worthy Sir      |
| Knight | Sir             |

## CHARACTER CLASSES IN ONNVAL

The following notes may be useful when developing a Player Character for use in Onnwal. Develop a character's individual history so that you have something to make it your own character. Describe their appearance, where and how they got to Onnwal etc. Maybe keep a history of activities, people they met etc...

If you wish to play a character that originates in another part of the Flanaess, we recommend you contact the relevant TRIAD for information, include in your history how you came to be a resident of Onnwal.

## SCARLET BROTHERHOOD PLAYER CHARACTERS

It is not possible to play a Player Character who is a member of the Scarlet Brotherhood,

Savage Warrior or Hochebi; or any evil character.

## BARBARIAN

There are two main locales from which Barbarians in Onnwal can hail from. Barbarians native to the peninsula are of Flan decent and hail from the steep, almost impassable valleys of the Headlands to the east of Onnwal. Those not native to the area originated in the jungles to the south.

**FLAN HILLMEN:** Remnants of the Flan civilisation swept aside by successive migrating waves of Suel and Oeridians still survive dwelling high up in the Headlands. Only a few trappings of civilisation survive amongst these folk who have in the main regressed back to a more primitive state. They have not forgotten the secrets of agriculture or metalworking but eschew many of the trappings of modern society. They no longer live in large communities preferring instead to exist in a series of small well-fortified hill top communities. Power in their society remains in the hands of hereditary tribal chieftains who rely on advice from the tribal druids and other spell casters.

Worshippers of Beory, they have claimed the high peaks of the Headlands as their own and not even the Dwur contest their claim. As their ancestors did, they live in peace carrying out some small amount of trade and with the other residents of the hills, and fighting amongst themselves. Representatives of the resistance have met with several tribal chieftains in a bid to convince them to join in the struggle to free Onnwal from the grip of the Scarlet Brotherhood, so far without success.

The Flan are acknowledged as fine hill fighters, many of whose remote fortresses have never fallen to an external foe. These warriors prefer to use javelins, hand axes and daggers.

The Flan of the Headlands commonly have dark brown or black eyes although a few have eyes of brown or amber hue. Their hair is usually black, but some individuals possess brown-black, dark brown and brown hair. Tribesmen tend to go about wearing little more than a loincloth, a cape in bad weather, and leather wrappings on their feet. Body painting, for war or ceremonial purposes, is also common with

# PEOPLES OF THE DRAGONSHOULDER

yellow and vermillion colours being favoured.

## BARD

Prior to the Occupation bards tended to wander the peninsula bringing news and cheer to the inhabitants of the towns and villages of Onnwal. Some held positions in the courts of Onnwal's nobles entertaining their masters as well as embellishing tales of their deeds. Others took passage on the many vessels that docked in the ports of Onnwal, bringing back new tales and news of the outside world. With the coming of the Brotherhood however, bards were persecuted, imprisoned or killed to stop their knowledge of the outside world reaching the inhabitants of this beleaguered state. Many bards joined the resistance in search of new sagas and stories and became not just observers but valued members of the movement.

With the liberation of many parts of the country, bards once again returned to the general populace bring good cheer and raising the morale of the common folk of the country. Bards prodigious knowledge and memory proved useful to the Resistance who used them as messengers and spies.

## CLERIC

Due to the successive waves of migrations across the peninsula the religious situation in Onnwal is a complex one. Prior to the invasion the populace worshipped Suel, Oeridian and a few Flan gods. The Brotherhood outlawed all religions not of Suel decent and incarcerated or killed all the priests of these "deviant" religions that they could find, forcing many more to flee. All the communities of Onnwal had some kind of shrine or temple within it, although who was worshipped where depended on the racial bias of the community and what primary industries it was involved in. Priesthoods in Onnwal were highly hierarchical in nature, as befitted a lawful society.

Commonly worshipped deities of Onnwal include Osprem, Zilchus, Procan and Norebo. Currently however, folk are turning to deities with more of a martial aspect such as Trithereon, Mayaheine and Heironeous.

For more information on the deities on the peninsula refer to the Chapter 5, Deities of the DragonshoULder.

## DRUID

Druids are rare in Onnwal, being almost exclusively of Flan stock. Living in the Headlands, surrounded as they are by such an

example of Beory's bounty, few feel the need to travel to the lowlands of the west. Some few do however, feel compelled to witness all the forms of Beory's creation. Such individuals are exclusively female, as the priesthood of Beory in the Headlands is strictly matriarchal. However occasionally a male will manifest spell casting abilities in the name of Beory. Considered heretical by the (all-female) hierarchy of Beory, these individuals are cast out of their tribes and forced from the Headlands into a life of exile. It is considered a sin to slay these individuals until they have left the Headlands. If they return they are dealt with as if they were any other lowlander. Refer to the entry for "Barbarians" for a physical description of these folk.

## FIGHTER

Fighters are the most common single character class in Onnwal. Before the Occupation they could be found guarding caravans, acting as city guards, serving in the Szek's standing forces, Onnwal's navy or noble's private contingent. Others hired themselves out as mercenaries or bodyguards. With the coming of the Brotherhood however this changed. Many skilled fighters were slain, incarcerated, or forced to flee. Many joined the resistance while a few others changed allegiances and now side with the Brotherhood.

Onnwal is a subtropical land and this, coupled with the need for many fighters to operate over water has made heavy, encumbering armour such as plate mail rare. Natives of Onnwal tend to use crossbows more than other kinds of bows because of the lack of suitable wood. Some groups, like the Hillstalkers, do make use of longbows and are famous (in part) for it. Fighters are also the most common class found in the War Companies of Onnwal.

## MONK

Those devoted to a monastic life were rare in Onnwal before the Greyhawk Wars. Ideals of mental and physical mastery and perfection were somewhat alien to the somewhat more practically minded Onnwalons. The few monks that there were tended to be devotees of religious faiths, though generally they existed outside the official church hierarchies as solitary wandering hermits. Thus, with the possible exception of the Dwur Citadel of Nerakern, there are no established monasteries in Onnwal currently.

# PEOPLES OF THE DRAGONSHOULDER

Of the churches whose beliefs lend themselves to a monastic outlook, the Church of Pholtus is the one which has by far the most monks in Onnwal today. Many of these are missionaries from the Theocracy of the Pale, where there are established monasteries to the Blinding Light. These Radiant Brothers of the One True Path have come to Onnwal to teach the locals the harsh structures of their faith and have had a number of converts particularly in the Eastern Marchlands.

Among the Dwur of the Headlands, monks of Fortubo and Moradin's faiths are known to exist. Nerakern is the centre of the monks of Moradin, while Fortubo's monks tend to be more solitary - living along or in small communities in the hills on the fringes of the Dwur lands.

Some of Jascar's wandering followers in the Headlands are monks, rather than priests. Monks of Heironeous and Mayaheine are unknown in Onnwal - though the creeds of these churches do not rule them out.

It is not possible to play a monk of the Scarlet Brotherhood in the Living Greyhawk campaign.

## PALADIN

Paladins are rare in Onnwal, the best examples of whom can be found following the Oeridian power, Heironeous. Champions of justice, law and good many paladins refused to retreat before the advance of the Brotherhood invasion forces and were killed. The faith of Heironeous, although never numerous, was however a powerful one, sponsoring as it does the Order of the Golden Sun. Most of its adherents were members of the various noble families of Onnwal. Many of the servants of these families also venerated Heironeous and it is from these that the new ranks of paladins are coming. Newly ordained paladins of Mayaheine are also not unknown in Onnwal, as this relatively new faith has gained many converts since the Brewfest Rebellion.

## RANGER

Predominantly drawn from the rustic folk of the interior of the peninsula, the rangers of Onnwal are hardy folk, skilled in traversing the twisting valleys of the Headlands. Alternatively, other rangers native to the DragonshoULder could be Flan hillmen. Rangers are most at home away from the civilisation of Onnwal, be it in the woods of the lowlands or in the wild ridges of the Headlands. Many members of the Hillstalkers, an elite unit of the

old standing army were rangers. The Szek's also maintained another small group of Rangers - The Timber Wardens - who were tasked with protecting and maintaining the many small enclaves of woodland dotted throughout the country. Favoured enemies that a ranger could have developed in his career now include Savage Warriors, Trolls, Hochebi and undead, the numbers of which are on the rise.

## ROGUE

Prior to the Occupation, the thieves of Onnwal had been united under the leadership of the Guildmaster of the Wreckers. Membership of the Wreckers was open to all followers of the larcenous way and this policy almost cost the group dearly during the initial phases of the operation. Rakehell Chert however caught wind of the Brotherhood's infiltration of Scant days before the fall of the city and spirited the bulk of his thieves out into the country side where he organised them into a series of independent cells.

**The Wreckers:** Before the occupation the Wreckers were predominantly made up of smugglers, privateers, hijackers, wreck-looters and confidence men who preyed upon rich merchants and their cargo, rarely bothering the common folk of Onnwal. Well organised by their leader Rakehell Chert, they were a constant thorn in the side of the authorities. Based in Scant they operated mainly along the coasts of the country. They had operations and safe houses in all settlements of note in the country and had contacts in Idee, the South Province and Nyronnd.

After the fall of Onnwal, they became the only true organised resistance to the Brotherhood and even today maintain a prominent place in the resistance. Many of its members are dubious about working so closely and sharing so many of their secrets with their old enemies - namely the soldiery and sailors of Onnwal.

Membership to the guild is now by invitation only and prospective candidates are rigorously observed before being granted admittance to the group. This defence had served them well against agents of the Brotherhood whom, continually tried to infiltrate the group since they originally slipped through Kuranyie's fingers.

# PEOPLES OF THE DRAGONSHOED

## SORCERER

Sorcerers are independent but charismatic loners in the main. Sorcerers are actually more common on the peninsula than wizards. Many learned (and not so learned) individuals have proffered many reasons for this, but no one has proved definitively why this is so. Some sorcerers claim to have the blood of dragons running through their veins, but again none can substantially prove this.

Whatever the truth of it Sorcerers most commonly hail from the Storm Coast, Gilderond and the Azure Coast. Few come from the Eastern Marchlands. Sorcerers amongst the Dwur and Hobniz are distrusted with some being forced from their clanholds. The Noniz, exposed to magic through the practises of their illusionists, have a higher degree of tolerance of sorcerers who are allowed to dwell amongst them as normal members of society.

The role of sorcerer is one that individuals are born into. Whereas wizards have spent many years poring over manuscripts and books a sorcerer comes into his power naturally at puberty. There are no known groups of sorcerers in Onnwal as they have little need to share their knowledge. Those with sorcerous abilities were also detained by the Brotherhood with many disappearing beneath Obelstone Keep. Their fate, although almost certainly gruesome, remains a mystery.

## WIZARD

There are no established "wizard's guild" in Onnwal, wizards from the peninsula being notoriously individualistic. Quite simply there are not enough wizards in Onnwal to sustain any large groupings of wizards. Known wizards were systematically hunted out by the Brotherhood, their spellbooks and research were confiscated and if the individual was not of Suel descent, he was then slain.

Prior to the Occupation there were a few informal groups of wizards in Scant.

**The Aerie:** A famed group of Air Elementalists and Weather Mages, renowned throughout the Iron League and beyond for their power and skill. Some of their members have crafted great magical items, among them the Scant Wand of Storms and the Rod of Onnwal. Before the invasion, members could be found working in many parts of Onnwal whether it be the farmlands, a ship or the navy. The invasion forced many of them flee to Nyrond, The Wild Coast, the Isles, the Headlands and beyond taking with them many magic items and secrets. The few that stayed are either interned in Obelstone or working for the Rebellion.

Founded in 76 CY by the Aerdi Mage Cyrannden Darstyne, it has had several distinguished members since its inception and still highly prides itself on their secrets and power over the elements (some more conservative priests of Procan saw these claims and actions as heresy). They made their base in the Old Darstyne Mansion in Scant.

The Aerie is very exclusive with several initiation rites that must be completed in order to join. Its members wear blue or silver robes. The Szek often encouraged members to work with the navy for certain missions. However, the members of the Aerie rarely liked to get involved with government unless it affected them directly, preferring to carry on with their research.

**The Greenleaf Society:** This was the name given to the loose group of mages who gathered on occasion at Bigby's townhouse on Greenleaf Street in the town of Halmarn, just outside Scant. Formed soon after Bigby settled in Onnwal, the Society consisted of the Archmage, his apprentices, past and present, as well as some of the brightest and best of Onnwal's magi including Milos Relaster and Kelen the Grey. The Society had practically no formal structure - though Bigby was generally acknowledged as the leader. It served as much as a talking shop and opportunity for the members socialise as anything else. Nevertheless, matters of great import were often discussed by the Society and given the members' power, decisions reached by the group often had far-reaching influence in Onnwal and beyond.

For all its knowledge and farsightedness - the Brotherhood's invasion caught the Society by surprise. Bigby withdrew to Mitrik in Veluna, while other members fled to Irongate, Nyrond, the Urnsts and the Domain of Greyhawk. The Society has effectively ceased to exist now - though the members do remain in contact, and old ties of friendship remain strong. Many work what means they can to aid the cause of Free Onnwal and the Iron League. It is known that two members of the Society aided Bigby in the creation of the gate linking Irongate to Mitrik.

Scant had, prior to the Occupation, been the base for a small group of sages and

# PEOPLES OF THE DRAGONSHOARD

historians intent on unravelling the ancient history of the peninsula and its people. Some believed that the peninsula had been the site of great conflict millennia ago. Others had chosen to specialise in the Great Migrations and the Onnwi – the original Suel settlers of the peninsula. The best known sage in recent years is Morrev Ironseeker, a Dwur of long years and much knowledge who was forced to flee to Irongate in the face of advancing Brotherhood forces. His work on the Scarlet Brotherhood is widely read throughout the Flanaess.

## WAR COMPANIES OF ONNWA

The phrase “War Companies” is a colloquial term used to refer to adventuring bands active or originating from Onnwa. War Companies can number any amount of members within their ranks although most can muster less than ten adventurers. It is traditional for War Companies to decide upon a name by which they are known. Most have also developed some form of heraldic device, which the members wear.

**The Breakers:** The most famous of the current War Companies of Onnwa, the Breakers have been active in and around the peninsula for many years. Taking their name from the great waves that crash against the sea defences of Onnwa, the Breakers were originally seven in number. Three of their members perished fighting against the invading forces of the Scarlet Brotherhood. The survivors fled to the City of Greyhawk for a time, before returning to Onnwa to fight under Jian Destron’s banner. They are all well equipped with items of powerful magic.

The group has not recruited any new members to their ranks, worried about the possibility of Brotherhood spies and assassins. They can either be encountered as a single group or as two pairs – the humans and the half elves forming separate “sub groups”. All four members of the Breakers wear the stylised device of the War Company – a huge wave breaking against a well-buttressed sea wall. The members of the Breakers are:

- Danvirius Soron: an extremely strong, charismatic and skilled warrior, Danvirius is the leader of the Breakers. His preferred weapon is the broadsword. He is a follower of Heironeous.
- Ellinka Vanar: a strong willed woman Ellinka has physical strength to match her devotion to Heironeous. Ellinka favours fighting with sword and dagger. A former marine of Onnwa, she is fiercely patriotic.

- Uthather Kais: A half elf Invoker Uthather is almost as wild as his human colleagues are lawful. A worshipper of Bocceb he is also beginning to worship Trithereon in his aspect as a liberator.
- Tahllean Baeltas: This female half elf is a real rarity: skilled in arms, she also wields both divine and arcane magic with equal proficiency. Devoted to Deep Sashelas she also venerates Procan! A truly unique individual, Tahllean has many friends amongst the good denizens of the Gearnat.

**The Teldur Sisters:** Three sisters hailing from Myrhill, they mainly act as bounty hunters for the Rebellion and other non-Scarlet Brotherhood factions. They have worked thus for nine years, since their drunkard father squandered their inheritance. They are now based in Killdeer and have used their accumulated booty to maintain a comfortable lifestyle. Their members are:

- Arian Teldur: The sorcerer, she is the middle child, in height and age. Her hair is auburn and wavy. Arian is considered brash and a show off, quite charismatic and beautiful. She has many suitors whom she delights in embarrassing, tricking and generally make them look foolish.
- Margatha Teldur: The rogue and the youngest child, her hair is black and short. She is quite acrobatic, quick with hands, and an accomplished pickpocket. She has had run ins with the law and is the most rebellious and daring of the sisters. Margatha enjoys shocking folks with tales of her latest antics.
- Geril Teldur: The warrior, the eldest child, the tallest and most serious of all the sisters. Her hair is shoulder length and auburn and she wears a mixture of plate and chain armour. She is considered quite talented with the sword, but is quite bitter towards men. A former suitor of hers ran away with another woman on the day of their wedding. Geril has never lived down the shame and is quite icy and cold to men.

They use the symbol of Myrhis repeated thrice and entwined as their coat of arms.

## PEOPLES OF THE DRAGONSHEAD

**The Gilded Hammers of Sarakast:** These seven Dwur from the Citadel of Sarakast are legendary among younger Dwur, although they are not currently active since the death of Vergaduin by the hand of the Flan Chieftain Arawn Bloodweaver. Their exploits are still told to this day in Sarakast especially their daring stand at Gol-Daer against a horde of 120 Hochebi warriors. They have all since gone their separate ways.

- Glarathred the Golden: Son of a powerful member of the merchant caste of Nerakarn, he shunned the materialistic life of his family and against their wishes joined the Temple of Fortubo as a Temple Guard. Seeing that he could do more than protect buildings he ventured into the outside world spreading the faith and protecting the innocent. He was the leader of the Gilded Hammers and was, and still is very, introspective. After the break up of the group he joined the temple of Fortubo in Sarakast and became a hermetic priest.
- Throna "the Wild" Balamalk: A warrior from the hinterlands past Vergannin, she proved her fierceness and courage in battle time and time again. She never gained Glarathred's love and disliked the rigidity of life in the three citadels. Upon the break up of the group she left for parts unknown in the Iron Hills.
- Nalila "The Blessed": A Priestess of Berronar from Sarakast, she is warm and caring even being known to give aid to fallen enemies. She joined the group to help ease the suffering she had seen throughout the land. Merciful and kind she used all the wealth gained on her journeys to set up a hospice and orphanage in Killdeer.
- Boruphus "The Merchant": A Dwur Priest of Zilchus raised in human society, often torn between his human upbringing and his Dwur nature he travelled with the group to spread the word of Zilchus and to find his place in society. He became more and more despondent over time and has recently been almost continuously using alcohol to forget his worries.
- Ovraim "The Spy": Born in the slums of Sarakast, this rogue used his wealth to finance his taking over of Vergannin's thieves guild, not by wit or guile but by greed. A clever Dwur with a mind for finding weaknesses in characters and traps.
- Vergaduin "The Fallen": This Noble-born warrior of Vergannin fell in battle defending a Dwur Temple from the forces of Arawn Bloodweaver. His body was

buried under a great stone monument erected in Vergannin.

**Whiteburrow and Glimworth:** A small War Company only having two members. This company-for-hire will take on most jobs, although they will not willingly hurt innocents. In existence for around 10 years after the two members met while incarcerated in Killdeer the pair have travelled over much of the peninsula. The members are:

- "Goody" Whiteburrow: a cheerful jovial halfling who sees himself as a knight of old he is a gullible, trusting individual. An acrobat in his youth, "Goody" will often use these skills in combat to gain the advantage.
- Glimworth: An Illusionist by trade and a self described "rogue and ladiesman", he stands tall for a gnome and is quite vain and theatrical in his manners, often oiling his moustache or fixing his fine clothes and jewels. He prefers to use trickery and planning when in combat disliking the "brute method" as it shows no "style or wit". He uses his illusions to either scare his victims into compliance or to lead them into traps. He enjoys making those who think they are mighty and brave look like foolish half-wits.

# *DEITIES OF THE DRAGONSHIELD*

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# DEITIES OF THE DRAGONSHOARD

## MAJOR FAITHS

### OSPREM

*Lady of the Waves, Soother of Storms, Light of the Havens, Star of the Sea*

**Pre-Occupation:** Osprem was a popular goddess in Onnwal, given the nation's dependence on the sea for trade and fishing. She is seen as a protective figure, watching over her faithful as they venture out upon the often stormy seas, filling their nets, steadying the ship in the tempest and guiding them home once more. Among many in Onnwal, especially around Scant and on the Azure Coast, she is depicted as the wife of Procan. Her singing soothes her husband's tempestuous rage and lulls him to sleep, calming the seas. Though a Suel goddess, her faith was adopted by the Oeridian settlers, though even now her church is strongest in the west, in Scant and Sornhill but takes second place behind Procan in the Eastern Marchlands. The faith was of course very popular with mariners of all kinds, be they ships' masters, common sailors or fishermen - and most Onnwals traditionally make an offering to the Lady of the Waves. Such offerings usually take the form of a scattering of flower blossoms on to the water before setting out upon a voyage. A candle is lit in the temple at the departure of each ship, to keep the vessel safe and guide her crew home. Only when the ship returns or is declared lost is the light extinguished. Dolphins in particular were held as sacred to the faith of Osprem, being sent by her to guide ships home to port.

The heart the Church of Osprem in Onnwal was a large cathedral in Scant overlooking the harbour and the approaches to the bay. The priests maintained a beacon light upon the top of the green copper dome, to guide ships home to the haven. The clergy traditionally offered prayers for good fortune at the beginning of voyages and for protection of the ship and sailors. Priests of Osprem also blessed every keel that was laid and some were capable shipwrights themselves. In addition, the cathedral maintained a comprehensive library of sea charts detailing the coasts and islands of Onnwal and beyond. Some priests also served with the Navy, especially in actions against pirates. Furthermore, Osprem was the patron of the Loyal Company of Pilots, who were entrusted to guide vessels through the treacherous reefs of Scant harbour into port.

**Post-Occupation:** The Church of Osprem was one of the first to be infiltrated by the Scarlet Brotherhood's Office of Diplomacy in

the 570's. Agents worked their way into the Church and the Company of Pilots - thus gaining access not only to accurate charts of the Onnwalish coast, but to the safe passages through the reefs protecting Scant from seaward attack.

This knowledge was key to the fall of Scant, for it allowed the Brotherhood fleet to sail into the harbour and land troops unhindered. Infiltrators seized the map library early in the attack. Since then all copies except those in the hands of the Office of Sovereignty have been destroyed and most of the members of Scant's Guild of Cartographers have been murdered. Unauthorised possession of sea charts is punishable by death. In addition, all known members of the Company of Pilots not loyal to the Brotherhood have been captured and executed by drowning.

Most of the Priesthood in Scant were captured with the fall of the city, though some few managed to flee the city in the last vessels out of the port - helping them to evade the Brotherhood pursuit.

One Andera, a relatively minor Priestess from the Brotherhood's Office of Faith, has replaced the High Priestess of Scant, Breal Geremak. The clergy has been imprisoned and re-educated by the Office of Faith. Those priests of Suel descent have been taught that the Brotherhood bring the pure ideology of Osprem, unpolluted by corrupting influences, while those of Oerid descent who convert are used as examples for the rest of the populace. Under this extreme pressure most of the captive priesthood has collaborated, though those small few who resist remain imprisoned in Scant.

In the rest of the country, many of the clergy had time to escape the invading forces - though those who were captured were taken to Scant for re-education. Most fled to Irongate or Nyronde by sea - the majority of these having been in service with the Navy at the time of the invasion. A Church in Exile was declared in Nesseremouth in the winter of 584 CY under the leadership of Marya Jernal - though this has been moved to Killdeer since the Rebellion. The Church in Exile has denounced the collaborators as pawns of the Brotherhood and its clergy are chiefly occupied with serving on Navy vessels and blockade-runners plying the dangerous route between Onnwal and

## DEITIES OF THE DRAGONSHOARD

Nyrond. The temples in Killdeer and Longbridge have been reclaimed and reopened. However, despite the efforts of the Church in Exile, some of those who lived under Brotherhood rule have been reluctant to return to the Church, preferring the Brotherhood suppressed church of Procan instead.

**Affiliated Orders:** The Loyal Company of Pilots (believed destroyed); The Guild of Cartographers of Scant (believed destroyed).

### ZILCHUS

*Lord of Coin, the Flail of Propriety; the Purse of Plenty*

**Pre-Occupation:** Zilchus is a deity who oversees affairs of money and business, but is also a temporal power concerned with prestige and influence. He looks benevolently on those who wish the better themselves though acquisition of wealth and temporal power. Zilchus is a Power revered by those who are fair, scrupulous in their dealings, and honest; shady merchants do not look to him. In Onnwal, the church of Zilchus supported the growth of Scant as a trading port, with competition from the Church of Xerbo. When the rule of the Hertzogs of South Province became oppressive and tyrannical - the Onnwal church tacitly supported the local nobility in the rebellion.

Nevertheless, it remained in contact with the Zilchans in Ahlissa. Political matters were studiously avoided and discussions were confined to commercial matters. Despite this, in the political turmoil that followed the rebellion and the foundation of the Iron League, the Onnwal church grew apart from its parent, establishing its independence from the Aerdi hierarchy. It then forged direct links with the Zilchan churches of Nyrond, and the Free City of Greyhawk.

The main Cathedral for the Lord of Coin in Onnwal was based in Scant, with substantial temples in Killdeer and Longbridge, though in Sornhill, Xerbo was preferred and the Zilchan temple here was accordingly smaller. As well as making offerings to the Lord of Coin to bless commercial contracts and trade expeditions (usually incense burning, and small offerings of goods), priests of Zilchus regularly oversaw that fair trading was observed in the Grand Market of Scant and in other marketplaces throughout the land. The clergy undertook and supported their own commercial ventures including providing investment, and many were wealthy merchants in their own right. More active members of the Church acted as

trade scouts, travelling widely in search of commercial opportunities both for themselves and their church and making contacts with the Church of Zilchus in other lands, especially Nyrond and the Free City of Greyhawk. Along with their commercial roles - Zilchans were involved in governance, often acting as Onnwal's de facto diplomatic staff abroad and supporting the rights and privileges of the nobility at home. The Church has traditionally had very close relations with the nobility with the younger sons of many noble houses being encouraged to enter the Church of Zilchus as a prudent career move. In addition, both the Church itself, and a number of individual priests have substantial land holdings especially in the central Lowlands and along the Azure Coast. The High Trade priest of Zilchus has traditionally been an influential advisor to the Szeks of Onnwal, particularly on matters of economy and foreign relations.

**Post-Occupation:** When Onnwal fell to the Scarlet Brotherhood, the Church of Zilchus was outlawed by the new regime. Its main cathedral in Scant and temples in the other towns were closed by the Office of Faith, their wealth systematically stripped, and then levelled and the stone used to construct Brotherhood temples. Priests were arrested and forced to be party to the looting of their own temple and other indignities such as being forced to scrub the cobbles of the Grand Market before being led off to slavery. The High Trade priest of Scant was martyred by being flayed to death with flails threaded with gold coins.

Some of the clergy, especially in the eastern towns managed to flee to Irongate or go into hiding in the Headlands. In Irongate they were greeted sympathetically by their co-religionists there and given succour. Despite this, many priests were financially ruined by the Occupation and some never recovered from the shock - some preferring suicide to having to live in poverty.

Others however rallied around the court-in-exile of Duke Coriell and played key roles in negotiating with the government of Irongate for the provision of supplies and aid, first to the Onnwalish refugees and later to the Free Onnwal movement. A number of prominent members of the Onnwal church have remained in the

## *DEITIES OF THE DRAGONSHOARD*

Count's retinue in Irongate acting as ambassadors for the rebels lead by Tradepriest Kerlan Arrand, the second most senior surviving member of the Church. Other priests have been dispatched to Greyhawk City, the Urnsts and Nyronde to plead the rebel case, and to re-establish vitally needed trading links between Free Onnwal and the outside world.

When the rebellion retook large sections of the country, the Zilchans, with their new leader High Tradepriest Barund Laramore, returned to reclaim what they could of their lost wealth. New makeshift shrines have been erected in Longbridge, Killdeer and most recently in Sornhill, and those of the clergy who held lands in the east have begun the onerous task of reconstruction. However most of the church's land is currently unclaimed.

The first priority for the church is to re-establish trade, which the rebels need for the war effort and to rebuild Onnwal's shattered economy. Trade with Irongate is beginning - though currently it is more or less all one way. Sea trade is perilous due to the predation by the Scarlet Brotherhood vessels operating out of Scant as well as Pomarji and Ahlissan pirates. Nonetheless, a tenuous link has been established with the Nyronde port of Nesseremouth.

It is a strongly held opinion among the surviving Zilchans that overtures should be made towards Ahlissa. Xavener, the new Overking in Kalstrand is the head of the House of Darmen, the Aerdi Celestial House that traditionally was the Church of Zilchus' greatest patron. There is feeling among many members of the Onnwal clergy that Ahlissa under the Darmens can be trusted. With the strangling of sea routes by the Brotherhood, Onnwal would benefit from overland trade. Further, the resurgent Ahlissan navy would be powerful allies against the Brotherhood blockade. The high standing of the Church of Zilchus in Ahlissa and the opening of trade between Ahlissa and Nyronde has only reinforced calls by influential Zilchans to begin normalisation of relations with Kalstrand. Many Zilchans in Onnwal envy the power the Ahlissan church has, and privately wish that things could be similar in Onnwal. In addition, they are conscious that dealing with Ahlissa would enable to rebuild their shattered fortunes.

A small minority of Zilchans have urged caution however. Not only have calls for negotiations with Ahlissa aroused long-held,

but latent suspicions as to the loyalty of the Church of Zilchus among some nobles and influential rebels, but they have watched with disquiet, the increasingly acrimonious division in the hierarchy of the Ahlissan Church. Matriarch Schleretha of Zelradton has repeatedly accused Patriarch Larissen, the head of the Church in Ahlissa, of being Overking Xavener's puppet and of making the Church an instrument of the Overking's political designs. The Patriarch has denied the allegations, denouncing the matriarch as being paranoid. The Onnwalons fear that the matriarch may be correct and that dealing with the Ahlissan church may draw Onnwal closer into the embrace of Ahlissa than is healthy.

**Affiliated Orders:** Fellowship of the Coin.

**Fellowship of the Coin:** This is a group of about two to three dozen warriors devoted to the service of the Lord of Coin. The Fellowship have sworn oaths to protect merchants and travellers upon Onnwal's roads from bandits and other parasites threatening the flow of commerce and trade. Before the wars, they were sought after as honest and efficient caravan guards. In addition to guarding trade they also on occasion hunted down bandits in the Headlands, bringing them either to justice or to an early grave.

They fought with the retreating Onnwalish forces during the Scarlet Brotherhood take-over, acquitting themselves well, though not without losses. The Fellows refused to leave Onnwal and so withdrew into the Headlands where they have fought a guerrilla campaign against the Brotherhood, putting their extensive knowledge of the terrain to good use. Though they are allied with the Rebel forces, the leader of the Fellowship, Jerrul Bardens, and many others in the band find working with the thieves and brigands they once pursued distasteful and there is no love lost between Jerrul and Rakehell Chert. Equally many with the Wreckers have lost friends and colleagues over the years due to the actions of the Fellowship and there is a definite feeling that old scores will someday be settled. Nonetheless, the Fellowship play their part in the struggle, though they generally only take orders from Jian Destron, refusing to recognise Chert's authority.

# DEITIES OF THE DRAGONSHOARD

## PROCAN

*Sealord, Sender of Storms, Roar of the Ocean, Eye of the Tempest*

**Pre-Occupation:** Worship of Procan was brought to Onnwal with the Aerdi. He is depicted as a wrathful and intemperate god, prone to venting his ire in the form of storms and tempests in which he is thought to manifest himself. In the west and south, he is described as the husband of Osprem who is said to moderate his rage with her soothing songs. In the east however, where worship of Osprem is eclipsed by that of Procan, The Roar of the Ocean is seen as the primary god of the sea.

A small cult called the Stormseekers was based in Sornhill. This bizarre offshoot of the main church, believing that Procan is actually manifest in the heart of tempests, seeks to be closer to him by actually holding ceremonies on ships in the middle of storms, sometimes sailing directly in the heart of a tempest to commune with their god. Many do not survive which obviously keeps the cult small. However, those that do are often hailed as living saints. One such was the founder of the cult - Burisan Stormseeker, who was said to have survived three score "communions" before finally as an old man of 70 years he sailed away and never returned.

Procan's temples are always placed on the sea shore and are centred around a pool of sea water. Worship of Procan generally takes the form of an appeasement sacrifice (commonly a offering of salt or a small clay doll representing the sailor dropped into the pool in the temple) – generally made by sailors before setting out on a voyage. Procan was revered by all those who ventured out upon the often stormy seas around Onnwal and by those who await their return on the shore. He is also the patron of the salt harvesters of the Azure Coast and of the Guild of Navigators in Scant.

Priests of Procan make offerings and prayers on behalf of their flock to avert the rage of the Sealord and for a plentiful harvest of fish. Their knowledge of tides and sea weather is second to none and borders on the precognisant for high ranking priests of the church. Generally, however in the past, priests of Procan did not serve aboard vessels – though many are accomplished sailors in their own right. They worship the sea itself rather than the act of moving across it.

The main Cathedral to Procan was in Killdeer set upon the seashore. Large temples were also found in Scant, Sornhill and Longbridge.

**Post-Occupation:** The Temple of Procan in Scant was beset early in the fighting, and was taken only after a quick but bloody struggle. Those priests not killed in the attack were publicly starved to death, given only salt to eat. The temple itself was levelled while the Guild of Navigators was outlawed, its records seized and those members captured by the Brotherhood were enslaved and put to the service of the Brotherhood navy. Some members of the Guild either escaped the fall or were aboard ships at sea at the time. Most of these have entered the service of the Rebels.

Elsewhere in Onnwal the Brotherhood made a point of eliminating the Church as soon as possible, fearing the powers of the priests might wreak havoc on their fleets and disgusted by the local belief that Procan was Osprem's husband. The clergy were ruthlessly hunted down, temples levelled and the church crushed. Many priests especially in Sornhill and Killdeer managed to escape on fleeing ships, their powers aiding the vessels' escape from the Brotherhood fleets. The Head of the Church in Onnwal, Delvan Gasparen refused to abandon the Cathedral and, sending his priests into exile, alone remained to face the advancing Brotherhood forces. When the Brotherhood troops came to seize him, he summoned an enormous wave to sweep away the temple, drowning the soldiers and himself and a section of Killdeer's waterfront.

The clergy mostly fled to Nesseremouth and Irongate, though a few priests remained at large in the Storm Isles, and the rocky cliffs of the Storm Coast. This included the Stormseekers, led by their "Living Saint" Iseln Guiral, who since then has waged a savage guerrilla war against Brotherhood shipping. This has increased the profile, popularity and influence of the Stormseekers and Iseln is now treated on a similar footing with Delvan's successor Holshend Wildren.

The main church too has taken a more active role in aiding Rebel shipping. Wildren, invoking the memory of his predecessor's sacrifice, has declared a holy

## DEITIES OF THE DRAGONSHOARD

war against the Brotherhood for the outrages they have committed against the church. Many priests therefore now serve aboard rebel ships and do their utmost to bring the wrath of the Sealord down upon the heads of the Brotherhood and their allies.

The Cathedral at Killdeer is being rebuilt as is the temple at Longbridge. Given the collusion of members of the other maritime faiths with the Brotherhood, many especially in the east have turned to Procan, which like them was a victim of rather than a party to the Occupation.

### NOREBO

*Father of Chance, The Dice of Fortune*

**Pre-Occupation:** Norebo is the Suel god of luck, gambling and risks and his name was widely invoked for good fortune whether it be in work, business, play or love. Said to be daredevil rogue at heart, Norebo smiles upon those who throw themselves headlong at life, with no mind of the odds or the consequences. He is the patron of gamblers and of gambling establishments and all in Onnwal bear a small shrine to the Dice of Fortune.

Another Suel faith adopted by the Oerid settlers, he was more revered in the towns - especially in Scant and Sornhill - and in the west. He had only a small following among the somewhat dour Oeridian folk of the Eastern Marchlands. Norebo was especially popular with sailors (who, given the stormy seas around Onnwal were not averse to making as many friends among the gods as possible) as well as a large following among the Wreckers.

In Scant, a temple of middling size was set in the heart of the poorer end of the city - not coincidentally on Scant's Street of Dice - where the gambling houses tended to cluster. Many of these were either run by priests of the temple or at least by devotees of the Father of Chance. The Priests of the temple routinely placed their blessing upon the gambling houses and most of the inns of the city - in return for generous donations from these establishments of course. As a result, the church was surprisingly wealthy. The flamboyant, and highly unpredictable High Priest Gerden Treda, prone to making decisions determined by the cast of a die, was known to distribute some of the wealth to the poor of the city, should the dice demand it. Curiously the dice always seemed to know when the recipient was most needy.

**Post Occupation:** Most of the priesthood, including Gerden remained in the Scant when it fell and were subsequently absorbed by the

Office of Faith. Given the low esteem in which the reckless Father of Chance is held in the orderly Brotherhood society, the temple in Scant was converted into the temple for the Suel pantheon. The Priests go about their business as commanded by their superiors in the Office of Faith, and are model converts.

Elsewhere, those members of the church that were forced to flee the Brotherhood have served as part and parcel of the Wrecker's resistance cells - where they have been valued members - as much as a morale boosting talisman as a source of clerical magic.

### XERBO

*Master of the Mains, the Unwavering Rudder, Vault of the Oceans*

**Pre-Occupation:** The Church of Xerbo, popular with the Suel inhabitants of the Onnwal peninsula, was adopted by the Aerdi invaders after their conquest of the region. The Church was traditionally strong in the west of the country particularly in Scant and Sornhill, where maritime trade was the strongest - though in the east and south Zilchus proved the stronger. A long standing rivalry existed between this faith and the Church of Zilchus. While Zilchus tended to deal more with the wealthier merchants and enjoyed the patronage of the nobility, Xerbo catered more for the humbler merchants and also for overseas traders.

The Temple of Xerbo in Scant stood close to the docks and acted as meeting place for merchant's to find ships and ship's masters to find cargo and crews, all overseen by the priests of the temple. Many of the priests themselves own shares in merchant vessels and grew wealthy from the trade. Mariners and merchant's alike made offerings of goods to the temple to bring the blessings of Xerbo upon the voyage. Thus, the wealthy temple in Scant vied with the Church of Zilchus for control of the devotion of the city's merchants. Priests of Xerbo were also active in the struggle against pirates and served on both Navy vessels in actions against Pomarji, Wild Coast and Ahlissan buccaneers. Less widely known is that some high ranking priests of the Church bankrolled Onnwalish privateers to make reprisal raids against pirate ships and ports.

## DEITIES OF THE DRAGONSHOARD

**Post-Occupation:** The Church of Xerbo - like that of Osprey - was infiltrated by agents of the Office of Diplomacy many years prior to the Greyhawk Wars. A significant number of the senior clergy were persuaded that under the rule of the Scarlet Sign that they would have primacy over their Zilchan rivals and that they would have a monopoly over trade in exotic items from the jungles of the south. Indeed a number of the present hierarchy were "bought" by being secretly given access to goods from Hepmonaland by the Brotherhood. It was though the Church of Xerbo in Scant that the Brotherhood was able to secretly funnel supplies and aid to the Iron League early on in the Wars.

When Onnwal fell, those in the Church who were not in league with the Brotherhood were quickly seized and imprisoned, often by their own co-religionists. These have undergone re-education at the hands of the Office of Faith and many have either died in the process or been brainwashed. A small number of dissenters escaped from Sornhill - though the retreating Onnwalish forces burned the temple in Killdeer on the orders of Duke Coriel. The few priests opposing the Brotherhood are treated with universal distrust and suspicion by the rebel forces and Jian Destron has forbidden navy ships to allow them on board. This group, led by Saras Jernigan and calling themselves the Loyal Church of Xerbo, though stung by the rejection by the rebels, still fights to clear the name of the Church. Thus they act in any way it can to fight the Brotherhood - even to the point of serving with privateers - so long as they raid Brotherhood vessels.

Under the Brotherhood, the Church, led by its High Priest Elias Relho, was rewarded for its "loyalty" by being given a large portion of the wealth of the Church of Zilchus as well as the ships and goods of all merchants not of Suel descent (and therefore thralls). Traders of Suel descent (and therefore classified by the Office of Purity as sub-citizens) were allowed to keep their business - though it had to be registered with both the Office of Sovereignty and the Church of Xerbo. Furthermore vessels belonging to members of the Church were allowed free passage at all Brotherhood ports and though the blockades of the Tilva Straits. Indeed, this traffic has proved essential in re-supplying the garrison at Scant. Some have taken to slavery and have grown rich shipping slaves from Onnwal and Idee to the south and Hepmonaland and Amedio savages north.

The Rebels have dealt with collaborators swiftly and brutally. Practically every member

of the Church outside Scant has been lynched, executed or imprisoned (depending on the whim of the Rebel commander and the anger of the liberated mobs). All the priests in Scant fear the fall of the city, which they know will mean their death should they fall into rebel hands. Many have therefore thrown their full weight behind the Brotherhood, aiding the resupply of the garrison.

### JASCAR

*Lord of the Dells, Mist upon the Hills,  
Dweller upon the Heights, Voice of the Hills*

**Pre-Occupation:** Jascar, the Suel god of Hills and Mountains was another faith adopted by the Oeridian settlers. Jascar is Lord of the Dells and is thought to be manifest in the hills and the vales and watches over all that dwell within his realm. His faith was always a rural one - confined to the villages and herdsmen of the Headlands and the settlements huddling about their feet - particularly in the western and northern reaches. Most villages have a small shrine of chapel to Jascar in the centre of the settlement and many hilltops have small cairns of stones dedicated to him. Furthermore, his priesthood have constructed many dry stone huts for travellers and shepherds to take shelter in bad weather or overnight. These are mainly in the more inhabited fringes of the Headlands and along the main tracks and roads. The main temple of the church was at Notil (in Suel - hill-home) in the northern Headlands. Here it said there are extensive maps of the hills and some of the caves and caverns that riddle them.

The priesthood mainly concerned itself with caring for the Headlands and the folk that dwelt there. Some, generally older priests or acolytes remained tied to particular areas. Others - generally those recently ordained and younger priests wandered the Headlands, travelling from village to village and shrine to shrine. In many of the hill villages, priests of Jascar were the only clergy ever seen. As well as practical aid to the highland folk, most priests spend some time each day on hill tops or high places in contemplation of the beauty of their master's realm, and their place within it. Some priests call this "listening to the Master" or "listening to Voice of the Hills". Offerings were made to Jascar both in open-air chapels, in sanctuaries set in caves -(generally upon

## DEITIES OF THE DRAGONSHIELD

the higher tors with cave mouths giving a grand vista over the surrounding lands), and even on top of hills at festivals. At Growfest, the festival is celebrated by the lighting of bonfires atop many hills and along the northern hills the lines of blazing beacons makes a spectacular sight.

Jascar is also revered and respected by many of the Noniz and Dwur of the Headlands. There are even a few Demi-human priests of Jascar, though generally this is more among the Noniz than the Dwur. The Demi-humans have great respect for the priests of the faith, glad to meet humans who share their love of highlands and stone. Priests of Jascar have been known to accompany prospecting expeditions into the hills, and these are generally the more successful ones. However, this is only on condition that no open cast quarrying takes place, and that the Headlands are not defaced.

The only urban temple in Onnwal was a small chapel as set into the rock of the Palace Hill in Scant – itself a city of hills. The temple had few visitors – and even those were mainly Dwur or Noniz – often feeling a longing for the highlands once more.

**Post-Occupation:** When the lowlands fell to the Brotherhood, most of the clergy retreated with into the Headlands – often aiding lowlanders in the process. Many a tired column of refugees or Onnwalish soldiers were led to safe places in the hills by the followers of Jascar. Although, Jascar is Suel god, he is estranged from the Brotherhood, and so his faith, led by Erveg Kosral, a venerable and hardy hill wanderer, also rejected them. They were invaluable to the guerrilla fighters hiding in the Headlands, acting as guides, offering their temples as shelters, tending the wounded and defending the hills with force when need demanded.

In Scant, the shrine tended by the priestess Brinia Earthshadow was allowed to remain open, given that Jascar is a Suel god, even if he does not grant powers to the Brotherhood. However, Brinia is kept under close watch by the Office of Sovereignty, despite the fact she has made assurances that she would not resist the Brotherhood,

Elsewhere captured priests were imprisoned or if found to be acting with the rebels, tortured for information in the dungeons of Obelstone. Several have been martyred in this way. Unusually among Suel faiths in the present time, Jascar's remains popular in Free Onnwal

- and many rebels treat priests of the faith with respect. Some of those who fought in the Headlands in the years after the Fall of Onnwal have even converted.

Recent incursions by Hochebi into the Headlands have outraged the clergy of Jascar. The church considers the hills pure and sacred in the eyes of their god – given that they have been free of the taint of humanoids for centuries. Talk of a holy war of purification has been rife among the priests of the church of late.

### FORTUBO

*The Bountiful Seam, the Pure Ore, the Master Smith, the Unyielding Rock*

**Pre-Occupation:** Fortubo is the Suel god of Stone, Metal, Mountains and Guardianship. However after the Suel created the Derro from enslaved Dwur during the days of the Imperium, he turned his back on his people in revulsion. In the days since the Rain of Colourless Fire however, some humans, Suel and others, have drifted back to the worship of the Bountiful Seam and these he has forgiven. The bulk of his followers are Dwur however.

In Onnwal his faith among humans was rooted in mining communities and among artisans working metal and stone – generally in the west and south. He is also held in special reverence by the Dwur and Noniz of the Headlands. Ancient Dwur legends claim that Fortubo himself led the Dwur to the Headlands, though this is rejected by the more hard-line priests of the Dwur pantheon - especially in Nerakern.

His faith maintained a small temple in the Gate Hill district of Scant – where as well as the Dwur and Noniz communities most of the city's artisans congregated. In the lowlands, Fortubo was mainly seen as a patron of metal and stoneworkers, and most of his priesthood there were craftsmen themselves. Many forges in the western lowlands had the symbol of Fortubo set in a prominent position, and no few masons carved the hammer of Fortubo on keystones and corner stones of buildings. The faith was less strong in the north and east. Offerings of finely crafted metal and stonework were made in his temples and priests routinely blessed smithies and building materials before constructions, especially in Scant and its hinterland.

# DEITIES OF THE DRAGONSHEAD

## MINOR FAITHS

### PHOLTUS

*The Blinding Light, the One True Path*

In the Headlands, Fortubo is the Bountiful Seam who bestows his great wealth up those he favours. While he was extensively worshiped in human mining villages, Offerings of gems, raw ore and beautifully carved stonework were made at the shrines, which often stood at the centre of mining villages. The true centres of his worship, however are the Dwur citadels of Sarakast and Vergannin, both of which house large temples to the Unyielding Rock.

**Post-Occupation:** Fortubo has a passionate hatred of the Scarlet Brotherhood, which is shared by this faithful. When the Brotherhood took Scant – the last resistance was on Gate Hill at the temple of Fortubo. Here the priests, aided by many craftsmen and artisans (mostly Dwur and Noniz) made a valiant, but ultimately futile stand for three days against the Brotherhood's hordes. The Sixty Martyrs of Gate Hill have not been forgotten among the people of Scant nor the Faithful of Fortubo.

The Office of Faith declared the Church impure and priests have been hunted – though efforts have been made to take them alive so that they might be re-educated. However, the clergy of Fortubo have little intention of surrendering and prefer to die rather than face capture. Those that have been captured have resolutely resisted all efforts at indoctrination despite horrific extremes of mental and physical torture. Temples and shrines to Fortubo have been claimed and occupied by the Brotherhood but not destroyed.

Elsewhere the priesthood similarly resisted fiercely, only reluctantly withdrawing into the safety of the Headlands, where they aided the guerrillas there in defending against Brotherhood probes into the hills. Priests have blessed forges making weapons, applied healing where needed and fought where needed, often being last to retreat and even prepared to bring down caves and mines on top of themselves to kill Brotherhood forces. The Church under its leader Tergend Forgeflame, have worked also to strengthen support among the Dwur citadels for the rebellion and have loudly encouraged them to march to war against the Brotherhood.

Since the Brewfest Rebellion, priests of Fortubo have once more returned to the lowlands, reclaiming the temple in Longbridge. They and their lay faithful are active as ever in supplying the rebels with materials and weapons.

**Pre-Occupation:** Pholtus, the Oeridian god of Light, Order and Law and Resolution was brought to Onnwal with the forces of Aerdy. The Church of the Blinding Light was one of the three main churches of the Great Kingdom, especially in its early years. However with the simultaneous rise of the House of Naelax and the Church of Hextor, the influence of Pholtus within the heartlands of Aerdy began to wane. Many priests found refuge from the hostile environment of the Great Kingdom under the Hextorites in the far-flung provinces and former provinces of the Kingdom. Onnwal was no exception to this and though the numbers of priests was small, it stabilised the dwindling native clergy. Due to this influx, the Church in Onnwal had a strong Good bent (as opposed to stricter sects, which tended to cling on longer in Aerdy proper).

Since the days of the great Aerdi lawmaker Schandor and his famous Code of Laws, the clergy of Pholtus have been acted as Judges of the Sessions, presiding over the law courts of the land. Though the legal code was frequently ignored, overruled and openly flaunted by the South Province appointed rulers of Onnwal, after the rebellion of 447 CY, the Destron Szeks restored Schandor's Legal Code and system, administered by the clergy of Pholtus. The Prime – or Chief Justice – of Onnwal was traditionally the high priest of Pholtus.

The Church never had a widespread following among the common folk except in the Eastern Marchlands. Among the ruling classes, the church was well respected and patronised. The temple of the Blinding Light was a shining white marble building directly adjacent to the law court in the High Quarter of Scant, and acted as the seat of the Prime. Elsewhere the chapels of the Blinding Light were usually actually inside the Session Courthouses themselves, except in Killdeer where it was a separate building. Services to Pholtus included long sermons teaching the need to follow the One True Path and singing of the hymn "Oh Blinding Light."

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**Post-Occupation:** Given its position in the old order, the Church of Pholtus was brutally suppressed Brotherhood, despite staunch resistance. Many of the Church hierarchy and clergy, including the Prime Tellendarn were martyred during the occupation – by being burnt alive inside their temple by the clergy of Pyremius. The temple in Killdeer suffered a similar fate – though many of the clergy managed to escape into the hills or as far as Irongate. In the countryside the clergy was ruthlessly hunted down and killed, while the legal systems was replaced by the Brotherhood's code of laws, administered by the Office of Sovereignty with the blessing of the Church of Wee-Jas.

A few priests have survived and since the Brewfest Rebellion have been slowly trying to rebuild their shattered church in the lands held by Free Onnwal. Notably though, the survivors have turned wholeheartedly towards the intolerant teachings of the Theocracy of the Pale, and their new High-Priest, Shining Paragon Purcennd Kerondas has begun to structure themselves in a suitably martial manner. A number of missionaries have even arrived from Wintershiven to aid their efforts and to preach the Doctrine of the One True Path. This has so far had a moderate degree of success, particularly in the Eastern Marchlands, where reverence for Pholtus has always been strong, and where there is a widespread mistrust of Suel churches, given the collaboration of many with the Brotherhood.

Jian has not yet appointed a Prime for Free Onnwal yet, but Purcennd is encouraging him to do so. Even so, some of the more zealous Priests, led by the Palish missionaries have taken on themselves to administer law and order to Free Onnwal. Unsurprisingly, these self-proclaimed judges tend to be harsh in their rulings and severe in their punishments – blinding or death by crucifixion or burning being common sentences. Particularly harsh punishments are meted out to priests of Suel faiths suspected of collaboration.

Purcennd is appalled by the power which criminals such as Chert and the Wreckers have and the deference shown them by Jian. Purcennd has spoken of the danger of Onnwal becoming a bandit state and Chert and many of the Wreckers are known to hate the Shining Paragon almost as much as the Brotherhood. The Pholtines are also concerned by the rise of the Churches of Joramy and Tritherion and their disruptive and damaging influence among the peasantry. Harsh words have

already passed between the Pholtines and the Pursuer's faithful, and though matters have yet to come to blows, it is a matter of when rather than if.

### TRITHERION

*The Summoner, the Avenger, the Pursuer*

**Pre-Occupation:** Tritherion is the god of Liberty and Retribution. Before the Occupation, the Summoner's faith in Onnwal comprised a small but vigorous sect. The Church first rose to popularity in the days of the rebellion against the Great Kingdom, stirring up the common folk against the oppression of the rulers imposed from Zelradton. It has been long suspected by the faithful of Tritherion in Onnwal that the unrest among the common folk caused by their order was as much a factor in driving Onnwal's nobility to rebellion as the abuses by the Hertzogs.

In the prosperity that followed the 447 CY rebellion, his following waned somewhat – mainly being confined to the east, which faced the greatest threats from the Great Kingdom. The church was active in the early years of the sixth common century combating and crushing a suspected slaving ring in Onnwal. However beyond there were few causes for the clergy to pursue. The only temple to the Summoner was a small chapel in Killdeer. Nonetheless, the numbers of the clergy dwindled, until before the wars there were fewer than a dozen priests in the entire country were, many of them older than the would have liked to admit. Services centred around sermons driving home the need for vigilance against the ever-present threat of tyranny from South Province, consecration of weaponry for this purpose and ringing of the chapel's gilded bell. The priest were ever eager to participate in raids against the South Province – and though they proved their worth on many an occasion, they were viewed with a degree of light-hearted fondness by the Marines who accompanied them - for many were old enough to be the leatherneck's fathers or grandfathers.

**Post-Occupation:** Since the Occupation, the popularity of the Church of the Avenger has soared everywhere in Onnwal, though its base remains the Eastern Marchlands. The small numbers of old priests were active in armed resistance against the Brotherhood and have earned the enmity of the Scarlet Sign. It is a

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contest in which quarter is neither asked for nor given. The Tritherionites were the last to retreat from Killdeer (hiding their bell beneath the temple which was subsequently levelled by the Office of Faith) and harried the Brotherhood relentlessly, putting their years of experience to good use in organising and leading bands of guerrillas in the Headlands. This and their willingness to unselfishly sacrifice themselves for the cause won the Church many new converts. The ranks of the clergy was also boosted by priests from Nyrond who returned with Jian Destron in 587 CY. Included in the ranks of these were a number of Knights of the Chase – questing warriors devoted to the cause of liberty and the Pursuer.

The Church is now prominent in the resistance – their leader Nialle the Wanderer is an advisor to Rakehell Chert, though the young Nyrondese priest is known to defer to the old blind Onnwalish priest Sarlen Freeman. The temple in Killdeer has been rebuilt and the bell unearthed from its hiding place once more rings true and proud over the town. Now however it draws a sizeable congregation to hear sermons decrying oppression and urging the need to fight oppression in all of its forms. Priests and lay members of the Church as well as the Knights of the Chase patrol the frontiers of the rebel held lands, striking at the Brotherhood at every opportunity and spreading the creed of the Pursuer. Small makeshift chapels have been set up in Longbridge and Sornhill and in the latter; the clergy are active in the defence of the town against Brotherhood attacks.

For all the good the faith has done in motivating the rebels against the Brotherhood, its libertarian preaching to the common folk has disturbed some nobles and in some of the more traditional faiths, Pholtus notably.

Nialle and his followers have clashed with the Church of Pholtus for its severe and strict rule of law. The Pholtites of course regard the Bluecloaks as being shameful heretics and dearly wish to deal with them in a manner befitting the Blinding Light. If Nialle is aware of these enmities, he does not show it, rather continuing his church's untiring crusade against the Brotherhood. The Tritherionites do however get on well with the Churches of Jascar (priests of that faith often acted as guides for the guerrillas in the Headlands) and the new established faith of Mayaheine – with whom they share a common goal – if not always a common outlook.

**Associated Orders:** Knights of the Chase.

**The Knights of the Chase:** This loosely organised Knighthood is made up of fanatical followers of Trithereon, the majority of whom are either priests or warriors. Wanderers all, these individuals wander the Flanaess fighting oppression and freeing those who are enslaved or held for no just cause. Many half-elves and half orcs find themselves drawn into this Order. Members travelled to Onnwal from Southern Nyrond with Nialle the Wanderer to aid Onnwal in its time of need.

Knights of the Chase are highly individualistic, devoted folk who are used to acting on their own initiative. As wanderers they own only what they can carry with them or on their warhorse. The only authority that these questing warriors recognise is that of their god or a Master Priest or Priestess. Merciless opponents they relentlessly hunt those who have earned their ire and almost always deal with the transgressor as they see fit. A Knight of the Chase will never turn away from those in need of rescue or protection, as this is seen as a terrible sin, unless the person in question is himself guilty of oppression.

Usually encountered alone theirs is a life of loneliness although several have been encountered in Onnwal operating in small groups. These groups hardly ever stay together long as the highly individualistic, and chaotic, personalities of the group are not conducive to teamwork. Members of this order are easily distinguishable by their blue chain mail emblazoned with a silvered pursuit rune. Particularly devout or powerful Knights have this rune etched in gold.

Kelmur Trantis is perhaps the best known of the knights, personally having personally slain three Kesh. Given the nickname "The Scourge of the Red Sign" it is widely known that Sister Kuranyie has placed a high price on his head. Famed for his prowess and dedication Kelmur can often be found deep in Brotherhood territory

### MAYAHEINE

*The Defender, The Protector, Shield of the Innocent*

Mayaheine is a demi-goddess who arrived on the Oerth during the Wars. She was

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said to have appeared to the defenders of Irongate and Chendl during the sieges of those and aided them in their resistance. She is the protector of the helpless, the defender on the walls.

The Church of the Defender has been imported from Irongate by returning rebels, some of whom were consecrated priests of the Church during their stay in the city. Irongate was the birthplace of the Church – it being the first place where the Protector manifested herself during the Wars. Her following is small but grows by the day, eroding the flocks of many established faiths, especially the Suel faiths that are widely regarded with mistrust by the common folk. She is revered especially among the army where her followers are active in the frontline against the Brotherhood, defending the people of the lowlands from Brotherhood raids from Scant. Thus, she also is winning a strong following among the common folk, especially in the war-torn south and west of the country.

The centre of her faith in Longbridge and the Azure Coast. Here, Jelal Mullenden the leader of the church in Onnwal, has directed the building of a fortified temple which also serves as a sanctuary for the homeless of the town and refugees from the fighting and those who have escaped the Brotherhood lands. Services include singing of hymns and the consecration of weapons.

The new church is well regarded by almost all the native churches with only the most hard-line of the Pholtines, denouncing the Mayaheinean heresy of giving deference to its parent church of Pelor. They get on well with the Church of the Pursuer, often co-operating in actions against the Brotherhood as in Sornhill, where Jelal has personally led a band of her followers to bolster the defence of the town. The Church is of course hated by the Brotherhood and followers of the Defender can expect no mercy if they are captured. Those that are captured show little fear in the face of their martyrdom and go cheerfully to their deaths often singing a hymn to the Shield of the Innocent.

### OERIDIAN AGRICULTURAL GODS

**TELCHUR – OERIDIAN GOD OF  
WINTER AND THE NORTH WIND**  
*Breath of the North*

**ATROA – OERIDIAN GOD OF SPRING  
AND THE EAST WIND**  
*Bringer of Spring, Herald of Storms*

**SOTILLON – OERIDIAN GOD OF  
SUMMER AND THE SOUTH WIND**  
*Lady of Summer, Sun Bearer*

**WENTA – OERIDIAN GOD OF  
AUTUMN AND THE WEST WIND**  
*The Corn Maiden*

**VELNIUS – OERIDIAN GOD OF  
SKY AND WEATHER**  
*Arch of the Sky, Sender of Rains*

**Pre-Occupation:** The Oeridian gods of Winds and Sky are collectively revered as agricultural gods in Onnwal and elsewhere in the Flanaess. They are thought to control the winds and the weather that they bring, and are revered especially at the festivals weeks, which are thought to be scared to each (Telchur for Needfest, Atroa for Growfest etc.).

In Onnwal they are worshiped mainly in the agricultural heartlands of Gilderond, the Eastern Marchlands and the Azure Coast, though shrines to the winds and sky also may be found on the docks of nearly every port in the country – in the hope that they will bring favourable winds and fair weather for the vessels that venture forth from them. Inland, the gods are revered as a group – in Chapels of the Wind and Sky. In their simplest form these consist of four poles set at the cardinal points, to which prayer ribbons - pieces of cloth with the entreaties or prayers to the gods - are tied and allowed to blow in the winds. In the centre is a square stone altar in which is set a pool of water mirroring the sky. Offerings to Velnius – usually flower blossoms, or the fruits of the harvest – are placed here. Larger settlements, such as Bergardbridge, have more elaborate stone chapels – though they follow the same pattern as the rustic rural shrines.

The clergy of the gods of winds and sky pick one of the five as their particular patron and assume duties appropriate to that deity. Priests devoted to Atroa bless births and often act as midwives while priests of Sotillion preside over weddings and marriages. Wenta's clergy bless crops and the fruits of the harvest in the autumn and priests of Techur frequently lead funeral services. Nonetheless, they will tend the entire shrine or chapel and officiate at festivals other than that devoted directly to their patron. The

## DEITIES OF THE DRAGONSHED

priests are called upon to bless and intercede with the gods for many aspects of rural life – sowing of crops, bountiful yields, good weather for harvest etc. Thus, in the agricultural heartlands, they were popular with the common folk and worship of the winds and sky is often seen as being more important than reverence of gods like Zilchus, Heironious or Pholtus, who have little bearing on the life of the ordinary peasant. Often when a peasant says priest – he means of the gods of winds and sky. The clergy themselves are drawn from the common people, and are looked down upon by some of the more urban churches – who regard them somewhat as bumpkins.

**Post-Occupation:** As with all the other Oeridian faiths, the church of winds and sky suffered terribly at the hands of the Brotherhood. Shines and temples were defaced and levelled, and the clergy were hunted relentlessly. Many priests were killed – though a substantial number managed to evade capture – using their superior knowledge of the land and their goodwill among the common folk, who often took great risks to shelter them. The priests too took great risks to tend to the needs of their flock – and a number paid with their lives for coming to the aid of needy peasants and being subsequently captured by Brotherhood forces.

As the church had no formal hierarchy – it proved difficult for the Brotherhood to root out or subvert, and thus despite the persecution it suffered, it survived better than some of the more rigidly ordered churches. Furthermore – its suppression only strengthened the devotion, which the common folk held for the Church and it has emerged after the Brewfest Rebellion almost as strong as ever, with common folk stepping forward to fill the gaps left by those who fell. The resilience of this faith is emblematic of the resilience of many common Onnwalish folk in the face of their oppressors. Priests of the Church have aided the rebels, but generally only in passive ways, providing guides for rebel units, healing and succour if required or occasionally manipulating the weather to give rebel troops the advantage in a fight. Priests generally only fight when it is to defend themselves or members of their flocks.

### HEIRONEOUS

*The Invincible One, the Axe of Justice*

**Pre-Occupation:** Heironeous is the Oeridian god of Chivalry, Justice, Honour and Valour. He is depicted as a mighty warrior in gleaming

armour, doing battle against the forces of woe with his great battleaxe, Vanguarding. The Faith of Heironeous was brought to Onnwal with the conquering Aerdi general Azharadian, who was said to be a paladin of the faith. Most of his captains, who later went on to be granted lands in Onnwal and were the ancestors of the current noble houses, were also devout followers of the Invincible One. Thus since the foundation of Onnwal as an Aerdi province the Church of Heironeous was closely linked with the nobility. However ideals of chivalry and righteous battle were of little use to the common folk of the province and so they turned to more practical faiths such as Osprem, Procan and Jascar. The Church therefore remained small with few worshipers outside of the nobility.

The core of the Church in Onnwal was the quasi-religious Order of the Golden Sun (also known as the Knights of Azharadian). Formed originally from Azharadian's captains, who also served as his Companion Guard, the Order took its name from the Golden Sun device of the Arms of Aerdy, which Azharadian bore upon his banner. When Azharadian died in Onnwal – while his body was returned to Rel Astra for burial, his Banner and his great axe, Bardinar (both reputedly invested with powerful dweomers) remained in the keeping of the Order. Bardinar was reputedly interred inside a large pillar erected by the Order on the site of Azharadian's death in the western Headlands. The Banner was kept in Scant in the Chapterhouse of the Order – which later came to be called the Bastion of the Golden Sun – part of Scant's fortifications overlooking the approaches to the harbour.

The Order was at the heart of the Rebellion of 447 CY. Disturbed by the rise of the Church of Hextor in the heartlands of Aerdy and the injustices of the rulers imposed from Zelradton, the Knights used their influence among the noble houses to encourage a rising against the Szek at the time – Prince Trevellyn of Hexpools. It was the Knights who marched upon the Szek's Palace and seized it in a sharp struggle from Trevellyn's Bodyguard – the only troops willing to face the Knights.

Traditionally Knights of the Order have all been of noble blood, while the Glaive Superior, the leader of the Order has

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generally been a scion of one of the four great noble houses. Admission to the Order is by invitation only, and the candidate must be seconded by two other knights of the order. Usually invitations are issued to those who have proved themselves worthy in the eyes of the Order with their virtue, their prowess and their deeds. There are three ranks of knight within the Order – Glaive Martial, Glaive Valourous and Glaive Virtuous, in ascending order of seniority. Passage from each rank to the next requires a trial of the candidate's prowess and virtue. In recent years this has become highly ritualised – and was before the wars generally conducted in the Bastion, in the form of a trial of arms against other knights. Priests of Heironeous have also been accepted into the Order but only as Glaives Cohort - unless they are nobility. The Cohorts generally act to support the Knights administering healing or moral advice and performing the rituals of the Order – though the Cohort has also been known to be at the forefront of the fighting when the Knight's enter battle. Given the limited reach of the Church of Heironeous in Onnwal, priests have tended to be either of noble blood or commoners serving in noble households.

In terms of numbers, the Knights at their height never numbered more than three dozen including the Glaives Cohort. Nonetheless, given that all Knights were nobility, they could also call on a substantial force of mounted men at arms – and before the wars were able to field five score heavy cavalry, which effectively formed Onnwal's entire contingent of heavy horse. All knights are at least expected to wear mail – though given the wealth of most of the Knights, platemail was not uncommon. Lances from horseback and battleaxes for close combat are the preferred weapons of choice. All shields are emblazoned with the arms of the Order – a golden sun on an azure field surmounted by a silver hand gripping a lightning bolt, with the motto - "Unvanquished even in death" in Old Oeridian beneath.

**Post-Occupation:** The Order fought with distinction on the plains of Idee during the Greyhawk Wars. Just prior to the fall of Onnwal, the Knights were summoned to a conclave in Scant. However on the eve of the meeting, Brotherhood assassins struck at Onnwal's leaders, including the Glaive Superior Jian Relaster. Those knights gathered at the Bastion of the Golden Sun found themselves assailed by advance parties of Brotherhood forces, bent on disabling the city's seaward defences. By dawn the surviving

members of the Knights and the Cohort had been trapped in the temple of Heironeous inside the Bastion. They could only look in despair as the red sailed ships of the Scarlet Sign passed unaccosted beneath Scant's defences and began to land troops in the Inner Harbour. They fought grimly to the last man. The fate of Azharadian's Banner, upon which all new knight's swore their oaths, is unknown, but it is feared that it was destroyed by the Brotherhood.

Only nine knights survived the fall of Scant, all having been outside the city at the time for various reasons. They attempted to rally the scattered Onnwalish forces, but could do little to halt either the rout or the Brotherhood advances. Three further knights fell in the retreat with the survivors being forced to eventually withdraw to Irongate some via the Headlands. The Priests of the Cohort suffered similar losses – with fewer than a dozen surviving. Of a force of five score heavy horse - only one score remain to the Order.

The surviving members of the Order are divided by suspicion and mistrust. All suspect that the sudden recall to Scant from Idee was a trap to draw the Knights to the city where their cavalry would be least effective. Each has questioned the others' reason for being outside the city at the time, and there is a conviction that one amongst them must be a traitor. This corrosive mistrust has split the surviving knights into two camps and has prevented the election of a new Glaive Superior. The most senior surviving knight is the Glaive Virtuous Gellen Cadwale (also the most senior surviving member of the House of Cadwale). Though he should have been the clear choice for Glaive Superior – he was also the knight who bore the recall order to Idee. He denies any involvement in a plot and claims to be as much a victim of the Brotherhood's machinations as those who fell. Gellen is deeply concerned that the Order is on the verge of extinction and has proposed that the conditions for membership be extended to commoners in an effort to bolster numbers. Despite the suspicion hanging over him, he has the support of two other senior knights – the Glaive Virtuous Tiren Farness and the Glaive Valourous Baernen Kelldas.

Opposing him is the Glaive Valourous Halrend Lorendren. Halrend fought with

## DEITIES OF THE DRAGONSHEAD

distinction in Idee and at the time of the recall leading his banner in harrying the withdrawal of South Province forces from the north of that country. He is convinced that Gellen is a traitor to the Order and refuses to acknowledge his claim of authority. Though he agrees that the Order needs new blood, he opposes Gellen's proposals, on grounds that it is a ploy to recruit more supporters and thus gain the leadership of the Order. The Glaives Martial Dorlan Maldrenn and Milos Faskel as well as the majority of the surviving Glaives Cohort support him.

### JORAMY

*Mistress of Wrath and Hearth, Maiden of Disputes, the Furious Inferno*

Joramy is the goddess of Fire, Wrath, Volcanoes and Quarrels and is depicted as a woman clad in blazing robes, standing unharmed in the midst of an inferno. The faith of the Maiden of Disputes is another new arrival in Onnwal. Under their leader – Jarwar Highflame, a small group of missionaries arrived in Onnwal after the Brewfest Rebellion and have set about preaching their Mistress' angry message. This has been well received by some among the population, resentful after the years of oppression at the hands of the Brotherhood. The growing cult made its base initially in Killdeer, but has recently moved to Sornhill after growing friction with both the Pholtites and the Triterhionites. Under the influence of the priests of Joramy a number of suspected collaborators have been burned alive in Sornhill, despite the efforts of the rebel commander in the town.

A temple is being constructed in Sornhill - a red-stoned pyramidal structure housing a huge bonfire at its heart – which is the sanctuary for the building. The Church of Joramy has a longstanding feud with the Church of Pyremius and the faithful in Onnwal have carried this on by laying claim to the hot springs in Scant, which the Pyremiens have declared sacred, as well as to the Hell Isles in the Azure Sea. The Pyremiens have responded by declaring the Joramites anathema and both sides are on the brink of a religious war in which quarter is unlikely to be given or asked for.

The Joramites are also making enemies on the rebel side. While they may aid the rebellion against the Brotherhood, their requisitioning of valuable timber stocks and felling of trees that might otherwise be used to build and repair ships, for use as fuel in their temple in

Sornhill has angered rebel commanders. Furthermore the cult is believed to have been responsible for the destruction by fire of a large tract of forest officially owned by Jian Destron in the autumn of 590 CY.

The Church does have a few allies in the resistance and one or two in Celendren's spy ring for their attempts at rooting out spies.

### DELLEB

*The Wise, The Learned, Father of Letters*

**Pre-Occupation:** Delleb is the Oeridian God of Reason, Intellect and Learning. Delleb is reputed to have given the gift of writing to the ancient Oerids in the west. In Onnwal Delleb's was the only significant scholastic faith, the church of Rao never having made much of a foothold here. The church never had much influence outside of Scant, which was the centre of learning in the country – though it was not particularly notable regionally. The priests of the small temple kept a fine, is somewhat limited library (which included the records of the state) in the High Quarter of Scant as well as a school – largely for the children of the nobility and the wealthy merchants of the city. Priests of Delleb also served as scribes for the government. One or two of the more kind-hearted clergy also taught letters to the children of some of the poorer families in Scant.

**Post-Occupation:** The temple, library and school of Delleb in Scant were ransacked by the Brotherhood after the fall of the City. The priests, under the direction of the Office of Purity and priests of Lydia, were forced to sort through the books and burn those deemed to contain impure knowledge. The unfortunate priests were then thrown on to the blazing bonfires. The school was taken over by the priests of Lydia who now instruct the children of the city in the manifest destiny of the Suel and the superiority of the Brotherhood of the Scarlet Sign. The Church of Delleb is believed to be extinct in Onnwal now.

### BEORY

*Oerth Mother, Matron of the Rains*

Beory is the Flan Goddess of the Oerth and believed by that people to be the Mother of their gods and to be personified in the very Oerth itself. Beory's faith is restricted to

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certain Flan hill tribes dwelling in the Headlands (called Ial Iorneh– the Dreaming Hills in Flan). Here Beory is worshipped not only in her aspect as Oerth Mother but as Mistress of the Rains that come to the Headlands especially in the summer months. The clergy of Beory is exclusively female – and the priestesses hold a great deal of power within the tribes – being not only the religious heads of the tribe, but also variously the lore-keepers, midwives and arbiters of succession to the chieftainship. Chieftains are “wedded to the Oerth” and are considered to be “husbands of the Oerth Mother”. This, as much as their personal power, legitimises their rule.

The Brotherhood invasion has not affected the tribes of the Ial Iorneh much directly. The Brotherhood has been content to rule the lowlands, sending only punitive raids into the highlands. Indirectly though the tribes have suffered not just from more encroachment on their lands by rebel bands as well as by bands of Hochebi escaping the yolk of their Suel masters in the lowlands. Several of the tribes have suffered from these disturbances and there is a growing feeling that the tribes should once again unite to face these threats.

## OTHER FAITHS

### PHAULKON

*Master of Birds, The Feathered One, Far Reacher*

Phaulkon is the Suel god of Air, Birds and Archery. Though there was no formal church of Phaulkon before the occupation, many archers of the marines bear tattoos or talisman of Phaulkon. Somewhere along the cliffs of the Storm Coast dwells a remarkable man - Tarnedas, Hermit of the Gulls. Twenty years ago – he was a merchant in Scant. No-one knows why he left it all to become a hermit, nonetheless twenty years ago he did. Since then he has lived an ascetic life in a complex of cliff caves on the Storm Coast, with the gulls and seabirds who until recently were his only companions. He constructed a shrine to Phaulkon with his own hands in a cleft overlooking the tempestuous waters of the Gearnat Sea. Here he worshiped his master and was said to commune with the Parliament of Birds, which gathers there reputedly delivering in their chaotic chorus of cries and song the wisdom of Phaulkon.

No-one has heard from Tarnedas since the Fall of Onnwal and his fate is currently unknown

### DAERN

*The Steadfast Stone, the Keystone*

The Oerid demi-goddess of fortifications had a small but devout following in Onnwal – in Scant where the security of the city and country often depended on the stoutness of its fortifications. Popular legend has it that Daern herself drew up the plans and constructed the fortifications of Scant. Whatever the truth – they are formidable defences, so much so that even Dwur from the Headlands and Irongate are impressed. Furthermore the symbol of Daern is set into many of the keystones and cornerstones of the walls and bastions. Daern’s small cult was made mainly of military engineers and those responsible for maintaining Scant’s defences. The centre of the cult was Daern’s Redoubt, one of the bastions overlooking the approaches to the Inner Harbour.

The sect in Scant was targeted by the Brotherhood early in the assault on the city with Daern’s Redoubt falling to trickery and treachery. In the desperate fight which followed - several of the cult were forced to martyr themselves in order to prevent the full secrets of Scant’s defences from falling into Brotherhood hands. It is not known whether any of this faith or their precious plans and lore (which would be an enormous boon to the rebels) survive.

### OLIDAMARRA

*The Laughing Rogue, the Laughing Mask*

Olidmarra, the god of Rogues, Wine and Revelry, has a small following in the Wreckers focused mainly around Rakehell Chert. He is also known among the common people, though there was no marked devotion to him in Onnwal before the Occupation. Chert’s role in the rebellion has raised the profile of the Laughing Mask somewhat.

### KURELL

*The Envyng Eye*

Kurell is the Oerid god of Jealousy, Revenge and Theft – and has a following among some of the more sinister elements of the Wreckers as well as among many of the Pirates of the Storm Isles. Worshipers of Kurell were historically powerful in the Wreckers, and earned the group and unsavoury and deadly reputation.

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However, nigh on twenty years ago, Rakehell Chert staged a coup with in the Guild, aided by elements in the Wreckers who felt that the old bosses had gone too far and would bring the full weight of the authorities down upon them. The followers of Kurell were overthrown, but not eliminated and have since kept a low profile, plotting revenge on Chert and his followers.

## SCARLET BROTHERHOOD FAITHS

Telek Senh who is assisted by Athania leads the Office of Faith of the Brotherhood in Onnwal. Yabay Ren also aided him but he was slain in his bed by person or persons unknown in 590 CY. Beneath Telek and Athania can be found the following faiths. Individuals in brackets are the leaders of those faiths.

- Bralm (Palim Loban)
- Llerg (Hilar Sharn),
- Pyremius (Kiren Granas),
- Syrul (Ara Lattaras)
- Wee-Jas (Jenna Bergal);

A mixed group of priests represents the remainder of the Suel pantheon:

- Dalt (sentinels and fortifications)
- Kord (warriors esp savage warriors)
- Lydia (Indal Nollaf) (indoctrination and re-education)
- Osprem, (sea and navy)
- Xerbo (trade and supplies)
- Phaulkon (archery)

The churches of Suel faiths such as Osprem and Xerbo were taken over and their clergy “re-educated” in the ways of the Pure Faith. Non Suel religions were brutally suppressed, their priests executed or enslaved and their temples levelled and the masonry used to construct temples to the Brotherhood gods.

## BRALM

*Flying Queen, Hive Goddess, The Toiling Lady, The Queen of Every Hive*

The Suel goddess of Insects and Industriousness Bralm is the goddess representing the world of insects and the idea of working with others toward a common goal. Images of her are invariably of an ordinary-looking human female of middle age with dark blonde hair; she is occasionally shown with insect wings sprouting from her back.

The Church of Bralm has aided the efforts of the Office of Thralls in managing and mobilising the populace in building and other

labour and in the indoctrination of the thralls to their new status. They are called upon by the Brotherhood to bless and augment various sorts of labour including mining, construction and farming. Priests of Bralm were hated for their presence on the Brotherhood’s slave mines and vast slave farms in the Onnwalish countryside before the Brewfest Rebellion. Her faith is known to have particular enmity for the Church of Tritherion, whose chaotic ideals are at direct odds to its own. They are also known to hate the church of Joramy.

## LLERG

*Great Bear, Animal Fang, Strongest Serpent, God of Force, The Feral Roar*

The Suel god of Beasts and Strength, Llerg is the god of beasts and physical strength. He is depicted as a huge bear, a giant alligator or a short, shaggy man of sturdy build wearing furs and great fighting girdle. All his forms give the impression of great strength.

Many of the common Suel soldiery of the brotherhood’s armies are known to have a reverence for Llerg as do many of the southern Suel savages brought to Onnwal to fight with the Brotherhood. The Church of Llerg has chiefly aided the army, lending guidance, morale and healing where needed (especially after the rebellion – when it helped stabilised the demoralised Brotherhood forces).

## PYREMIUS

*The Blazing Killer, Demon of Venom, Hideous Assassin, the Murdering Flame*

The Suel god of Fire, Poison and Murder, Pyremius is the Suel god of fire, poison and murder. Images of the god show him as a grotesque-looking man whose head resembles that of a jermlaine; he wears great brass bracers and carries a sword and a whip.

The Church of Pyremius is greatly feared and hated by the Rebels and the populace alike for their depravity and cruelty. They have declared the hot springs of Scant (and thus the rest of the city) sacred to their lord and have vowed to defend it to the last. They also have considerable interest in the Hell Isles, which they now call the Spires of Pyremius. The Clergy of Pyremius instructs the Brotherhood’s soldiery in effective methods of killing and

# DEITIES OF THE DRAGONSHED

is known to aid their navy in the use of fire against rebel ships.

## SYRUL

*The Forked Tongue, the Night Hag, Oathbreaker*

The Suel goddess of Lies and Deceit, every lie, deceitful act and betrayal empowers Syrul. She is shown as a dirty old hag in ragged clothing, although this visage is supposedly an illusion.

The priests of Syrul

Her followers are feared for their ability to infiltrate Rebel ranks.

## THARIZDUN

*The Dark One, the Slumbering One, He Who Slumbers Yet, He Who Must Forever Sleep, The Great Destroyer*

No temple to the Dark One has been erected and no public mention of He who Slumbers Yet is made in Onnwal. However, this has fueled even greater paranoia among the Rebels and the people – who having long heard stories of Tharizdun worship among the Brotherhood, suspect that the Brotherhood is hiding something.

Worrying rumours have begun to circulate recently about temples of the Slumbering One beneath Scant and in the dreaded dungeons of Obelstone Keep and of terrible human sacrifices and other horrific acts that are carried on there.

## WEE-JAS

*The Dark-Eyed Lady, Witch Goddess, Ruby Sorceress, Stern Lady, Death's Guardian*

The Suel goddess of Death, Magic and Law, Wee Jas oversees death and the application of magic in the world. Wee-Jas' domain is the creation and usage of magical items and spells. She is always portrayed as a stunning Suel woman dressed in a beautiful gown and often wearing some sort of skull ornament, whether a ring, bracelet or necklace.

The Church of Wee-Jas, as well as aiding in the enforcement of law and order, has close ties to the Office of Sorcery. They assist Sorcery in their efforts in using sea creatures to blockade the Straits and harass rebel shipping.

## LYDIA

*The Mother of Truth, the Pure Song.*

Lydia is the Suel goddess of Knowledge and Music. Before the Brewfest Rebellion the priestesses of Lydia set up schools throughout the country as well as taking control of existing schools such as the Dellebian School in Scant. The primary aim of these establishments was the indoctrination of Sub citizens with the ideals of the Brotherhood. This was done in association with the Office of Purity. However, while they operated they also provided a standard of education unheard of outside the noble and wealthy classes in pre-occupation Onnwal. All of these schools in rebel held lands have been closed, with the priestesses either being captured and imprisoned by the Rebels or managing to flee to Scant. In Scant the Church still runs the former Dellebian Academy.

## KORD

*The Unflinching Arm, the Brawling One*

The Suel god of Athletics and Brawling, Kord is widely worshiped by the savage troops brought by the Brotherhood from Hepmonaland and the Amedio Jungle as well as by some of the civilised troops from the Tilva lands. His priests provide healing, and moral support for the soldiers.

## DEITIES OF THE DEMI HUMANS

### THE DWUR

- Abbathor (Greed).
- Berronar Truesilver (Safety, Truth, Home and Healing)
- Clangeddin Silverbeard (Battle and War).
- Dugmaren Brightmantle (Knowledge, Creativity, Scholars).
- Dumathoin Mining and Exploration).
- Fortubo Stone, Metals and Mountains).
- Jascar (Hills, Mountains and Slopes).
- Moradin (Creator; Smithing, Crafts and War).
- Muamman Duathal (Expatriates, Urban dwur, Travellers, Exiles Vergadain Wealth and Luck).

### THE HOBNIZ

- Arvoreen (the Defender Protection, Vigilance and War).
- Brandobaris (Stealth, Thieves and Adventure).

## *DEITIES OF THE DRAGONSHIELD*

- Cyroallaelee (Friendship, Trust and Home).
- Kaldair Swiftfoot (Cleverness).
- Sheela Peryoryl (Nature, Agriculture and Weather).
- Urgolan (Demi-god of Earth and Death).
- Yondalla (Creator; Protection and Fertility).

### **THE NONIZ**

- Baervan Wildwanderer (Forests, Nature and Travel).
- Baravar Cloakshadow (Illusion, Protection, Deception and Hatred of Jebline).
- Flandal Steelskin (Mining, Smithing and Fitness).
- Fortubo (Stone, Metals and Mountains).
- Gaerdal Ironhand (Protection, Vigilance and Combat).
- Garl Glittergold (Creator; Protection, Humour, Gems and Smithing).
- Jascar (Hills, Mountains and Slopes).
- Nebelun "The Meddler" (Quasi Power and Tinker).
- Segojan Earthcaller (Earth and Nature).

### **THE OLVES**

- Aerdrie Faenya (Air, Weather and Birds).

- Araeth Letheranil (Prince of Stars/Twilight Rider/Light).
- Corellon Larethian (Creation; Magic, Arts, Crafts and War).
- Erevan Ilesere (Trickster, Mischief and Rogues).
- Hanali Celanil (Romance, Love and Beauty).
- Kirith Sotheril "The Magess" (Divination & Enchantment. Magic).
- Labelas Enoreth (Time and Longevity).
- Lafarallinn (Olven Hero Power).
- Melira Taralen ("Songstress", Bard Patron, Minstrel, Songwriter).
- Naralis Analor ("The Healer, Watcher of Souls", Easing of Pain, and Death.)
- Sehanine the Moonbow (Mysticism, Dream, Journey, Death and Transcendence).
- Shashelas (Deep) (Aquatic Olve "Knowlegdable One," Oceans and Seas).
- Solonor Thelandira (Archery and Hunting).
- Tethrin Veralde ("The Shining One, Master of Blades and Swordsmanship").

*OVERVIEW OF ONNWAŁ*

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## OVERVIEW OF ONNWAL

This chapter will detail things that effect Onnwal as a whole.

### ONNWAL'S CLIMATE

Onnwal is located at about 27° and 28° north latitude and thus has a sub-tropical climate. Along with the rest of the Flanaess, Onnwal enjoys a particularly long summer and growing season. Typically Onnwal's winters are dry and cool while the late summer and autumn bring rain. In general the coastal areas of the peninsula receive more rain and remain cooler in summer than the inland areas. Conversely, during the winters the coast is warmer than the interior.

In the spring and summer the prevailing winds come from the east and south-east, while in the autumn and winter they swing around to blow from the north and north-east. The spring wind is known as Atroa's Laugh while the winter wind is known as Telchur's Breath. With summer, warm southerly winds blown up from the unknown seas beyond Hepmonaland sweep across Onnwal, dripping with moisture.

Spring heralds a shift in the winds from north to east and south-east. As the weather warms, the clash of Telchur and Atroa brings fierce tempests to the waves of the Gearnat. During this season the Storm Coast earns its name in earnest and travel by sea is foolhardy at best. In summer, the weather is humid and hot with plentiful sunshine. Though the Low Summer is generally dry, rainfall increases during the High Summer. As summer passes into autumn, tropical storms broil up from the warm Azure Sea, lashing the Azure Coast and passing across the Dragonshead in the Gearnat. Later as the weather cools and the winds again turn to east and north, the tempests subside and Telchur again rules.

In winter, Telchur's Breath brings a cool, dry air from the north. Despite this, it is never cold - and snow is rarely if ever seen except in the highest peaks of the Headlands.

Occasionally dust and sand is carried from the Bright Desert across the Gearnat to fall on Onnwal. These glassy white deposits are commonly called "Telchur's Gems" or "Onnwallish Snow".

| Month      | Season        | Av.Temp<br>(F/C) | Rainfall<br>(%chance) |
|------------|---------------|------------------|-----------------------|
| Fireseek   | (Winter)      | 55/13            | 15%                   |
| Readying   | (Spring)      | 58/14            | 18%                   |
| Coldeven   | (Spring)      | 60/16            | 28%                   |
| Planting   | (Low Summer)  | 70/21            | 30%                   |
| Flocktime  | (Low Summer)  | 75/24            | 35%                   |
| Wealsun    | (Low Summer)  | 80/26            | 40%                   |
| Reaping    | (High Summer) | 85/30            | 60%                   |
| Goodmonth  | (High Summer) | 80/26            | 60%                   |
| Harvester  | (High Summer) | 75/24            | 50%                   |
| Patchwall  | (Autumn)      | 70/21            | 30%                   |
| Ready'reat | (Autumn)      | 65/18            | 15%                   |
| Sunsebb    | (Winter)      | 57/13            | 18%                   |

# *THE STORM COAST*

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## THE STORM COAST

The northernmost province of Onnwal, the Storm Coast takes its name for the tempests that regularly roll in from the Sea of Gearnat to batter its rocky shores and cliffs. The land here is rugged. A loose chain of low stony plateaux and craggy ridges stretches along the coast from south of Scant to just east of Sornhill, generally decreasing in height from west to east. To the north, the land rises out of the sea in steep cliffs. However, to the south, the crags slope down more gradually into the central plains. In the east – the Norland peninsula forms a flat and rather marshy bowl of land fringed by low hills and cliffs.

Many small fast-running streams that cut deep, sheltered valleys running north into the sea or south onto the plains dissect the low coastal hills of the Storm Coast. Remnants of Onnwal's primordial forest cling on in many of these valleys and on sheltered southern slopes. North-facing slopes tend to be clothed in rough hardy scrub – stunted by the fierce gales and the salty sea spray, which they carry. Heaths, bogs and small lakes are found in many of the valleys.

Most of the Storm Coast's populace are concentrated in the valleys – huddled in fishing villages set in sheltered coves where the streams meet the Gearnat. Fishing is the main occupation here - with the small boats venturing onto the Gearnat mainly in summer and winter – when the storms that bedevil the Gearnat are less frequent. The people of the Storm Coast are well known throughout Onnwal as capable and hardy sailors – wise in sea lore and weather and well used to riding out a squall or gale. Inland, the people mainly herd and graze sheep and goats on the hillsides and valleys – though unlike the Headlands, little wool comes from here – though a number of interesting salted sheep and goat cheeses are made in the Storm Coast.

In the south where the land merges into the central plains there is some arable farming – mainly root crops – and viticulture on well-drained, south facing slopes. Storm Coast wines – entirely red – are known for being solid and dependable but not outstanding (not unlike the people according to one wag in Scant). Suel blood predominates more in the people of the Storm Coast - especially the west – than elsewhere in Onnwal, and some old Suel customs and traditions, forgotten elsewhere, linger on here. The valleys and fishing towns of the Storm Coast are noted for their mages and sorcerers, many of who are elementalists, unsurprisingly.

### THE GREAT HOUSE OF RELASTER DUKES OF THE STORM COAST, BARONS OF NORLAND AND SALTIRN

The wind and wave lashed Duchy of the Storm Coast is ruled by the House of Relaster. Unlike many of the other Aerdi nobles who remained aloof of the conquered Suel, the Relasters, whose subjects were largely Suel, married into the former Suel nobility and adopted many Suel customs. Not surprising then, that the Relasters are known for its mages and sages of the subtle arts, from Lady Lindera – the Suel White Witch of Sornhill whom Holgarn, the first duke, married, to Kosrel, the mage-duke, grandfather of the current Duchess. Many of the Relaster mages concentrated on control of the elements of air and water – a practical pursuit, given the climate of the Duchy. As well as mages, the Relasters produced many fine sailors and several of Onnwal's most notable Sea Eagles came from this house.

#### CANTREDS OF THE STORM COAST

| Cantred   | Type of Laird    | Ruling House | Laird                     | Cantred Seat  |
|-----------|------------------|--------------|---------------------------|---------------|
| Sornhill  | Elected Mayor    | Relaster     | Vacant                    | Sornhill      |
| Gearnwal  | Hereditary Baron | Maldrenn     | Baron Keirnel Maldrenn    | Tessak's Cove |
| Stormwal  | Hereditary Baron | Baryaern     | Baronness Velyae Baryaern | Tarlesan      |
| Obelstone | Hereditary Baron | Jherlo       | Vacant                    | Obelton       |
| Norland   | Hereditary Baron | Relaster     | Baron Garamond Relaster   | Verwald       |
| Saltirn   | Hereditary Baron | Relaster     | Vacant                    | Greenfalls    |

# *THE STORM COAST*

The Relasters also held the baronies of Norland and Saltirn and made extensive marriage alliances with their noble vassals.

The town's treacherous mayor betrayed Sornhill, the duke and his family, to the Scarlet Brotherhood. The duke's brother, Jian Relaster – Glaive Superior of the Knights of Azharadian was assassinated in Scant just prior to the fall of the city, while the duke's cousin the mage Pirraen, Baron Saltirn, led resistance against the Brotherhood until he was captured and burned alive in the marketplace of Sornhill. Thus Saielma Relaster, eldest surviving child of the previous duke now administers the Storm Coast. Her younger brother, Garamon, who rules the ancestral estates at Norland, assists her in this. In addition two closely related cousins – Milos Relaster (a mage who fled to Irongate) and Wallac Relaster (who remains in hiding with the Wreckers in the Headlands) survived the occupation.

## **MINOR HOUSES OF THE STORM COAST**

### **BARYAERN**

#### **BARONS OF STORMWAL**

The Barons of Stormwal are an old Sueloise family, who were raised to nobility through intermarriage with the Relasters several centuries ago. Like the Relasters they are noted for their mages and elementalists. They are also well known for their longstanding feud with the neighbouring House of Maldrenn. With the death of the previous baron in the Occupation, his daughter, the Lady Velyae, a mage some prowess, is the baroness apparent.

### **JHERLO**

#### **BARONS OF OBELSTONE**

The House of Jherlo was one of the few pre-Aerdi Suel noble houses to retain its lands and titles after Onnwal was absorbed by the Great Kingdom. The house allied itself with Azharadian at the outset of his invasion of the country, welcoming him ashore when he landed at Obelton. The house has nonetheless been at pains to maintain the purity of its bloodline through the centuries. This may have been the Jherlo's undoing, for when the Brotherhood invaded, after the baron was poisoned, his wife and three daughters were led away by the invaders and have not been seen since. The late baron has no

other living heirs, thus the fate of the house is very much in question.

### **MALDRENN**

#### **BARONS OF GEARNWAL**

The staunchly Oerid House of Maldrenn was given charge of the troublesome Cantred of Gearnwal early in the Aerdi rule of Onnwal. The region was home to many Suel bandits and pirates until the firm rule of the Maldrenn quashed such lawless behaviour. Though harsh and intolerant of Suel customs and, the Maldrenn barons were nonetheless fair and just. Their marital traditions and their disparaging attitude to Suel traditions has been the cause of a longstanding feud between them and the neighbouring House of Baryaern. This attitude also led to the previous baron being singled out for a particularly gruesome death at the hands of the Brotherhood – he was laid under a wooden platform and crushed beneath the weight of local people who the Brotherhood forced to stand atop it. His brother, Lord Keirnal Maldrenn, however, survived the Occupation, and is now fighting to restore his still occupied fief.

## **LOCATIONS WITHIN THE STORM COAST**

Detailed below are a selection of locations that can be found on the Storm Coast. This should not be considered an exhaustive listing.

## **THE TOWN OF SORNHILL**

### **LOCAL LORE AND HISTORY**

Named after a prominent local landmark, Sornhill possesses one of the best-sheltered anchorages in Onnwal. Sprawling along the eastern rim of Notxia Bay and protected from the seasonal storms by the rugged up-lands of the western arm of the bay that juts out into the Gearnat like the out-flung arm of a giant, Sornhill in one shape or another has existed for almost a thousand years. The Suel first settled the area after they subjugated the local Flan tribes after the Great Migrations. They constructed a small bastion and town; parts of which, including the Red Tower and Osprey's Light, are still in use today. Much of the town was, however devastated when the Oeridians swept out of the east and conquered the region in the late 590s OR.

## THE STORM COAST

Suel arrogance was their undoing - the settlers had not walled their fledgling town, secure in their might.

The Oeridians reconstructed the shattered town, creating three separate districts – High Town, Harbour Town and Haven Town each surrounded by its own wall. They threw a curtain wall around the whole, rebuilt Osprem's Light and constructed four additional Keeps to defend the approaches to the town. Desiring greater security, they also built additional fortifications around the Red Tower, dubbing them "Storm Haven" from which, the Relasters governed the Storm Coast. Although Sornhill prospered under the rule of the Aerdi, it did not grow significantly in size, its population level being tightly governed by Imperial Edict.

### INDEPENDENCE

After the founding of the Iron League and the Battle of a Thousand Banners Sornhill grew steadily to its pre-Greyhawk Wars population of 3000, expanding beyond its protective walls. This new community was dubbed Gate Town, located as it was around the Saltirn Gate – the main accessway to the town.

A squadron of the Onnwalish fleet was based here to guard against the depravations of Imperial warships and a booming shipbuilding and repairing industry sprang up servicing merchants and nobility alike. A not insignificant proportion of the town can be found beyond the walls, though much of this has been heavily damaged in the near constant skirmishing that goes on here now.

### THE FALL OF SORNHILL

Although most of the town is enclosed within its own walls, Sornhill fell quickly to the Brotherhood, a victim of similar tactics to those employed during the battle for Scant. Rohal Soldas, the then Mayor of Sornhill, admitted an advance guard of Brotherhood troops who captured Duke Relaster along with most of his immediate family and secured Osprem's Light allowing the Brotherhood fleet that appeared on the horizon the next morning to sail into Notxia Bay unhindered.

### THE RETAKING OF SORNHILL

Rebel forces launched a surprise attack on Osprem's Light late in Patchwall 590 CY which allowed them to effectively cut off the town from Brotherhood supply vessels

that attempted to reach the town. When they took the town, the Brotherhood had increased the number of catapults on and around Osprem's Light and these were now used to good effect by Rebel artillerists who sank one vessel and severely damaged two more before the town fell. A short siege ensued which lasted through the last months of 590 CY. Cut off and subject to almost constant probing and infiltration attacks Brotherhood forces quickly lost the will to resist. The Kesh of Sornhill, Kekarav Madi, was forced early in Sun'sebb 590 CY to attempt a breakout from the doomed town. During a confused night action Kekarav managed to flee with a handful of priests, warriors and elite Hochebi followers aboard his personal vessel *The Scarlet Death*. Rebel forces did manage, however to severely damage the attendant warship, *The Scarlet Rage*, so much so that they were able to board and capture the crippled vessel. Rohal Soldas' body was not found in the retaken town and it is assumed that he escaped with Kekarav.

### STRIKE AND COUNTER STRIKE

After the recapture of the town the rebels moved quickly to reinforce their beleaguered troops in the area. Family Relaster also returned to Storm Haven and began to reorganise their holdings. Several months after their expulsion however, Hochebi troops have returned to the area. Kekarav Madi is also thought to have returned to the area although how he managed to escape the wrath of Kuranyie is unknown.

The rebels still hold Osprem's Light and attendant fortifications on the western side of the bay but Hochebi troops have again entered the hills in force. Now the only contact with the beleaguered forces holding those vital fortifications is by boat. All other buildings on the western side of the bay are in the hands of the Hochebi troops that infest the hills. Skirmishing is continuous here, although rebel forces have exclusive control of the bay itself.

### WHO RULES

The Ducal family Relaster rules the Storm Coast and have their seat at Sornhill. Sornhill is the capital of the Storm Coast and is administered by a Mayor who is traditionally appointed by the leader of family Relaster. The eldest member of the ducal family to survive the conflict thus far is Saielma Relaster and is she who now

rules Sornhill. Garamon, her only surviving sibling who administers the ancestral Norland estates in her absence, assists her.

### WHO REALLY RULES

Although Saielma rules here in name, and has the favour of the townsfolk, she is unskilled in the arts of war. Fearing that she is not equal to the task she has allowed the Captain of her father's personal guard, a grizzled old marine veteran Hazaraz Skullsplitter almost complete freedom to deal with the Hochebi that infest the western reaches of Notxia Bay. A cunning tactician and not unskilled warrior, Hazaraz has been successful in containing the Hochebi threat to the western arm of the bay.

### POPULATION

Sornhill's pre-occupation population was close to 3000. Currently the total number of people resident in the town is around 2000. Not all of the "missing" thousand folk however have been killed in the fighting and oppression levelled at the population by the Brotherhood. A few hundred managed to flee across the Gearnat to southern Nyrond in a single caravel (*Tempest*), fleeing the town as the docks rung to the sounds of a desperate rearguard action by a few brave marines and their leader, Barrend Desharn. Others fled into the Headlands, while others of Suel descent were carried off by the Brotherhood. Some, sickened by the constant warfare, fled the town after liberation, carrying their meagre possessions south and east in search of a safer place to call home.

### MAJOR PRODUCTS

Before the Wars Sornhill boasted a formidable ship building and repair industry as well as a healthy surplus of agrarian products which were exported to Irongate and Nyrond. Much of the shipyards were damaged or destroyed by retreating Brotherhood forces however and many of the fields, orchards and plantations surrounding the town were also similarly damaged. Although currently food production easily feeds the folk of Sornhill no surplus is available to export. Fishing is also important to the folk of the town, although this is no longer carried out in the western portion of the bay.

### ARMED FORCES

Hazaraz leads a small force of veterans that is strengthened in times of need by the militia that is relatively well trained and equipped. He commands a force of 60 marines and 380 men at arms that operate solely in and around the town. The militia can muster a force of roughly 250, some of which are on duty at any given time. In addition he commands a galley (*Fearless*) and 2 caravels (*Tempest* and *Gallant*) that escaped the fall of Onnwal by fleeing to Nesseremouth in southern Nyrond. His troops are well motivated and well led although the constant skirmishing across the bay has led to equipment and manpower shortages. *Fearless* is constantly stationed in Notxia Bay, carrying stores and replacement men to Osprem's Light several times a week. *Tempest* and *Gallant* patrol up and down the coast keeping an eye on possibly Hochebi re-supply routes and discouraging Brotherhood vessels from trying to get too close to the town.

### NOTABLE MAGES

Sornhill has not been a centre for the learning of the mystic arts since the invasion of the Suel almost 1000 years ago. Many learned individuals fled the town in the face of the Brotherhood invasion although a few mages and sages have returned to the town after the flight of local Brotherhood forces.

- **Erian Tournavil** (hm, NG, M 5<sup>th</sup>)  
Originally from Almor he fled here after a border raid by the Overking's forces destroyed his village and killed most of his family. He is a comically thin, tall individual who prefers to wear bright, flamboyant clothes and is particularly fond of "impressive" headgear. His eyes are brown, as is his hair although he has a small lock of blond hair behind his left ear. Intelligent and quick, he lacks common sense and is not overly strong. Erian possesses a wide range of spells and will cast most of these for a fee. Unfortunately Erian believes himself to be a talented singer – and he most definitely is not. He uses the bulk of the monies gained from his spellcasting to fund his hobby, hiring musicians to accompany him in the various inns and tavern of the town. This situation is not helped by his lack of common sense and the fact that he is almost tone deaf. He can normally be found at the "Laden

Merchantman", in Harbour Town where he permanently rents a small suite of rooms.

- **Kiral Kackrov** is a brash young Invoker who often accompanies The Fearless across the bay to Osprem's Light. Wild and unpredictable he has yet to find himself in a situation which, he cannot blast his way out of. Older and wiser mages agree that it is just a matter of time...
- **Niara Telk** is a quiet unassuming young woman skilled in the arts of divination who provided invaluable assistance to Hazaraz's forces during the battle for Osprem's Light. She assists the soldiers still and some whisper of a romance between her and Hazaraz. Born and raised in Sornhill she fled the town as it fell to Brotherhood forces. She hid in the Headlands for several years aiding the resistance until it was safe for her to return home.
- **Tahllean Baeltas**, companion of Uthather and member of the Breakers, disappears from town for days at a time, ranging up and down the coast for miles. Only Uthather may know what she seeks.
- **Uthather Kais**, a member of the Breakers, has been seen in the town in recent months, along with his companion Tahllean Baeltas. It was Uthather's personal might that threw back the recent attack on Osprem's Light that carried the outer walls. He is known to be a powerful spell caster with access to many magical items including a Staff of Fire.

### NOTABLE CHURCHES

**Osprem's Light.** A large and well-fortified temple dedicated to the Soother of Storms, this temple is all but cut off from the rest of the town, located as it is across the bay on the western arm of the bay. It has its own dock for the use of the faithful. The clergy of the church were almost all captured by the Brotherhood when the town fell with only a handful escaped by ship to Nesseremouth. The captured priests were subjected to "re-education" at the hands of the Brotherhood's Office of Faith. While some died during the ordeal or went mad - the remainder have become fanatically loyal

supporters of the Scarlet Sign. When the rebels retook the town although and efforts were made to capture them alive, a number of priests died rather than surrender. The survivors are now held in the dungeons of the Red Tower. It is unknown whether their minds can be freed from the hold, which the Brotherhood has over them. A small contingent of priests loyal to Free Onnwal, led by Dreyan Manasar, now man Osprem's Light.

**The Hall of the Pursuer**, devoted to Tritherion, was established after the liberation of the town. Members of the priesthood were at the forefront of the struggle and as a result the faith has many converts here. The Hall is a makeshift effort, set up in an abandoned inn - formerly the Windward House. Heramall Senned, a devout, tempestuous man, leads the faith. He is something of a rabble-rouser and in preaching the importance of Liberty - has begun to harp on anti-aristocratic sentiments. His favourite phrase is "who forgets history today, forgets liberty tomorrow."

Several Knights of the Chase have been seen in and around the Hall, aiding the priests in the defence of the town. Heramall has been at the forefront of rallying the cowed townsfolk to resist the return of the Brotherhood to Sornhill.

**The Vault of the Sea**, this imposing Temple of Xerbo stands close to the docks, near the market. In more peaceful times, Xerbo was one of the most popular faiths in Sornhill and the priests of the temple grew wealthy from their share of the sea traffic between the port and Nesseremouth in Nyronnd. However, nearly the entire hierarchy of the church here were either agents of the Scarlet Sign or willing collaborators. Only a handful of junior priests rejected the invaders, fleeing to the Storm Isles and joining the Loyal Church of Xerbo there. The remainder became part of the new regime, betraying their Zilchan counterparts to the Brotherhood and receiving much of the wealth of that church as a reward. The Church also aided in re-supplying the garrison in Sornhill and enjoyed many trading privileges.

After the Brewfest Rebellion however, Maren Vidkho - a prominent priest in the temple, sensing the way the tide was turning, began aiding the Free Onnwal. Information provided by Vidkho proved

essential in the recapture of Sornhill last autumn. When the town was liberated - the populace rose up against the collaborators. The mob ransacked the Vault and lynched three before Free Onnwal forces were able to bring the crowd under control. While Vidkho is held in the Red Tower for his own protection, the remainder of his former compatriots are held in the dungeons beneath - awaiting trial for their collaboration. The Vault, largely stripped of its wealth, is now used both to house those made homeless by the fighting and as the base for the Church of Mayaheine in Sornhill.

Once the temple of Xerbo, **The Shield of the Faithful**, or simply "The Shield" is the centre of Mayaheine's faith in Sornhill. The sanctuary has been rededicated to the Shieldmaiden, the alter of Xerbo having been destroyed by vengeful mobs after the liberation. The leader of the Church of Mayaheine in Onnwal, the golden-tressed shield-maiden Jelal Mullenden has personally led a mission of a half dozen priests to help bolster the defence of the beleaguered town. Mullenden and three priests, plus a group of converts, form part of the garrison defending Osprem's Light. The remainder helps with the defence of Sornhill and in the tending of the homeless and injured taking shelter in the temple. The good efforts of Mullenden and her devoted clergyfolk have won many hearts and minds in Sornhill and services in the old temple are regularly attended by large numbers of townsfolk.

**The Stormspire**, or "the Spire" among locals was the temple of Procan in Sornhill. Located on the waterfront in the harbour, it was named for its great spire, shaped like a great shell made of a polished blue marble imported from Medegia and was one of Sornhill's most notable landmarks. The temple of was levelled after the fall of the town in 584 CY. A few of the temple's priests escaped on the only ship to escape Sornhill, the others were either killed in the fighting in the harbour, captured and enslaved or managed to escape though the limestone caverns linked to the sanctuary pool in the temple. Some masonry from the temple was being used in the construction of a temple to Llerg - however the building work was interrupted by the fall of the town last autumn. Thus the Spire is now little more than a pile of half cleared rubble. A small number of priests led by

one Velder Hanreth (Pr 7) have managed to clear the sanctuary pool and have set up a makeshift shrine in the rubble. They are more usually occupied aiding the naval squadron against Brotherhood raiders however.

Sornhill was also home to the Stormseekers, a small splinter sect of the main church of Procan. They held their services in a large house in the Harbour Town, called the **Tempesthall**. The house was once the home of the sect's founder Burisan Stormseeker, but has since been converted into a shrine to him and to the Sender of Storms. The sect fled Sornhill a few weeks after the town fell, escaping Brotherhood pursuit by steering into an autumn squall on the Gearnat which sank the Brotherhood vessel chasing them. Iseln Guiral, who commanded the ship at the time has now become the sect's leader and with his followers have waged war on the ships of the Brotherhood in the Storm Isles and Coast. In retaliation the Brotherhood burnt the Tempesthall and housed pigs inside the tumbled walls. The Stormseekers have yet to return to Sornhill, though it is expected they will reclaim their founder's shrine soon.

**The Halls of the Shining Coin**, was once the temple of Zilchus in Sornhill. An ornate and gilded temple, it stood near the market place. Overshadowed by the influence of the church of Xerbo, the priests of Zilchus did however derive wealth from overland trade with Scant and Killdeer and it was no accident that the staging yards for wains in the town was directly behinds the Halls. When Sornhill fell, despite the fact many went into hiding in the town, their rivals in the temple of Xerbo betrayed the priests of Zilchus to the Brotherhood. The enslaved priests were forced to strip the goldleaf from the temple, pry out the jewelled eyes of the statues, open the statues of their god, extract the golden hearts within and finally to level the temple. The senior priests were then laid under wooden doors in the market place and crushed by having wains driven over them. A temple to Bralm was built on the site using the stone from the old temple and the lives of many slaves. This edifice was ransacked and desecrated during the liberation and it is now houses a small mission of Zilchan priests newly arrived from Killdeer as well as the surviving local clergy, many of whom are still in an appalling state after their long

ordeal. The leader of the mission is one Ceriam Grathenn, who with his fellow clergymen are trying to re-establish trade-links between Sornhill and the rest of Free Onnwal. Success in this venture would bring much needed supplies to the town.

**The Chapel of Fortunes**, a small domed building set near the market place, houses the temple of Norebo in Sornhill. As well as giving blessings of good fortune on the fishermen and sailors who braved the stormy Gearnat to make a living, the priests of the Chapel also ran one of Sornhill's best gaming houses, The Ivory House. When the town fell, some of the clergy (mainly those of Oerid blood) managed to quietly disappear and later found their way into rebel bands. Most however stayed on in the town and collaborated with the Brotherhood regime. Though not a popular god with the Brotherhood, Norebo is shown respect, and as long as they obeyed orders the priests were not harmed. After the liberation, when vengeful mobs of townsfolk came to lynch the collaborators, they found that they had already been detained by the rebel forces and whisked away into the Red Tower under the protection of the Rebel commander.

**The Chapel of the Blinding Light**, is set as an annex to the former lawcourts and served as the town's temple to Pholtus. Before the occupation, the priests of Pholtus ran the Court of Sessions in the town and oversaw the application of justice and the rule of law. Pholtus though, never enjoyed widespread popularity on the Storm Coast. When Sornhill fell, the small group of clergy here was martyred almost in its entirety, while the Lawcourts were gutted and converted into a Temple to Wee Jas by the Brotherhood's Office of Faith. One priest, Galetin Kestell, managed to escape to Nyrond in a small open boat, though his health and his mind were shattered by his ordeal. His remarkable journey was taken as a sign of the will of Pholtus and he has become a talisman of the new intolerant Palish dogma which the Onnwalish church has adopted. Galetin was brought back to Sornhill last month by a band of Pholtites, led by Cathera of Ogberg, a fanatical missionary from the Theocracy of the Pale. They have rededicated the chapel, destroying the reliquary of Wee Jas, and have set about preaching the Doctrines of the One True Path to the people of

Sornhill. The Pholtines have taken up enforcement of the law once more, but now apply harsh Palish laws and sentences rather than the laws set down in Schandor's legal code. Furthermore, they preach loudly against the Suel faiths, marking them all as servants of the Scarlet Sign and have begun witch-hunts to root out collaborators and traitors. With her charismatic firebrand preaching, Cathera has won many converts - especially among those who were enslaved by the Brotherhood.

**The Hearth of the Raging Flame**, is a new temple now being constructed by a group of followers of Joramy on the site of the half built temple of Pyremius which has aptly enough burnt to the ground during the fighting to liberate the town. Centred about a fierce bonfire that forms the sanctuary of the temple and which the Joramites keep continually stoked, the temple itself is constructed of reddish masonry and brick cobbled from other ruined buildings in the town. Plans are afoot to try to haul stone from Death-Fall Quarry to complete the building, which is intended to be the focus for the new faith in Onnwal. This is despite warnings by locals of the dangers of the place. The Joramites here number only about a dozen priests and acolytes, led by Jarwar Highflame. Though small in number, their angry creed has struck a chord with some in the town, who suffered under the Scarlet Sign and the church has a growing following - especially among the dispossessed. However, the Joramites continual use of timber to fuel their sanctuary flame has raised hackles among the Rebel commanders, who require all the wood they can find to recommence the construction of naval vessels.

**A Shrine of the Winds and Sky**, devoted to the Oeridian agricultural gods, once stood in the market place. It was a popular focus of worship both for farmers bringing their produce for sale and for sailors braving the tempestuous seas. Though the Brotherhood desecrated and destroyed the shrine, a makeshift replacement has recently been erected.

**The Scarlet Brotherhood Temples:** During their occupation of Sornhill, the Brotherhood began the construction of temple to their gods and the conversion of the local populace. While conversion was largely unsuccessful, the temples of Bralm

and Wee Jas were completed by the time the town was liberated by Free Onnwal forces. As has been noted above, **the temple of Bralm** is being used as a temporary shelter for the priests of Zilchus. The hated priests of the Toiling Lady where stoned to death by a lynch mob in the precincts of the temple, though the body of Janisar, the hated high priestess of the temple was not among the dead. Her fate is unknown. **The Temple of Wee-Jas** was resanctified by the Church of Pholtus. Most of the clergy managed to escape with the fleeing Brotherhood forces. **The Temples of Llerg and Pyremius** were only half constructed when Sornhill was recaptured. Many of the priests of both faiths either died in the fighting or fled. The constructions have been claimed by the churches of Procan and Joramy respectively. Finally, **a shrine to Syrul** was found in one of the dungeon rooms beneath the Red Tower. Interestingly, a number of religious murals were found on the walls of this chamber whose age long predated the Brotherhood occupation. It is speculated that they are relics of the Onnwi. Whatever the truth, they have defied defacing - with the colours and pictures re-emerging through either damage or covering. The room has been sealed off.

### NOTABLE ROGUES' AND THIEVES' GUILDS

**The Wreckers** were very active here before the occupation, fleecing merchants' travelling to and from Nyronnd and points further west. With the arrival of Brotherhood forces the Sornhill cell led by Teral Lightfingers assisted many inhabitants to flee to Nyronnd. A partially successful penetration of the organisation by members of the Scarlet Brotherhood in 585 CY heralded the death or imprisonment of most operatives here. The surviving members fled the town and operated out of several secret bases up and down the coast. Some even hid in previously explored barrows in the Barrow Fields. With the liberation of the town most surviving members have returned to assist in the extermination of the humanoids to the west. Members can be found assisting scouting parties on the west shore using their nefariously gained knowledge of the terrain to good effect. Prominent members in the local cell include:

- **Jornal Surearm.** is a wild unpredictable man, originally from Scant who now is a member of the Wreckers operating along the north coast of Onnwal. A handsome and vain man he is nevertheless intelligent and quick. He stands 5' 8" tall, is of average build, and has a thick "mane" of black luxurious hair that he constantly preens and cleans and has eyes of a light grey hue that dart around seemingly trying to take everything. He prefers to wear fine fabrics that set off his eyes and hair. The son of a minor merchant he is skilled as a gem cutter and appraiser. He knows the northern coast of Onnwal well. Jornal can normally be found in a taproom or around the docks searching for information or Brotherhood informants. He is well known along the north coast and has friends in all the towns there.
- **Teral Lightfingers** is a competent intelligent rogue who was given command of the Sornhill cell by Chert himself, to whom he is fiercely loyal. He prefers to deal through a few trusted intermediaries than directly with strangers.

### EQUIPMENT SHOPS

Most equipment usable in military operations is funnelled directly to Hazaraz Skullsplitter and his forces although small amounts of weapons and armour can be found for sale albeit at higher than normal prices. Other equipment, apart from that constructed of metal is easy to find and can be found at normal prices.

### ADVENTURER'S QUARTERS

A port, Sornhill had many taverns and hostelrys suitable for the use by War Companies and other adventurous souls. Many of these establishments were used to house the Hochebi troops of the occupation. Subsequently many have been damaged and a few rendered uninhabitable by the depravations of the humanoids. Several of the owners have also been slain during altercations with the Hochebi troops so much so that after the liberation of the town fully half of the inns and alehouses of the town had no traceable owner. Many have been simply commandeered by the resistance, being used to house troops, members of the militia and those, whose own housing had been destroyed in the fighting.

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## OTHER PERSONAGES OF SORNHILL

- **Randolf of Sornhill.** Originally a kitchen labourer in Storm Haven Randolph never knew his parents, being raised as an orphan by the cook and his wife. Although now overweight, he is still healthy and he has brown hair, which he wears down to his shoulders and light blue eyes. Unfailingly polite Randolph has a keen business mind and is a good planner. He is also an accomplished haggler and is well known in most of the coastal towns. Randolph maintains small businesses in Killdeer and Sornhill and has business contacts in many of the villages of Onnwal. Randolph will always seek to turn a situation to his advantage and is a firm believer in the phrase "you must speculate to accumulate". He is missing the little finger on his left hand.
- **Ement Naersaul.** Ement is captain of the merchant vessel "*The Peryton*" that makes the perilous journey between Nyron and Onnwal. Ement is originally from Idee and fled before the Scarlet Occupation in that country and the subsequent Alhissan "liberation". Ement stays on the *Peryton* even when docked in harbour. He has dreams of one day building up a vast merchant fleet under his command. It is said that he was once the leader of a merchant house in Naerie and left behind his fortune and his wife-to-be in order to remain free. It is not known exactly how he escaped along with his crew and ship when many others did not.
- **Onrulf "the Smith Prince".** Onrulf is a Dwur weaponsmith of great skill and low prices. He has not married and has devoted his life to perfecting his craft. He dislikes the attitudes of Nerakarn Dwur, seeing them as overly pious, narrow minded and mired in their own self importance. He is a follower of the Dwur ways but even he has adapted to human ways and customs. He worships Fortubo and his families patron deity Clangeddin at a small shrine in his house. Onrulf is tall for a Dwur with leathery tanned skin due to years next to the forge. His beard and hair are pleated and sandy

red in colour, while his eyes are brown.

## FEATURES OF SORNHILL

### STORM HAVEN AND THE RED TOWER

Built by Suel settlers shortly after their arrival on the Storm Coast. This fortification was constructed solely out of red-hued granite mined from the hills to the south and dragged here by captured Flan. The Onnwi was to house important Flan prisoners and as a final defensive bastion against a Flan uprising. The tower now forms part of the inner defences of the Oeridian citadel Storm Haven. A circular affair 100' high and 60' in diameter the Red Tower has survived the centuries well. The red-hued granite used exclusively in its construction has proven exceptionally tough. Although the stones are pitted with aged and the eroding effects of the frequent storms, making the outer walls of the citadel quite easy to climb. The original structure had extensive dungeons beneath it used for storage and other less savoury purposes.

Captured by the Brotherhood during the conquest they converted it back to its former use, keeping influential Onnwalon captives here. They reopened the ancient tunnels and chambers beneath the tower, using them for the incarceration and torture of captives. Duke Relaster was kept imprisoned here during the first 2 years of the occupation until his escape in 586 CY through unknown means. Relaster was subsequently found slain by magic on the coast road to Killdeer with his rescuers, one of whom was his eldest son Doriene, a warrior of no small prowess. Since liberation Storm Haven has served as Hazaraz's command post. Saielma Relaster can also be found here with a small retinue of trusted servants and guards. The marines stationed in Sornhill also use Storm Haven as their base of operations. They have taken the precaution of re-sealing the underground portions of the complex not knowing what could lurk there and lacking the manpower (and the inclination) to investigate.

### OSPREM'S LIGHT

Osprems' Light has, in various forms, guided sailors safely into port for many centuries. The original tower was all but destroyed when the Oerids entered the area. Rebuilt and expanded during their

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rule the complex served as a temple of Osprem, lighthouse and fortification commanding the approaches to the harbour. It is now the site of the most desperate fighting in the Storm Coast. Both sides believe that who ever controls Osprem's Light will control Sornhill, and therefore the Storm Coast.

### **SHIP YARDS**

Originally three individuals owned shipyards, which were strung out along the northern portion of Harbour Town. The Brotherhood made extensive use of these facilities and their attendant wood stockpiles during their occupation. As they abandoned the town they set fire to much of these facilities and slew all the skilled labourers they could find. Of the three owners only two survived, one of them blinded by the cruel cut of a Brotherhood sword. Rebel effort has been concentrated on repelling the Hochebi to the west and in buttressing the fortifications of Sornhill. Rebuilding the shipyards has been their second priority and they have "cannibalised" parts of the deceased Harnshir Jarome's operation to rebuild Patriis Monir and Gershimon Iilinski's facilities.

Although blind, Gershimon directs the frantic rebuilding work with amazing accuracy and vigour, seemingly being immune to the effects of fatigue. Each shipyard can accommodate two ocean going vessels at any one time and it is expected that Sornhill will become one centres of the rebels ship building efforts next year when the repair work is completed. Harnshir Jarome's operation is little more than a burned out shell. His dry docks are choked with rubble and he and his workers are dead. The whole area is considered extremely dangerous and unstable with rebel work crews only working on the periphery of the site, carting away what can be saved.

### **THE BRINY HALLS**

Situated close to the harbour this large indoor market is where many folk buy and sell fish. The produce here is considered to be the freshest Sornhill with fish being brought in at all times of the day. It is not just fish that are sold here though. Salt, spices, fruits, grains and various other consumables are also to be had here when shipments make it though to the town. All the vendors consider themselves to the

best in Sornhill and many make special dishes to prove it!

The Halls are named for their wet floors and, in particular, the smell that emanates from the Fishmongers court. The Halls are divided into the Fishmonger's Court (the largest and through which all must pass to enter the other courts), The Salt Court (salts, spices and preserves), The Green Court (fruit and vegetables) and the Bakers Court (cakes, pastries and other sweet things).

Sellers of flowers, songs and entertainers travel among the courts of the halls, mingling with the buyers and sellers. Members of the militia and the Church of Zilchus also watch the Briny Halls because in the past smuggling has been carried out within its precincts. It was built some 300 years ago by an Aerdi noble as a seafront mansion. Unfortunately flooding some 285 years ago destroyed it and rather than restoring it the noble sold it and returned to Ountsey. It was then used as a hospice for several decades but was closed after a full-scale fever epidemic broke out within its walls. The hospice was quarantined and all within died of the fever. The hospice was then bought by a wealthy merchant as a warehouse. Upon his death it was turned over to the mayor who administered it, renting space in the halls to various traders.

As many of the old traders have either perished or fled the town since the Occupation, a good number of the stalls here are vacant, giving the Halls a forlorn half-empty air.

### **THE HANGING GARDEN**

Outside the town is a small copse of trees from which bandits and robbers were hung in the early part of the century. It is from this that the copse has earned its name: "The Hanging Garden." Many of the Robbers and Bandits were buried here at the foot of the trees they died in. It is debatable however if any of their loot was buried with them.

### **OTHER LOCATIONS ON THE STORM COAST**

Although not an exhaustive list the following entries deal with locations that can be found close to the town of Sornhill.

### **DEATH-FALL QUARRY**

Located several miles south and east of Sornhill this is the place from which the

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strangely coloured rock used in the construction of the Red Tower was mined. Known in Flan legends as the Battlefield of Giants originally a huge extrusion of rock jutted out from a hillside. Discovered by Suel explorers they deemed the rock tough enough to be used in their fortifications and began to mine the area using captured Flan slaves, the majority of whom died here. Work stopped when the remainder of the hillside, destabilised by the removal of so much rock collapsed killing almost all the workers and guards present. Today the site is a lonely, desolate one. Still unstable sinkholes and small local collapses are common. Several Scarlet Brotherhood patrols were lost in the area and now none venture here.

Local legends say that the mine is haunted by those killed in the final collapse that even now attempt to dig themselves free, causing the sinkholes and other collapses. Any disappearances in the area are blamed on these restless spirits.

### **SORN'S HILL**

The feature that Sornhill is named after, Sorn's Hill, is the burial site of an ancient dwarven hero who perished here. A combined army of Noniz and Dwur troops exterminated the lingering remnants of the humanoid tribes of the peninsula in a weeklong battle. Sorn, the greatest Dwur hero present was mortally wounded at the moment of victory and in accordance with his last wishes was laid to rest where he fell.

Centuries later the burial mound bears little resemblance to its original appearance. Several oak trees have taken root on the eastern face of the mound and the southern has partially collapsed after some would-be grave robbers attempted to tunnel into the mound in search of dwarven treasures. The only survivor's garbled account of the very earth coming alive to swallow his companions has served to keep other treasure hunters at bay. The southern face is known as "Chekar's Folly" after the leader of that ill-fated expedition.

Sorn's Hill is a well-known local landmark used occasionally by travellers who cannot reach the safety of Sornhill as shelter. Those standing on the peak of the hill can see several miles in all directions and in times of trouble the hill has been used as a lookout post. Several small skirmishes

have been fought here, the debris of which can still be found lying here and there.

### **THE BARROW FIELDS**

Located amongst the hills around Sornhill these barrows stand as testament to the bravery of many fallen Flan warriors. These tombs were built long before the Suel conquered the region. Some have been disturbed and creatures within awakened. Others have been cleansed of undead and used as hideouts for rebels and bandits. However few have ever breached the inner and the more elder barrows, rumoured to be filled with the undead warriors, deadly traps, fell magic and great treasure. Much is still not known of the early Flan and scholars argue that the treasures undoubtedly hidden with the barrows could help them to understand more about these primitive people.

### **CELESTIAN'S COURT**

Celestian's Court is the name given to a stone circle located midway along the route between Sornhill and Killdeer. At the centre of the stone circle, which is located on a small hillock, is a stone monolith with a circular hole some 2 inches in radius carved through it. The whole is level with the horizon. Two times a year the sun is "in" this circle at sunset and sunrise and marks the winter and summer solstices. It was rumoured to have been built by the early Flan as a sort of calendar by their priests. Lately it has gained popularity with priests of Sotillion and Telchur who travel here on the summer and winter solstice respectively to pray and celebrate.

### **FLANNANOT**

An old abandoned hill fort located several miles inland the area gained its current name when the Onnwi fought a great battle against a conglomeration of local Flan tribes intent on resisting their advances. After several days of skirmishing the Flan were driven back to the hillfort where they made their final stand. Amongst the Suel were several powerful spellcasters who at the climax of the battle destroyed much of the hill with powerful magicks. The dazed survivors were lead off into slavery and the place swiftly fell into disrepair only sometimes being used as a way stop by weary

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travellers intent on sheltering from the elements.

Several hundred years later an imperial patrol discovered several beaten gold and silver trinkets on the hill after digging a fire pit. This find sparked off a wave of treasure hunters and adventurers who came and dug on the hill but nothing else was ever found. A small village sprung up on the slopes of the hill to service the needs of the treasure hunters and the travellers who had begun to use the coast road with more regularity. The inner walls of Flannanot still stand to this day. Until recently the villagers of Harltonhill used the remains of the fort as a pen for their livestock at night. Today the hilltop is the sight of frenzied activity as rebel forces attempt to refortify it in expectation of a Brotherhood counterattack. It is not unknown for rebel soldiers to be seen here late at night digging up on Flannanot seeking to supplement their meagre pay with a find of ancient flan artefacts.

### **HARLTON HILL**

Named after the original owner of the first inn built on the slopes of the hill Harlton Hill is home to around 220 individuals. Built in the lee of the old hillfort and linked to the coastal road by two spur tracks Harlton Hill originally sprung up to service the needs of the treasure hunters searching Flannanot for forgotten Flan treasures. Since then the treasure hunters have gone but the village still manages survive, tending their crops and livestock and servicing the needs of those using the coast road to the north. Due to its proximity to Sornhill a Mayor appointed by Duke Relaster oversaw the village. Slain as an example to others by the Brotherhood Harlton Hill has been without a Mayor for 5 years. A local man, Tarek Blackhands, has taken it upon himself to lead the villagers. The only surviving blacksmith in the village he is charismatic and popular although a private man much given to brooding and black moods.

Now back in rebel hands after a series of small actions here late in 590 CY the village is a focal point for the rebels, possessing strong defences. Kesh Arinohal was slain in the fighting to regain the village, as were most of her troops, and her body was severely mutilated by the outraged villagers before being cast into a shallow grave to the west of the village.

Work is currently being carried out on Flannanot to repair the old earthen fortifications in preparation for Brotherhood retaliation. It is a slow job as time and the elements have done a good job in smoothing and levelling the inner walls of the once-great fort. Plans also exist for the digging of a huge ditch around the rest of the village but currently the manpower for such excavations does not exist.

### **THE SALTIRN**

This short stream runs directly out of the northern Headlands, cutting a deep gorge for most of its length, emptying into the Gearnat not far from Sornhill. It is known for its many cataracts – of which Greenfalls – so named for the supposedly medicinal moss which grows thickly on the rocks around it – is the most famous.

### **SWALLOWFELD**

Swallowfeld is a village that has grown up on three sides of Hillwater Lake. The lake itself is formed out of a natural depression bounded to the north, west and east by a small range of hills. Only to the south do hills not mark the extent of the lake. 2 small rivers that flow out of the Headlands to the south feed the lake, which is drained (supposedly) via several underground watercourses that run northward emptying into the Gearnat although the truth of this is not known. Swallowfeld is named for the flocks of swallows that early Suel settlers discovered dwelling around the hills. They discovered that the broad flood plains of the two rivers were particularly fertile and ideal for grazing their cattle. Beyond this the land rises slowly and is well drained making excellent land for the cultivation of crops.

Before the occupation almost a five hundred people made their homes in the hills around the lake either farming the land or fishing the lake to survive. After the first few months of occupation many Onnwalons were carried off to Scant and captivity. Many have not returned. The local mayor has not been seen since the beginning of the occupation and his fate remains unknown. In his place his eldest daughter rules. During the occupation she managed to keep her magical talents a secret from the Kesh, Berat Regor, while giving the resistance extensive assistance in infiltrating the area.

The centrepiece of the lake is a large island upon which grow nine huge oak trees known locally as the “Nine Giants”. Local legend has it that the nine trees are ancient nature spirits trapped in physical form. Whatever the truth, the trees are listed in the records of the first Suel to colonise the area.

### **OTHER LOCATIONS THE WESTERN PORTION OF THE GEARNAT SEA**

The storm-lashed Gearnat hosted some of the busiest shipping lanes in the summer and winter before the Greyhawk Wars. During the spring and autumn it is a treacherous place with storms whipping its surface into a succession of towering waves. Pirates from the Pomarj operated here frequently, sailing from the port of Blue in the south of that land. The navies of Onnwal and Nyronnd combated them and the Imperial navy of the South Province operating out of the port-city of Prymp. Only Nyronnd still maintains a significant naval presence here now. The Brotherhood still control much of Onnwal's fleet and use it along with their pirate allies to block the Gearnat Straits, demanding a toll of all who would travel there. Ahlissa is currently rebuilding its fleet and will one day soon sail these waters in strength. What this may herald for Free Onnwal is unknown. In the east the Gearnat is known as Relmor Bay. In the south Dunhead Bay separates Onnwal from the South Province and was, historically, the scene of many clashes between the two nations.

The Gearnat was once known as the Sea of Yar after a famed Suel navigator who opposed the expansion of the Kingdom of Aerdy. After the Aerdi conquered all the surrounding states they renamed the sea after a prominent Oeridian navigator.

### **LOCATIONS WITHIN THE GEARNAT**

#### **THE STORM ISLES**

This sub-tropical island cluster is in fact a great coral reef from which many of the islands have found their genesis. It is considered the more well known of the island chains. The isles are named for the great storms that batter them every spring and autumn.

Farmers and others have settled some of the islands for both mundane and more obscure reasons. The farmers mainly grow citrus (and other) fruits and rear pigs and sheep. Fishing is also a major industry here. The islands as such, have become a home for those who wish to flee the chaos of the mainland. Since the Rebellion began, many of the Brotherhood's soldiers have been recalled to the mainland to fight in the war leaving the islands to descend into lawlessness. Many pirate lords have seized power and rumours of a hidden city amongst the islands abound. The Scarlet Brotherhood still have an iron grasp on some of the islands nearer to the mainland mostly due to the fanaticism of the Kesh Johran Teven.

These islands have been the subject of many a tall tale, and feature prominently in the legends of the Flan and early Oeridian settlers, as lands of great magic and danger. However none of the Scholars of Scant have been able to prove that these tales have any grounding in truth.

#### **OBELSTONE KEEP**

This forbidding castle stands like a black shadow looming over the horizon in the cantred of Obelstone. It is perched ominously atop a massive free-standing pillar of rock separated from the mainland by a half-mile channel. Obelstone was built by early Aerdi Overlords as a symbol of their control over Onnwal, as a place to house their army and to keep many prisoners who suffered horrendous punishments in the name of the Overkings. It was then a symbol of terror to the pirates, many of whom spent their final days rotting in its many dungeons.

Now it houses the villainous Office of Sorcery and many enslaved and imprisoned people of Onnwal. No one has ever proven that escape from Obelstone is possible. Rumours of magicks that distort distance, cells without doors, walls that shift and shape, magical guardians and labyrinthine corridors abound, though none have yet escaped to confirm these dread tales. All that is certain is that it is a fell place and full of horrors imagined and real.

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Gilderond – known more widely as the Gildenlea by those that dwell there – is the largest province of Onnwal. It encompasses the western plains and the Silvervale in the east – some of the most fertile land in Onnwal. In the west, the broad valley of the meandering Bergard forms Onnwal’s agricultural heartland. The land is generally flat – and dotted with farming villages and interspersed with surviving copses of trees. Most of Onnwal’s grain (maize, wheat and barley) is grown in the Bergard and Fallnos valleys and the Gildenlea is known for its wheat and barley beers. Most of Onnwal’s Hobniz dwell in High Bergard and around the town of Bergardbridge.

Between the two rivers, the land rises into a low series of dells, which form a saddle between the peaks of the Headlands and the coastal ridges of the eastern Azure Coast. Here the last remnants of Onnwal’s primordial lowland forest cling on under the stewardship of the Szek. Patches of forest are also found on the slopes of Low Headland. Away from the river valleys, sheep and goat herding predominates – supplying most of the wool for the looms of Onnwal’s weavers.

To the east, cradled by the Headlands, lies the fertile Silvervale. Blessed with both mineral wealth in the form of gem and silver mines in the Headlands, it is also an agricultural centre – with maize and grapes being the main crops, while cattle rearing is also common. Silvervale is noted for its fortified wines – which appeal greatly to the Noniz and even some Dwur. The largest populations of demi-humans (especially Noniz) in the lowlands were found in the Silvervale before the occupation – though most fled to their cousins in the hills, and are only now beginning to return.

## THE GREAT HOUSE OF DESTRON

### DUKES OF GILDEROND, BARONS OF MIDDLE

#### BERGARD AND DEYSHOND

The House of Destron has held sway over the bountiful plains and vales of Gilderond since the land’s conquest by the Aerdi. The house grew wealthy on the rich harvests which their fief produced. As the rule of the Szeks appointed from Zelradton grew more tyrannical – it was the Destrons, being closest to the seat of the Szek in Scant, who bore the brunt of their abuses. It was the Destrons too, under Duke Parmus who led the rebellion against the Great Kingdom – an act which saw him condemned as a traitor in Rauxes and crowned as Szek in Scant. His heirs have ruled Onnwal capably and wisely, ever attendant to their responsibility to defend the country from its enemies. The Destron Szeks have, by in large, been capable warriors and sailors – a characteristic of the house as a whole. The Szek holds the city of Scant as his personal domain, while his heir holds the title of Duke of Gilderond. In addition to this, junior branches of the house held the baronies of Middle Bergard and Deyshond. As the ruling house, the Destrons formed alliances by marriage with a number of houses – the three other Great Houses and most recently the minor house of Geldrenn. The Brotherhood stuck deep at the heart of the ruling house in the very first hours of its invasion of Onnwal. The Szek Ewerd Destron was stuck down in his own palace, his cousins, the barons of Middle Bergard and Dayshond, where poisoned and burned respectively. All scions of the house were ruthlessly hunted out and executed.

#### CANTREDS OF GILDEROND

| Cantred        | Type of Laird    | Ruling House | Laird                  | Cantred Seat  |
|----------------|------------------|--------------|------------------------|---------------|
| High Bergard   | Mayor            | Destron      | Celdirn Yarrowstone    | Bergardbridge |
| Halmarn        | Mayor            | Destron      | Vacant                 | Halmarn       |
| Middle Bergard | Hereditary Duke  | Destron      | Vacant                 | Arbend        |
| Low Bergard    | Hereditary Baron | Dernail      | Contested              | Myrhill       |
| Gullhaven      | Mayor            | Destron      | Vacant                 | Gullhaven     |
| Deyshond       | Hereditary Baron | Destron      | Vacant                 | Garveld       |
| Silvervale     | Hereditary Baron | Geldrenn     | Baron Halshas Geldrenn | Silvervale    |
| Low Headlands  | Hereditary Baron | Farness      | Baron Tiren Farness    | Grovehill     |

Only Jian Destron, Duke of Gilderond and heir to the throne, escaped their murderous sweep – being at sea commanding a naval squadron in the Sea of Gearnat at the time. Szek now in name if not in fact, Jian has done his utmost to rally resistance to the Brotherhood, regain his lost birthright and avenge the murder of his kinsmen.

## MINOR HOUSES OF GILDEROND

### DERNAIL

#### BARONS OF LOW BERGARD

A prominent merchant family based in Scant, the Dernails were raised to nobility in 576 CY. Due to their commoner origins, other nobles consider them vulgar and lowborn and despite their titles treat them with disdain. The former baron was hanged by the Brotherhood in Myrhill when the town fell. His widow Calwenn Dernail is fighting off a challenge by Halden Dernail, her brother-in-law (and a member of the Worshipful Assembly) to the baronial title. She wishes to ensure that her daughter Calrinn succeeds to the title and fortune when she comes of age in three years.

### FARNESS

#### BARONS OF LOW HEADLAND

The barons of Low Headland have long derived their wealth from wool and silver – the main produce of Low Headland. In addition, to helping to maintain patrols on the stretch of the Hind Road between Bergardbridge and the Silvervale, the House of Farness has special duties to preserve the Szek's woodlands – many of which are located within Low Headland. The father of the current Baron Apparent, Tiren Farness, a Glaive Valourous of the Knights of Azharadian, was assassinated in the first Brotherhood attacks on the Country. Tiren is a staunch supporter of Gellen Cadwale for the position of Glaive Superior.

### GELDRENN

#### BARONS OF SILVERVALE

Another old Aerdi house, the Geldrenns have ruled the rich Silvervale for centuries. They are possibly the most wealthy of the minor houses, due to the revenues from the Cantred's many silvermines and from its rich agricultural bounty. The Geldrenns also wield a great degree of political influence, not only because of their fortune, but due to their links by marriage to the House of Destron, which effectively make them a cadet house of the ruling family. The current Baron Silvervale, Halshas Geldrenn is a first cousin of Jian Destron and his closest living relative. Halshas survived the Brotherhood's attempt on his life,

though he still limps from the blow the assassin struck him, ere he fell to the baron's broadsword. The baron withdrew into the Headlands with his household guards and waged a guerrilla war on the Brotherhood until he retook Silvervale during the Brewfest Rebellion. Halshas is a fine warrior and leader of men.

## LOCATIONS WITHIN GILDEROND

Detailed below are a selection of location that can be found in Gilderond. This should not be considered an exhaustive listing.

### SCANT

Debate has long raged in scholarly circles as the origins of the name of Onnwal's capital. Radmond of Trigol claims Scant is a corruption of the Sueloise "Segrant" (lit. "Reef-haven"). Craedon the Broad counters that the name derives from disparaging comments made by the cosseted Imperial courtiers dispatched there from the splendor of Rauxes who described the then rough and ready Imperial outpost as having "...scant comfort, scant pleasures and scant worth." Finally Germin of Dyvers suggests the name comes from a contraction of "thieves' cant" - the patois of the smugglers and pirates who plagued the city in former times.

Whatever the truth - there is no argument that Scant is one of the best-defended and fortified cities in the Flanaess. It is situated upon a steep and rocky outcropping surrounded on three sides by the sea and connected to the mainland by a narrow, sandy strip of land, known locally as the Langneck. The city and the Langneck enclose a large, sheltered bay called the Great Harbour. The mouth of this bay and the seaward approaches to Scant are barred by a line of treacherous reefs, breached in only two places by channels that are navigable only with the aid of an experienced pilot. Before the Greyhawk Wars, this lore was the closely guarded secret of Scant's Loyal Company of Pilots. It was the infiltration of this now defunct group by the Scarlet Brotherhood that allowed the ships of the Scarlet Sign to safely enter the Great Harbour and land troops.

Scant is spread across two steep hills - Gate Hill and Palace Hill, the seaward sides of which are fringed with precipitous

cliffs ranging from fifty to two hundred feet in height. These are almost unnecessarily topped by a thirty-foot curtain wall. The tallest cliffs are those of the Palace Hill, which overlook the reef fanged channels and bristle with artillery engines poised to rain fiery ruin on any vessel foolish enough to attempt to force a passage though to the Great Harbour. Alas - treachery undid these defenses too when the Brotherhood took the city.

Between the two hills nestles a gap in the encircling cliffs and a small, sheltered inlet from the Great Harbour that forms Scant's Inner Harbour. Two sturdy fortifications flank the mouth of the Harbour - Daern's Redoubt upon the eastern side and the Bastion of the Golden Sun opposite it. Thus the combination of natural features and cunning fortification make the city nigh unassailable by land or sea by conventional means.

Scant is a comparatively small city of no more than five thousand people before the Wars. It is divided into three main districts:

## **GATE HILL**

Overlooking the Langneck, Gate Hill houses most of the city's artisans. Before the Wars, Scant's Noniz and Dwur communities were centred here. The scruffy north end of the district is home to Scant's poorer inhabitants.

## **THE HARBOUR QUARTER**

This district describes the natural amphitheatre of land that nestles around the Inner Harbour at the feet of the two hills. It was the centre of commerce and trade, with the Grand Market, the temples of Xerbo and Zilchus and the Custom's House all being located here.

## **PALACE HILL (THE HIGH QUARTER)**

Separated from the rest of Scant by an internal curtain wall and looming over the Inner Harbour atop high cliffs, the High Quarter houses the city's more affluent inhabitants. The hill is crowned by a magnificent palace dating from the golden age of the Great Kingdom, which served as the seat of Onnwal's szeks and gives the district its name.

In the middle years of the current century as the population of Scant grew, pressure for space increased, particularly in Gate Hill and the Harbour Quarter. Thus the city as a whole has a very cramped feel about it. There is little in the way of open space, bar the Grand and High Markets. The pale limestone buildings seem to be piled chaotically atop each other, with narrow streets twisting between them, winding their way up the hills.

Construction was forbidden by decree on the Langneck - for defensive reasons. Therefore the town of Halmarn, which faces Scant across the Great Harbour, profited from the overflow from the city. Many rich merchants or nobility maintained villas either in Halmarn or atop the steep cliffs that fringe the Great Harbour to the south, taking full advantage of the breathtaking views over the harbour and the city. The tower formerly occupied by the Archmage Bigby stands at the seaward end of these cliffs, directly opposite the city and overlooking the harbour entrance. It was customary for those that could to flee to these villas, to escape the heat and stench of the teeming city in summer. So much so that during these months, more of the business of governance went on in Halmarn than in Scant, prompting one local wag to dub the small town "Onnwal's other capital".

Now however, both Scant and Halmarn are firmly in the grip of the Scarlet Brotherhood. Sister Kuranyie rules what remains of her domain in Onnwal from the Szek's palace. She is determined not to lose control of the city and maintains strong garrisons in both Scant and Halmarn, and a substantial military presence in the surrounding land - holding the landward approaches to the city. The city is resupplied by sea by Brotherhood vessels. Scant is the main base for the Brotherhood's naval presence of the Straits of Gearnat and is thus well protected from seaward attack or blockade.

The condition of Scant's populace is appalling. More than three-quarters of the population are believed to have been classified as slaves, with the remainder enjoying the dubious privilege of being subcitizens. Marnafel Toktot, Kesh of Scant, enforces the Brotherhood's rule in the city with brutal efficiency. Rumours of atrocities and the barbaric behaviour of the occupiers abound. With the current stalemate between Free Onnwal and the Brotherhood, there is little hope that the suffering of Scant's populace will end anytime soon.

## **BERGARD**

Onnwal's longest river flows from the western Headlands and meanders across the plains of Gilderond. Though fast flowing at near its source, the river slows considerably below the market town of Bergardbridge, and is thereafter sluggish and placid until it eventually reaches the

sea at Halmarn, near Scant. Like many of Onnwal's rivers it is prone to flooding in summer – and levees have been constructed to protect the more vulnerable parts of the floodplain. The river is navigable by skiffs, rafts and small flat-bottomed craft as far as Bergardbridge.

## HOSSELHOLT

Hosselholt is a small mining community that can be found in the eastern-most fringes of High Bergard. Here, Noniz, Dwur, Hobniz and humans can be found working side by side. It was founded -310 CY by a Noniz miner who discovered a bountiful vein of topaz and agate here. Local legend has it that he was led to the hills by a badger grateful to the miner for saving him from a snare. Many of the more devout and older Noniz firmly believe that this talking animal was an avatar of a Noniz god. This view is not shared by many of the younger Noniz who believe that this is taking things too seriously.

Hosselholt has a temple devoted to the gods of the Noniz pantheon. There are also shrines to dedicated to Jascar and Fortubo here. Hosselholt is known mainly for its gemstones, many of which are used in the manufacture of jewellery and other ornaments. However it also has a strong agricultural background, rearing goats on the hills and growing oats in the field. Hosselholt Goats Milk and Cheese are known for their pungent aroma, which is considered a delicacy among the elite of Nerakarn. The Burgomeister, an elected official that serves as mayor and sheriff, rules Hosselholt. Only the village elders may vote ensuring that no short lived human has yet been elected.

The mines were occupied by the Brotherhood between 584 and 586, with almost the entire populace being enslaved and forced to work the mines. The demi-human workers singled-out for particularly brutal treatment by the slave drivers, and few Noniz and Dwur families did not lose a loved one during this terrible time. The experience has left an undercurrent of bitterness and resentment on one hand and shame on the other between the demi-human and human inhabitants of the settlement respectively.

## SILVERSTREAM

Along with its tributary, the Goldstream, the Silverstream drains the southern Headlands and the fertile Silvervale, flowing into the Azure at Haylind. Some gold-panning goes on in the upper reaches of the Goldstream, but this has never really been commercially

successful – and only a few die-hards remain. The river is known by the Dwur as the Nera - and has its principle source close to the Dwur citadel of Nerakarn.

## AZHARADIAN'S PILLAR

Upon the bare summit of a wooded hill where the Headlands meet the plains of the Gildenlea, a 100 foot pillar stands alone against the sky. This remarkable structure is built from close set blocks of hard grey basalt, fitted so seamlessly together that it must surely be of Dwur craftsmanship. Though built by the Dwur, the pillar commemorates the legendary Aerdi general Azharadian the Great, conqueror of Onnwal, who the annals say died upon the spot six hundred years ago. The pillar's pedestal is carved with the names of the general's most famous victories as well as four bas relief carvings of scenes from the general's life, including Azharadian's Landing at Obelton. The monument was erected by the sires of the four Great Houses, who had served as the general's Captains and Companion Guard during the Onnwal campaign. It is said that Azharadian's axe Bardinar – reputedly blessed by the Invincible One himself – is interred within the heart of the pillar. Popular myth has it that when the need of the children of the Aerdi is greatest, Azharadian shall return to reclaim his weapon and lead them once more to glory. Whatever the truth, the site is considered sacred among the Knights of Azharadian, who in more peaceful times made annual pilgrimages here upon the 22<sup>nd</sup> day of Harvester, the date of the general's death. The Scarlet Brotherhood attempted to topple the pillar during the Occupation. However, after several of their number were immolated by bolts of golden lightning emanating from the very stone of the monument, they have given it a wide berth since.

# *THE EASTERN MARCHLANDS*

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# THE EASTERN MARCHLANDS

The smallest of Onnwal's provinces in term of Cantreds – the Eastern Marchlands nonetheless encompass most of the Headlands and a narrow coastal plain along the shores of Dunhead Bay. Most of the population huddles in towns along the coast – well fortified against attack from what was once the South Province. The plain is watered by many small fast flowing streams, which tumble out of the hills and are prone to flooding in the summer. There is some arable farming carried on along the plain – mainly fruit and some maize. Pastoral agriculture predominates – mainly pigs and cattle in the lowlands and sheep in the hills as animals are easier to defend than crops and fields. Fishing in Dunhead Bay is rich – though the dangers posed by Ahlissan corsairs have traditionally made it a hazardous way of life. Military service is a major occupation here – and many of Onnwal's Marines and army Regulars hail from the Eastern Marchlands.

The people of the Marchlands, unlike the rest of Onnwal, are of almost pure Oeridian decent – and Oerid faiths and traditions predominate. Marchers are known to be generally quite serious, dour folk but good in fight. It is unsurprising then that good relations exist between them and the Dwur of the Headlands and Irongate. Killdeer was the main centre for Dwur in the lowlands of Onnwal prior to the occupation – outstripping even Scant is this regard. Duke Coriell's famed Dwur bodyguard is perhaps the best known feature of this friendship. The three Dwur citadels in the Headlands lie in the eastern portion of the province, officially within the cantred of Dwur March. Onnwal, however, has never pressed a formal claim over these lands.

## THE GREAT HOUSE OF CORIELL DUKES OF THE EASTERN MARCHLANDS, SENESCHALS OF THE EAST, BARONS OF DWUR MARCH

The nobles of the House of Coriell rule the Eastern Marchlands and have since the rebellion against the Great Kingdom warded that frontier of Onnwal against her Imperial foes. They have been well suited to this task – being like their subjects – stoic in the face of hardship, courageous in the face of the enemy

and at all times dependable and true to their oath. These qualities are well appreciated by the Dwur of the Headlands – and there have been strong bonds between the House of Coriell and the Dwur of Vergannin. During the Battle of a Thousand Banners, Duke Halend Coriell – an ancestor of the current duke – is said to have saved the life of Vorengund, Thegn of Vergannin. In repayment of this debt of honour, a picked bodyguard of a dozen of the finest Dwur warriors of Vergannin has protected all the Coriell dukes.

It was the by the efforts of the Vergannin Guard that the current duke, Baeren Coriell, escaped the daggers of the Scarlet Brotherhood assassins. Rallying his troops to fight off the advance Brotherhood force sent to capture Killdeer, he quickly assessed the enormity of the disaster that had befallen Onnwal. The duke instructed his people to flee into the hills and with his household forces retreated into the Headlands, making his way finally to Irongate. He has ever since acted as Onnwal's ambassador to the Fortress City. His brother, Elwerd, Baron of Dwur March too survived the occupation, finding refuge with his household guard in Vergannin. He has since returned to his fief, though he continues to urge his Dwur friends to join the struggle against the Brotherhood.

## MINOR HOUSES OF THE EASTERN MARCHLANDS

### FASKEL BARONS OF HIGH HEADLAND

Vassals of the Duke of the Eastern Marchlands, the House of Faskel might at first glance be thought to have been given a poor lot in terms of their fief – including as it does the some of the most rugged and impenetrable parts of the Headlands. The majority of the inhabitants here are Flan tribesmen who, despite official claims by the Faskels, owe allegiance to no one. However, the share of the revenues from the rich platinum mines of Notil which goes to the House more than makes up for the lack of subjects and lands. The previous baron of High Headland was

| CANTREDS OF THE EASTERN MARCHLANDS |                  |              |                        |              |
|------------------------------------|------------------|--------------|------------------------|--------------|
| Cantred                            | Type of Laird    | Ruling House | Laird                  | Cantred Seat |
| Killdeer                           | Mayor            | Coriell      | Vacant                 | Killdeer     |
| Dunheern                           | Hereditary Baron | Lorendrenn   | Sir Halrend Lorendrenn | Dunheern     |
| Dwur March                         | Hereditary Baron | Coriell      | Lord Elwerd Coriell    | Varl's Keep  |
| High Headlands                     | Hereditary Baron | Faskel       | Lord Kalderon Faskel   | Notil        |

# THE EASTERN MARCHLANDS

lured to Scant and assassinated during the initial Brotherhood strike on the city. His brother, Lord Kalderon Faskel, survived however. Though he was forced to retreat when Notil was seized by a large force of Hochebi in 584 CY – he did not have wait long to regain his seat in 586 CY. The mines at Notil have been reopened and now provide a vital source of income for the rebels.

## LORENDRENN

### BARONS OF DUNHEERN

The Barons of Dunheern have always had a long military tradition – even before Onnwal broke away from the Great Kingdom and their fief became part of the country's first line of defences against the aggression of the herzogs of Zelradton. The faith of Heironeous has always been highly regarded – and many younger sons of the house have in the past become priests of the Invincible One or members of the Order of the Golden Sun. The son of the assassinated baron, Sir Halrend Lorendrenn is a Glaive Valourous of the Order and distinguished himself during the Greyhawk Wars against the forces of the South Province in Idee. He is the leader of the faction within the Order, which opposes Gellan Cadwale, believing him to be the one who betrayed the Knights to the Brotherhood in Scant.

## LOCATIONS WITHIN THE EASTERN MARCHLANDS

Detailed below are a selection of location that can be found in the Eastern Marchlands. This should not be considered an exhaustive listing.

### KILLDEER

The heavily fortified capital of Free Onnwal and the Eastern Marchlands began as a humble fishing village huddled at the broad mouth of the Jelald River. The Aerdi first saw its potential as a defensive site and constructed the first fortifications here early in their invasion of Onnwal. Initially, it served as a supply port connecting the Aerdi armies in the Dragonshead to their homeland. After the conquest, it enjoyed a brief boom as the main entrance to the peninsula for Oeridian settlers from the heartlands of Aerdy, until it was eventually eclipsed by the new port of Scant. Killdeer slowly slipped back into obscurity, quietly accepting its fate as a provincial town. It was not until Onnwal's independence in 447 CY, that Killdeer once more rose to prominence. The then duke of the Eastern Marchlands, the legendary Halend Coriell, recognising that the town would be the

keystone in Onnwal's defences against the South Province, embarked an ambitious programme of fortification. Halend threw up walls around the main town of Killdeer on the north bank of the river and around the small satellite settlement of Templeside on the south bank, connecting the two with a causeway and lifting bridge of dwur design. Behind the causeway, he set about constructing one of the most impressive fortresses in Onnwal. Built on two natural islands in the estuary and comprising a series of concentric rings of walls surrounding the main citadel, Killdeer Castle is one of the best examples of the principle of defence in depth - borrowed from the Dwur of Vergannin who aided in the design and construction. Killdeer thus became the base for Onnwal's squadron in Dunhead Bay and prospered despite intermittent raids by Ahlissan corsairs.

Today, Killdeer is the heart of Free Onnwal. Most of the small rebel fleet is based here, along with a large contingent of the Army of Rebellion, backed by Duke Coriell's personal guards. The majority of the free churches of Onnwal have set up temples here, with Zilchus, Tritherion, Procan and Pholtus being the most prominent. The clergy of Procan have begun reconstruction of their cathedral on Templeside, which was destroyed, along with a large force of Brotherhood troops and a section of the waterfront, by a tidal wave summoned by the churches' martyred High-Priest, Delvan Gasparan.

Something approaching normal life has returned to the main town and considering that before the Wars, Killdeer was effectively an army camp, little has changed except the identity of the enemy. The people have put aside the dark memories of the past and thrown themselves into the struggle for freedom. Killdeer's fishing fleet once more sets forth proud and free, to return with nets bulging with fish to provision the Army of Rebellion. Trade has begun with Irongate - with foodstuffs being shipped down the coast to Northanchor in return for badly needed arms and armour.

Nonetheless, the occupation has left its mark, not only in the hostages taken from every family by Kuranyie, of which nothing has been heard of since, but also in the distrust and suspicion of strangers which is pervasive here. Rumours of the resurgence of Ahlissa are a further cause of concern. Whatever guise the rulers of Aerdy adopt, it will not erase the enmity

# *THE EASTERN MARCHLANDS*

the people of Killdeer have held for their neighbours to the east for over a century.

## **THE HEADLANDS**

The Headlands form the “spine” of the Dragonshead peninsula and merge with the Iron Hills to the east of Irongate. Where the hills meet the Azure Sea they form towering cliffs that run for approximately half the length of the hills. Mainly composed of limestone, with small pockets of harder igneous rock such as granite, the range is a maze of steep sided tors riddled with natural cave systems. The hills are cut by thousands of streams, which form twisting and tortuous valleys and gorges. Two roads cut through the Headlands to Irongate, one in the south and one in the north. Otherwise they are generally considered impassible, and large sections of the interior of the range have never been explored by lowlanders.

Blessed with abundant rainfall – the hills are clothed in lush vegetation. Forests cling to the gentler slopes or atop larger mesas. Herding of sheep and goats is carried on in the valleys – by both Onwallons, along the fringes of the hills, and by Flan tribesmen who inhabit the rugged and dangerous High Headland. Mining by humans, Dwur and Noniz is an important activity and source of revenue with platinum, silver and gems such as peridot, topaz and aquamarine. While some of these mines (mainly the more westerly ones) fell to the Brotherhood and became slave mines, others, especially Dwur and Noniz delvings, held out throughout the occupation. Notil, the Cantred seat of High Headland, is the site of important platinum mines.

## **THE DUNN**

This energetic river gushes out of the north-eastern Headlands and empties into Dunhead Bay at the town of Dunheern. Locally known as Isak’s Torrent, it is named for a local legend – Isak Trollslayer who is said to have cleared the upper reaches of the river of the trolls that plagued it of old.

## **JELALD**

Typical of Marchland rivers – the Jelald flows fast, straight and true out of the Hills and across the narrow plains to the sea at Killdeer. The hill road to the Silvervale follows the upper reaches, however the road is frequently washed away by regular summer flooding – which also troubles the lowlands.

## **OTHER LOCATIONS**

### **THE GEARNAT SEA**

For information regarding the Gearnat Sea refer to Chapter 7, The Storm Coast.

### **DUNHEAD BAY**

Dunhead Bay, named after the river that empties into it, is a shallow arm of Relmor Bay. The bay separated Onnwal from the old South Province and was the scene of many naval actions between the two nations. Conflict was particularly intense here during the War of the Golden League (579-581 CY) and during the Greyhawk Wars (583-584 CY). With the fall of Onnwal to the followers of the Scarlet Sign the bay has been comparatively peaceful, although the navy of Ahlissa has now begun to reassert itself.

The waters of the bay are noted for their excellent fishing. Accurate maps of the region have existed since the Oeridians conquered the whole area.

# *THE AZURE COAST*

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# THE AZURE COAST

The Azure Coast is considered the most pleasant of Onnwal's four provinces; particularly by its inhabitants, who are not afraid to share their opinion with others. Though rocky cliffs rear from in the sea in the west and the Headlands march into the sea in the form of the Kurst Islands in the east, the coastline between is low lying, with many beaches, saltmarshes and lagoons. The land generally slopes down from the Headlands to the sea, the exception being in the west where the coastal ridges of the Storm Coast spill south in to the cantred of Gullhaven. Well-watered and lush from the abundant summer rains, which the winds carry in from the Azure Sea, the Azure coast has more exotic and tropical vegetation than other parts of Onnwal.

The valleys of the Fallnos and the Silverstream are both fertile and there is much arable agriculture here – maize and sugar cane being the main crops. Yornal is distilled around Longbridge. Away from the rivers, orchards abound, with olives, citrus fruits and other soft fruits growing in abundance. Along the lagoons of the central coast – salt harvesting is a major industry as is fishing in the rich waters of the Azure. Pearl fishing is a major source of wealth in the western coast – around Longbridge.

In the east, steep, half-drowned peaks of the Headlands poke their heads above the water to form the Kurst Islands. In the past, this maze of small rocky isles was a haven for pirates and others seeking sanctuary from civilisation – for whatever reason.

Trade, both maritime and along the Scant-Irongate road, was important in the past. With the upheavals of the Wars and the occupation, this has largely dried up. A trickle of trade is now beginning between Longbridge and Irongate.

## THE GREAT HOUSE OF CADWALE DUKES OF THE AZURE COAST; BARONS OF AZUROND

The House of Cadwale traditionally ruled the rich and bountiful Duchy of the Azure coast

from their ancestral seat in Longbridge. The House has held not only the title of Duke, but a cadet branch additionally holds the title of Barons of the Cantred of Azurond, as well as sundry minor holdings throughout the province. The nobles of this house grew wealthy not only from the produce of their rich lands but from revenues of trade passing between Scant, Irongate and the port of Naerie in Idee both by road and by sea. Nobles of this house were known for their culture, refinement and worldliness – with artists, poets, scholars and even explorers numbered amongst their scions.

As with all the great families, the house was one of the first targets for the Scarlet Brotherhood when they struck. Duke Ansend his wife and three sons were slain by Brotherhood assassins as they slept. The Duke's cousin, Duvend, Baron Azurond, fell in the Brotherhood landings at Longbridge, leaving no direct heir. A few junior members of the house managed to flee to Irongate, while others were enslaved by the Brotherhood. The heir to the Duke's coronet is Ansend's brother, Sir Gellen Cadwale, a Glaive Virtuous of the Order of the Golden Sun, the most senior survivor of the order. A cloud however hangs over the Duke Apparent – for some suspect him of betraying the Knights to the Brotherhood during the invasion – a charge which he and his supporters vehemently deny.

## MINOR HOUSES OF THE AZURE COAST

### DERNASTER BARONS OF IRON MARCH

An ancient Aerdi family, who came to Onnwal with the first waves of Oeridian settlers, the House of Dernaster has ruled over the rugged Iron March for centuries. The family had extensive contacts with Irongate and was mainly responsible for keeping the land link to the fortress-city clear of bandits and the collection of excises on traffic entering Onnwal from

### CANTREDS OF THE STORM COAST

| Cantred      | Type of Laird    | Ruling House | Laird               | Cantred Seat      |
|--------------|------------------|--------------|---------------------|-------------------|
| Longbridge   | Mayor            | Cadwale      | Vacant              | Longbridge        |
| Gavelenn     | Mayor            | Cadwale      | Vacant              | Gavelenn          |
| Fallnos Vale | Hereditary Baron | Kelldas      | Baron Joren Kelldas | Kennar's Crossing |
| Baldrenn     | Mayor            | Cadwale      | Vacant              | Baldrenn          |
| Azurond      | Hereditary Baron | Cadwale      | Vacant              | Haylind           |
| Iron March   | Hereditary Baron | Dernaster    | Vacant              | Kurstand          |

# THE AZURE COAST

the east. The Dernasters were therefore one of the wealthier houses. The fate of Baron Leinand Dernaster and his entire family is a mystery. They were last seen fleeing the Brotherhood advance aboard the navy galley *Pegasus*, bound for Irongate. However neither *Pegasus*, its passengers nor the Dernaster fortune ever reached the Fortress City. They are feared lost to either Brotherhood or Kurst Island pirates

## KELLDAS

### BARONS OF FALLNOS VALE

The House of Kelldas gained their lands though marriage with the House of Cadwale in the last century. They rule over the fertile valley of the Fallnos – some of the richest land in the country. In the past, the barons of Fallnos Vale have been content to rule their lands and take their ease – and have been perceived by other nobles as country bumpkins. Perhaps it was this perception of their irrelevance, which spared the current baron, Joren Kelldas from the attentions of the assassins of the Scarlet Brotherhood. Joren was nonetheless hunted by the Brotherhood after the invasion, but made good his escape with his family into the Headlands and found refuge with the survivors of the House of Faskel. A strong bond has grown up between the two houses and a marriage between Joren's eldest daughter, Natalia and Sir Milos Faskel is rumoured.

## LOCATIONS ON THE AZURE COAST

### LONGBRIDGE

Named for the dominant feature of the town, Longbridge sprawls for several hundred yards along both banks of the Fallnos River. Anchorages exist along both sides of the river, which at its mouth is about 50 yards wide. The Fallnos is a particularly fast river and therefore annual dredging is therefore needed to maintain clear approaches to the town. The western bank of the river is lower than the east and can be prone to flooding. Those who can therefore live on the east bank.

The Long Bridge (or "The Span" as it is known by local residents) blocks the passage of large vessels up the river. Built to link the two independent settlements of Solliton and Naerway by the 3<sup>rd</sup> Duke Cadwale it was an integral part of the Cliffway until hostilities reduced trade to a trickle. The bridge itself was constructed with dwarven aid and has been built to withstand the periodic high tides that are pushed up the river in the autumn

months from the Azure Sea. Family Cadwale did not dwell within the town although they maintained a modest townhouse on the east bank. The family main estates could however be found to the north of the town.

### ESTATES OF FAMILY CADWALE

Family Cadwale's estates are located several miles up the Fallnos from Longbridge. They are linked to that town by a well-laid road that is now showing signs of neglect. The estate takes the form of a single large and rambling manor house with its attendant outbuildings and perimeter wall. The wall now has several breaches, which were created, during the recent fighting between rebel and Brotherhood forces.

The House of Cadwale has its origins in the conquest of Onnwal by Aerdi forces. The original Cadwale was a young warrior of exceptional skill and bravery who distinguished himself enough to be elevated to the rank of duke. The Cadwales were renowned for their skill at arms until the so-called "Tunnelling Duke" (373 CY - 402 CY) who hid himself away from the populace and busied himself constructed galleries, tunnels and chambers beneath his estate. One of the tunnels he was rumoured to have created was wide enough for his carriage to traverse and was thought to run from his stables all the way to the main gate.

The estate is now deserted after rebel forces discovered the Brotherhood troops had been slaughtered to a man by something that (presumably) escaped from the depths. Several rebels who spent the night in the house were found torn limb from limb and so the house is avoided by all now.

### FALLNOS

The sister river of the Bergard, the Fallnos drains the south-western Headlands and cuts a wide shallow valley southwards, emptying into the Azure Sea at Longbridge. The Fallnos is known for its fast currents and fine fishing.

### ELMSCOOMBE

Located in the eastern portion of the cantred of Iron March, amongst the foothills of the Headlands is a secluded box valley known as Elmscoombe. A huge and ancient elm tree stands amongst a small copse of trees around a small lake.

# THE AZURE COAST

Scorched by fire and struck by lightning several times in its long history the tree has stood for centuries. The lake is fed from unknown underground sources and has not run dry in living memory. The valley is notoriously difficult to traverse as it has been subject to frequent landslides and rock falls and so this area is quite isolated. At least two bands of Brotherhood warriors disappeared in the vicinity of the lake during the occupation leaving no sign of their fate. Prior to the Wars a minor War Company, The Blades of Irongate, also disappeared in the area after spreading it around Kurstand that they had uncovered some previously undiscovered caverns. Their horses were found several weeks later, grazing by the pool undernourished and in need of exercise but otherwise unhurt.

## OTHER LOCATIONS

### THE AZURE SEA

The Azure Sea is truly a vast body of water. It stretches from the Hold of the Sea Princes in the west to Hepmonaland in the east. Always responsible for carrying much of the sea-borne trade between the west and the central nations buccaneers, free-booters and privateers have traditionally been common here. Dominated solely by the Brotherhood after the Greyhawk Wars, traders were technically free to travel as they wished here. Traders used to stick to the coasts of the Iron League states during their travels but, few now take the risk, as sea monsters, always common in the past, seem to be more plentiful now. With the freeing of Idee (now the Principality of Naerie) and the rebellion in Onnwal trade here is again beginning to grow.

To the south lie the Amedio and Hepmonaland jungles. The Densac Gulf is thought to open into a vast, uncharted ocean, which stretches well into Lower Oerth. The only portions of that ocean even partially known is the area around Hepmonland, which a Rel Astran caravel proved was navigable by arriving in Hardby in 590 CY claiming to have circumnavigated the southern tip of Hepmonaland.

### THE HELL ISLES

The Hell Isles consist of five islands, the three larger islands being volcanically active. The three main islands constantly spew forth ash, smoke and fire, the seas around them churn, boil and quake and the air is black and poisonous. Historically these volcanic isles have mostly been ignored due to both the natural dangers that hinder any exploration

and the many superstitions attached to them. However in recent years this has changed with the growing conflict over these isles between the Joramites and Pyremians who both see them as a holy site of their respective Gods.

The Hell Isles is also the home of two small settlements of Pelorbay and Ospret located on the relatively dormant and fertile islands of Gedan and Berel respectively. Since the Brotherhood withdrew its occupying garrisons in early 587 CY, these small island towns have been free ports. They have served as safe havens for foreign merchants who wish to avoid the strife that plagues the coastal waters of the mainland. As a result they have also attracted many pirates of the Storm Isles, who regularly raid the trade routes, much to the anger of the citizens of the Isles. These piratical and slaving activities are said to be responsible for the many ships lost in the vicinity of the Hell Isles, and sightings of ships of the Yellow Sails have added much credence to this theory.

### THE SERPENT ISLES

The Serpent Isles are the most southerly and mysterious of the island chains off Onnwal's shores. The Iron League made the first steps in exploring and settling these isles by the founding of two separate colonies, one founded by Onnwal, the other by Idee named Fort Azharadian and Port Saerwen respectively. The inhabitants of these small colonies have shed little light on the many tales of lost cities, cannibalistic tribes, savage gods, colossal snakes, trees of gold and silver, of nations of talking animals in which humankind are the pets, that come from these isles over the years.

The islands are verdant, filled with lush jungles, home to many unknown plants. A large variety of reptiles and snakes, many of which are not found elsewhere make the islands their home.

When the settlers of Fort Azharadian arrived they discovered that these isles were under the rule of many tribes of lizardmen who have lived and flourished here for millennia. They also discovered that the Dwur had already been here and had established a small stronghold named Narazthat. The Dwur of Narazthat find a life at sea far more rewarding than toiling under miles of dirt. They are considered

## *THE AZURE COAST*

pariah among many of the mainland Dwur clans for their attitudes (many of which fly in the face of the great Dwur traditions) and for their "abnormal " love of shipbuilding. The folks of Saerwen and Fort Azharadian regard them as great shipbuilders. They guard their secrets closely and sail the open seas upon their sturdy catamarans.

Fort Azharadian has long since fallen into anarchy with the loss of contact with the mainland and is rumoured to be run by agents of the Scarlet Sign. Port Saerwen, with the fall of Idee to the Kingdom of Alhissa, has changed rulers and is the only bastion of civilisation in these isles (according to the new Ahlissan governor Garthubald Neranden). Humans have never visited many of the islands and subsequently what secrets and dangers they may hold are yet uncovered.

# *ADVENTURING IN ONNWAL*

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# ADVENTURING IN ONN WAL

This chapter gives some hints and advice on developing adventures in the Onnwal region for home play.

## STYLES OF PLAY

A diverse region, Onnwal is currently struggling through some major changes and as such it has the capability to support all kinds styles of play.

### HACK AND SLASH

As a country embroiled in a bloody rebellion, Onnwal offers unparalleled opportunities for the player who enjoys hack and slash. Although large-scale battles are at this time unknown the whole land is embroiled in a series of skirmishes and raids designed to give side the upper hand. Player characters can battle against the Brotherhood, their savage jungle warrior allies, Hochebi soldiery, the pirates of the Pomarj or possibly even the infamous Slavers. Players could be involved in any number of small defensive and offensive actions.

### ROLEPLAYING

As much a physical battle the Onnwalish rebellion is a struggle of words and ideals. The rebel camp is made up of allies thrown together out of necessity. Warriors and soldiers of Onnwal rub shoulders with thieves and smugglers while nobles fight alongside peasants and common folk. Many different priesthoods, all with their own agendas and belief systems, have lent their strength to the rebellion and although all these different factions have a common goal – the defeat of the Scarlet Brotherhood and the liberation of Onnwal – many of them cannot agree on a strategy to accomplish this.

Many in the movement resent the fact that Rakehell Chert, in their opinion nothing more than a common thief, enjoys such a high level of power and respect from Jian Destron. In their eyes there should be only one leader of the rebellion and that should be the rightful heir to the throne. Many agitate for this while the original members of the Wreckers point out that if it were not for them there would probably be no organised rebellion. Many of the thieves are extremely uncomfortable working so closely with soldiers, city guards and law enforcement types and have grave misgivings about allowing them accessed to the thieves many hidden bases and safe houses. Indeed many in the resistance suspect the existence of another network of bases and facilities even now being kept a secret from them.

## PROBLEM SOLVING AND INVESTIGATION

One of the main problems facing the rebels are the constant attempts by the Brotherhood to infiltrate the resistance at all levels. In the past the Brotherhood have proven to be masters at inserting their agents into all levels of Onnwalish society. Many in the resistance fear that there could yet be sleeper agents buried deep undercover waiting for the right time to strike. Both Jian Destron and Rakehell Chert have both been the target of several assassination attempts since the fall of Onnwal. Both must now mask their true location and appearance through disguises both mundane and magical. PCs could be recruited by the rebel spymaster, a shadowy mysterious figure, to attempt to root out such agents. This work would be extremely difficult and dangerous bring the players into contact with some of the most deadly and dedicated members of the Brotherhood.

Another area open to investigation is Onnwal itself. The land has been occupied for millennia by various peoples and many have left their mark on the landscape in the forms of ruins, monuments and fortifications. Who knows what could lie undiscovered here? There are also several chains of islands lying off both coasts of the country that could prove useful bases for rebel forces if they were investigated and mapped properly.

## ADVENTURE THEMES

Listed below can be found some general guidelines on the themes of adventure suitable for Onnwal. This should not be considered an exhaustive list.

### STRUGGLE AGAINST THE BROTHERHOOD

- This is the central theme of the campaign in Onnwal and as such offers almost limitless opportunities for adventure.
- **Rescue:** The Brotherhood has taken many hostages during their occupation. Much of the hostage taking occurred when Sister Kuranyie ordered the populace to give up one member of each family to ensure that no-one else fled to Nyronnd. What happened to these people? Where are they? Are they still alive? The

# ADVENTURING IN ONNWAŁ

Brotherhood may still hold hostages on a local level and PCs could be hired, or ordered to retrieve them.

- **Hold at all costs:** The Brotherhood has launched a surprise attack against some of the rebel's holdings and the players have been ordered to "hold the fort" until reinforcements can arrive. An interesting variant on the traditional approach to adventuring this scenarios main events revolving around the PCs defending a position, fortification of dungeon and not attacking it.
- **Attack!** The players have been chosen to participate in an attack against a Brotherhood fortification or stronghold. Challenges would involve getting into the objective unseen and sabotaging vital defences or equipment. Alternatively they could participate in a full-scale attack designed to drive the Brotherhood from one of their enclaves beyond the walls of Scant.
- **Spy Hunting:** The PCs have been asked to observe and apprehend a suspected Brotherhood agent in a forward base on the Storm Coast. PCs would have to observe the individual; and gain evidence of his true loyalties before apprehending him.
- **Legacy of the Brotherhood:** The Brotherhood has not only tried to occupy the land of Onnwal, but also the minds of its people. The Scarlet Ones have driven home the doctrine of the superiority of the Suel race using brainwashing as well as more subtle means of social control. Even after the liberation, this ordeal has left scars on the people of Onnwal. Those that collaborated are hunted down; those that suffered must try to rebuild their lives. Spies and traitors undoubtedly still lurk within Free Onnwal. The old social order and its certainties have been systematically destroyed and no one is sure what will replace it. Will it be mob law where might make's right, or will justice and civilisation prevail? The actions of the PCs will be central to the creation of the new order - for good or for ill.

## EXPLORATION

- **Island Hopping:** Although Onnwal has been settled for centuries comparatively little is known about the three island chains dotted around the coasts of the peninsula. PCs could be instructed to

search these islands either for signs of Brotherhood activity or good anchorage's suitable for use as rebel bases.

- **UnderOerth:** Adventurers in Onnwal have traditionally been involving in check the ambitions of the South Province or battling against pirates on the Gearnat. These pursuits have left little time for the exploration of the network of tunnels and passages that are thought to exist under the peninsula. Several deep cavern complexes are thought to link with UnderOerth deep below the Headlands.
- **Travel:** Free Onnwal is desperately short of friends, or more precisely it is desperately short of friends who will support it with monies, equipment and troops. PCs would form part of a unit of specialists tasked to protect an important ambassador or diplomat as he travels to a foreign land. Such a mission would inevitably involve ocean travel and all the perils associated with that practise.

## DISSENSION WITHIN THE REBEL CAMP

- **Religious Tensions:** The rebel alliance includes within its ranks many individuals of differing religious denominations who frequently clash on a variety of subjects.
- **The Class Divide:** Peasant folk have been heard muttering that when the struggle is won the system of government of Onnwal should be modified to give the normal folk of Onnwal more rights and privileges. This implied erosion of their hereditary rights horrifies the nobles of the realm.
- **Thieves vs. Merchants:** The Wreckers are a core part of the rebellion. The merchants of the alliance are unhappy with having to work with the "low life" who have been responsible for so much of their financial losses in the past. Petty thievery is also not unknown and several prominent merchants who have supplied the rebellion have complained to Jian Destron about their losses. The Fellowship of the

## *ADVENTURING IN ONNWAL*

Coin are thought to be particularly unhappy about having to work so closely with their former prey.

# *ADVENTURING IN ONNWAŁ*

## **RUMOUR S AND WHISPERS**

### **SORNHILL**

Fighting is continuing around Sornhill on the Storm Coast. Rebels successfully retook the bulk of the town in Fireseek 590 CY, but hochebi Brotherhood forces, led by Kesh Kekarav Madi, still hold the hilly western arm of Notxia Bay. Constant skirmishing is reported around Osprem's Light, a lighthouse-temple complex dedicated to the Lady of the Waves. The rebel's only stronghold in the west it is held by a coalition of priests, marines and rebels. The fortress was breached last month in some of the fiercest fighting to date and the defenders are thought to be in dire need of assistance.

### **RED SKINNED TROLLS**

Red skinned Trolls are again abroad in the Headlands. Folk of the cantreds of Killdeer and Dunheern in the Eastern Marchlands have both reported combating this Brotherhood created monstrosities. In all five known instances of the trolls coming into contact with rebel forces there has been considerable loss of life. The depravations of these trolls are becoming bolder with time and the rulers of both cantreds are both thought to be hiring War Companies to deal with this menace.

### **THE PHANTOM OF SCANT**

A mysterious, shadowy figure can sometimes be seen jumping from roof to roof in Scant under the moonlight. Clothed in grey mask, brimmed hat cloak and pantaloons, he fights with a cutlass, often engaging minions of the Brotherhood in the heart of Scant. Apparently a superb fighter and swashbuckler he has earned the wrath of Kuranyie herself. He is rumoured to hide somewhere in Scant and is only sighted at night, leading many a tale to be spun that he is cursed with vampirism or some other affliction. Some of the more romantic women of Onnwal say that he is avenging the death of a loved one or trying to free her from the clutches of the Scarlet Brotherhood. Graffittied slogans have sprung up in parts of Scant, apparently by the Phantom's hand, urging the populace to rise up against their oppressors.

### **DYING MERCHANTS**

Several wealthy merchants based in Killdeer, Sornhill, Berel and Longbridge have recently died in their sleep under suspicious circumstances. Divination magicks apparently revealed that each merchant died at the same time by some sort of snake venom. Each of the merchants it seemed where all partners in a

failed business venture to mine ore from an isolated isle located in the Serpent Isles.

### **MYRHILL**

Reports from Myrhill indicate that the Scarlet Brotherhood's increased activity in the area in recent months is definitely a cause of concern to the Rebellion. Sightings of alchemists, Brotherhood mages from Obelstone and "the Butcher" do not bode well for local residents. Free Onnwal forces have so far failed to uncover the motives for this sudden interest in Myrhill and the guarded caravans from Myrhill to Obelstone.

### **SORNHILL**

The torrential rains that have dogged Sornhill for the last several weeks are finally letting up. Scholars are baffled by the conditions that have effected the city for the last few weeks. The rest of the country has experienced normal weather for the time of year and some people are muttering about dark magics.

### **RHORAMD, THE WANDERING BARD**

Rhoramd, the wandering bard, has returned to Sornhill after an absence of almost a year. He is known to be staying at the Black Tulip, an upmarket inn in High Town where he "holds court" every night telling stories and news for the price of his food and lodgings.

## PERSONAGES OF NOTE

The following is an alphabetical listing of all those individuals mentioned in the Gazetteer and who are still active, or who have influence, in the area. Any titles that the individual may possess are noted in brackets after their name.

**Andera.** A minor member of the Office of Faith who has been installed as the High Priestess of Osprem in Scant.

**Ara Lattaras.** Leader of the faith of Syrul in Onnwal.

**Archbold.** The previous monarch of Nyronnd he was the third to bear that name. Archbold has now abdicated in favour of his son, Lynwerd.

**Ariah Teldur.** One of the Teldur sisters, Ariah is a sorcerer.

**Athania.** Athania is Teleks “right hand man” in Scant and a formidable spell caster in her own right.

**Avedis Kelzenn.** An old priest dedicated to Pholtus who subscribes to the more tolerant, traditionalist way of worship.

**Awran Bloodweaver.** A Flan chieftain of the Headlands.

**Baernen Kelldas (Glaive Valourous).** Brother to Baron Joren Kelldas of Fallnos Vale; A Glaive Valorous of the Order of the Golden Sun.

**Baerian Vangaer.** This doughty cheerful warrior is the leader of the gnomes of the Headlands.

**Baeren Coriell (Duke of the Eastern Marchlands and Seneschal of the East).** The only Duke to survive the Brotherhoods assault Coriell can be found in Irongate agitating for more assistance from that city state. Prior to the Wars he ruled the Eastern Marchlands.

**Baren Harnsheer.** A bitter old man of mixed Suel and Oeridian heritage, Baren travels the isles of Onnwal stirring up resentment against Wuthur the Wild.

**Barrend Desharn.** A young marine commander in charge of the detachment at Sornhill Barrend led the only resistance against the Brotherhood forces in that area. Unfortunately he fell in a valiant rearguard action on the docks while allowing a single packed vessel to flee.

**Barund Laramore (High Tradepriest).** Leader of the faith of Zilchus.

**Bigby.** One time resident of Scant and member of the Circle of Eight. A native of Oldridge, a town in the western portion of the old Great Kingdom, which he was forced to flee in 573 CY.

**Black Kristoph.** Feared throughout the area, Kristoph is a vicious, sadistic man consumed with hatred for those who practise magic. He has much magical treasure including the spellbooks of those mages he has slain.

**Boruphus "The Merchant".** Member of the Sarakast Seven and a Dwurish follower of Zilchus.

**Breal Geremak.** The previous leader of the faith of Osprem in Onnwal; her fate remains a mystery.

**Brinia Earthshadow.** Brinia tends the shrine dedicated to Jascar in Scant.

**Calrinn Dernail.** Heir to the baronial seat of Low Bergard, she comes of age in three years.

**Calwenn Dernail (Baroness of Low Bergard).** Currently holding the baronial title so that her daughter Calrinn can succeed in three years when she comes of age.

**Carthan Relaster (Sea Eagle).** This aggressive, indomitable mariner commands the Sornhill squadron of Onnwal's navy.

**Cathera of Ogberg.** Leader of the Pholtites in Sornhill.

**Celdirn Yarrowstone.** Mayor of High Bergard in Gilderond.

**Celendren.** A one time apprentice of Bigby; roumoured to be influential in the Free Onnwal movement.

**Ceriam Grathenn.** Leader of the faith of Zilchus, he is busily trying to re-establish trade routes around Sornhill.

**Cobb Darg (Lord Mayor).** Surprisingly little is known about the background of the Lord Mayor of Irongate. Unmatched as a

## PERSONAGES OF NOTE

politician and in his understanding of intrigue and deception Cobb Darg was not fooled by the aid 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 over 15 years.

**Danvirius Soron.** Hugely popular leader of the Breakers. A very skilled warrior famed for his deeds and his sentient broad sword.

**Degan Corlennd (Sea Eagle).** This competent mariner commands the Killdeer Squadron of Onnwal's navy.

**Derl Galthrena.** Leader of the merchant house of Galthrena, and secretly the Black Council of the Black Hood Crime Cartel, Derl makes a dangerous enemy.

**Dorlan Maldrenn (Glaive Martial).** Son of Lord Keirnal and a Glaive of the Order of the the Golden Sun.

**Dreyan Manasar.** The leader of Osprem's faith in Sornhill.

**Elias Relho.** High Priest of Xerbo and a Brotherhood collaborator.

**Ellinka Vanar.** Member of the Breakers and a formidable warrior. A former Onnwalish marine.

**Ement Naersaul.** Captain of the *Peryton*. He hails from Idee.

**Elverd Coriell (Baron of the Dwur March).** Survived the invasion by fleeing to Vergannin. A vocal advocate of Dwurish intervention in the struggle.

**Erian Tournavil.** A mage and would be singer who dwells in Sornhill.

**Erveg Kosral.** Leader of the faith of Jascar.

**Fabriga Farwanderer.** The current leader of the Waymen of the Storm Coast, a merchant consortium dealing in the importing of wood for ship building.

**Frolmar Ingetskatti (Prince).** Leader of the lordship of the Isles after a coup during the Greyhawk Wars.

**Garamon Relaster. (Baron of Norland).** Saielma Relaster's oldest surviving sibling.

**Garthubald Neranden.** Garthubald is the Viceroy of the Serpent Isles. He operates from

Port Saerwen on behalf of the Kingdom of Ahlissa.

**Gellan Cadwale (Glaive Valourous).** The most senior survivor of the Order of the Golden Sun.

**Gerden Treda.** High Priest of Norebo.

**Geril Teldur.** One of the Teldur sisters, Geril is a skilled warrior.

**Gershimon Iilinski.** Shipwright of Sornhill blinded by the Brotherhood.

**Glarathred the Golden.** Leader of the Sarakast Seven this Dwur warrior is a follower of Fortubo.

**Glimworth.** A skilled illusionist and member of Whiteburrow and Glimworth.

**Goody Whiteburrow.** Half of Whiteburrow and Glimworth this Hobniz is a multi-skilled fighter/thief.

**Halden Dernail.** Brother-in-law to Calwenn Dernail; rumoured to covet his sister-in-law's title.

**Halrend Lorendrenn (Baron Dunheern; Glaive Valourous).** Fought with distinction in Idee during the Wars and is the leader of the factions of the Order of the Golden Sun opposed to Gellan Cadwale.

**Halshas Geldrenn (Baron of Silverdale).** First cousin, and only living relative of Jian Destron. One of only four Cantred rulers to survive the initial attack of the Brotherhood. Walks with a limp sustained during the Brotherhood's attempt on his life. Retook his lands during the Brewfest rebellion. Skilled at using guerrilla tactics.

**Hazaraz Skullsplitter.** Commander of the rebel forces in Sornhill.

**Hazendel (King).** The multi-talented Olven ruler of Sunndi.

**Helana Galthrena.** Daughter of Derl Galthrena and his successor.

**Heramall Senned.** Leader of the Trithereonites in Sornhill.

**Hilar Sharn.** Leader of the faith of Llerg in Onnwal.

## PERSONAGES OF NOTE

**Holshend Wildren.** Leader of the faith of Procan.

**Huthor Draug.** An infamous pirate.

**Indal Nollaf.** Leader of the Suel sect of Lydia.

**Iseln Guiral.** The current leader of the Stormseekers.

**Janisar.** Leader of the Brotherhood faith of Bralm in Sornhill. Her fate remains unknown.

**Japher Burcen.** Captain of the caravel Berei's Bounty.

**Jarwae Highflame.** The head of the faith of Joramy.

**Jelal Mullenden.** Leader of the faith of Mayaheine; currently based in Sornhill.

**Jenna Bergal.** Leader of the faith of Wee-Jas in Onnwal.

**Jerrul Bardens.** Leader of the Fellowship of the Coin, a group of warriors devoted to Lord of Coin.

**Jian Destron.** Along with Rakehell Chert Jian Destron is the leader of the resistance movement in Onnwal. The son of Ewerd Destron (the assassinated Szek) he is the last of his line. Trained in military history and tactics from a young age he has inherited his father's military acumen and tactical planning. A not unskilled warrior Jian survived the conquest of his country and retreated to southern Nyronnd to consolidate his position. He dearly wishes to see his father avenged and his country free again. Never much of a diplomat or scholar on matters other than military studies and history he relies on a small circle of advisors for assistance in other matters. A hunted man by the Brotherhood, Jian is constantly on the move around Onnwal.

**Johran Teven (Kesh).** Johran is a priest of Xerbo and is the Kesh of the Storm Isles. He is known to be a fanatic.

**Jokra of Blue.** A half orc pirate.

**Joren Keldas (Baron of Fallnos Vale).** One of only four Cantred rulers to survive the initial attack of the Brotherhood. Hunted by the Brotherhood he found refuge with the survivors of House Faskel.

**Jornal Surearm.** Member of the Wreckers in Sornhill.

**Kalderon Faskel (Baron of High Headland).** Forced from his ancestral lands by Hochebi he returned in 586 CY. Controls the platinum mines at Notil.

**Kelen the Grey.** Member of the Greenleaf Society, his family was taken from him during the Occupation. He has since joined the rebellion.

**Keirnal Maldrenn (Baron of Gearnwal).** Head of the house of Maldrenn who rule Gearnwal on the Storm Coast. His fief still occupied, Keirnal is the brother of the slain baron. He has a son – Sir Dorlan Maldrenn.

**Kiral Kackrov.** A brash young invoker. Resident of Sornhill and member of the rebellion.

**Natalia Keldas.** Eldest daughter of Joren Keldas. Rumoured to be marrying Sir Milo Faskel.

**Kekarav Madi (Kesh of Sornhill).** Currently thought of be resident in the hill along the west arm of Notxia Bay with his Hochebi forces.

**Kerlan Arrand (Tradepriest).** The second in charge of the faith of Zilchus.

**Kiren Gronas.** Leader of the faith of Pyremius in Onnwal.

**Kuranyie (Sister).** Exalted Sister Kuranyie is the leader of the Brotherhood in Onnwal and is a dangerous and vicious woman. Given her command by the Father of Obedience himself she will stop at nothing to do what needs to be done to maintain her grip on Scant. The subject of at least two assassination attempts Kuranyie is strongly guarded by various items of power and is known to be a monk of considerable ability.

**Larea Farmoor.** A wealthy merchant of Onnwal she is 5'2" tall, has long brown hair, brown eyes and is slightly overweight. She views the struggle against the Brotherhood as futile but does deal with both sides. She is currently based in Scant.

## PERSONAGES OF NOTE

**Maren Vidkho.** A priest of Xerbo who assisted the rebels in retaking Sornhill from the Brotherhood. Currently under guard in the Red Tower for his own protection

**Maranefel Toktot (Kesh of Scant).** The Kesh of Scant is perhaps one of the most brutal members of the regime in Onnwal. Responsible for keeping the population of Scant in line, Maranefel carries out his duties with a passion that many find chilling. Maranefel is the second most powerful member of the Brotherhood in Onnwal with all the other Kesh reporting to him. Known to be a powerful mage he has taken up residence in a tower overlooking the harbour of Scant that belonged to Bigby

**Margatha Teldur.** One of the Teldur sisters, Margatha is a skilled rogue.

**Marya Jernal.** Leader of Osprem's faith in exile based in Killdeer.

**Milos Faskel (Glaive Martial).** Son of Lord Kalderon. Thought to be romantically involved with Natalia Keldas.

**Milos Relaster.** A cousin of the slain duke of the Strom Coast and Wallac Relaster. He fled to Irongate during the occupation. Member of the Greenleaf Society.

**Morrev Ironseeker.** A Dwur sage, once based in Scant, who specialises in the study of the Scarlet Brotherhood.

**Morathor Muamman.** This is small, hunchbacked Dwur is the head of Muamman and Sons Company. He refuses to deal with the Scarlet Brotherhood or Ahlissa and tries to stay out of the current problems citing them as a human problem.

**Nalila "The Blessed".** Member of the Sarakast Seven and priestess of Berronor.

**Naile the Wanderer.** A young Nyronnese priest who leads the faith of Trithereon in Onnwal. He defers on many things to the old priest Sarlen Freeman.

**Niara Telk.** A diviner attached to the forces of Hazaraz. Possibly romantically involved with the Skullsplitter.

**Onrulf (The Smith Prince).** A skilled Dwur weaponsmith and inhabitant of Sornhill.

**Ovraim "The Spy".** Thief and member of the Sarakast Seven.

**Palim Loban.** Leader of the faith of Bralm in Onnwal.

**Patriis Monir.** Shipwright of Sornhill.

**Purcunnd Kerondas (Shining Paragon)** Leader of the Church of Pholtus in Onnwal, he has embraced the intolerant creeds of the Pholtines of the Theocracy of the Pale.

**Rakehell Chert.** One of the leaders of the resistance, and the leader of the Wreckers, Chert is one of the most powerful individuals in Onnwal today. With personal skills bordering on the superlative Chert is an experienced adventurer who originally gained his reputation in and around his native Hexpools. Gravitating to Onnwal Scant became home. His ambition and skills quickly led him to claim leadership of the Wreckers. Rakehell's skills have been in much demand in the past. Even Tenser (then of the Circle of Eight) used him to assist in the retrieval of the Crook of Rao prior to the Greyhawk Wars. Rakehell has been the subject of several assassination attempts by the Brotherhood and to guard against this he maintains an extensive array of disguises and decoys. Few apart from old adventuring companions know his true appearance.

**Randolf of Sornhill.** A merchant based in Sornhill.

**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 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 and is a master strategist and historian. He has led the forces of the south Province for over 15 years and during that time has not aged! Some whisper that he is a vampire, or a disguised fiend. The truth of this is unknown.

## PERSONAGES OF NOTE

**Rohal Soldas.** Mayor of Sornhill prior to the Brotherhood invasion, Soldas became one of the most hated of collaborators when he admitted Brotherhood troops into his town. His current whereabouts are unknown.

**Saielma Relaster (Duchess of the Storm Coast).** The ruler of the Storm Coast and senior surviving member of the Relasters.

**Saras Jernigan.** The leader of the Loyal Church of Xerbo.

**Sarlen Freeman.** An old, blind influential priest of Trithereon.

**Sessek Tesh.** A sadistic and zealous member of the Scarlet Brotherhood based in Obelstone Keep. Nicknamed "The Butcher" by the rebellion who have attempted to kill him twice.

**Tahllean Baeltas.** A member of the Breakers she is extremely knowledgeable about the Gearnat and the islands that can be found upon it. Some wonder how she has such detailed knowledge of the pirates and their island bases.

**Tarek Blackhands.** Acting mayor of Halton Hill. Blacksmith.

**Tarnedas.** Known as the Hermit of the Gulls, he is a follower of Phaulkon. His current fate is unknown.

**Telek Senh.** head of the Brotherhood's Office of Faith in Onnwal Telek is an extremely powerful and charismatic priest of Wee Jas devoted to the ideals of the Brotherhood and its deities. He hardly ever leaves Scant.

**Teral Lightfingers.** Leader of the Wreckers in Sornhill.

**Throna "the Wild" Balamalk.** This Dwuress was a member of the Sarakast Seven.

**Tiren Farness (Glaive Virtuous; Baron of Low Headland).** Glaive Virtuous of the Order of the Golden Sun; a staunch supporter of Gellen Cadwale for the position of Glaive Superior.

**Turrosh Mak.** Leader of the humanoids in the Pomarj he is responsible for The Empire Where None Has Stood Before, otherwise known as the Orcish Empire of the Pomarj.

**Tyeld Carbani.** Head of the trading house Carbani and a staunch friend of the crown;

Known for his hatred of Turrosh Mak, all Orcs and their kin.

**Uthather Kais.** A powerful Invoker and member of the Breakers, Uthather can be as violent as a Gearnat storm. He prefers direct and swift solutions to problems.

**Velder Hanreth.** Leader of the faith of Procan who is leading the rebuilding effort in Sornhill.

**Velyae Baryaern (Baroness of Stormwal).** Head of house Baryaern who rule the Cantred of Stormwal on the Storm Coast.

**Vogel Daxand.** Leader of the faith of Norebo in Sornhill; he is currently under protective custody in the Red Tower.

**Vorengund, (Theign of Vergannin).** A doughty Dwur warrior.

**Wallac Relaster.** A cousin of the slain duke of the Storm Coast and of Milos Relaster. He is currently thought to be in hiding with the Wreckers.

**Wuthur the Wild.** This tall and mean pirate is in his mid twenties and is already a formidable warrior. He has much booty from previous expeditions including a yuan ti idol that has magical powers. Rumours suggest that, among other things, Wuthur is a pawn of the slavers, a butcher of women and children and extremely rich.

**Xavener I (Overking).** The first Overking of the United Kingdom of Ahlissa and is the head of House Darmen, through which he has virtual 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 aids fear him greatly and that his enemies do not survive long in Ahlissa.

**Yornal Kataga.** A native of Irongate who before the Wars had extensive holdings around Longbridge. Also famous for creating Yornal - a rum-like drink.

The following is a list of those individuals mentioned within the Gazetteer who although now deceased (or assumed to be deceased) had an impact on Onnwal during their lifetime. Any titles that the individual may have possessed are noted in brackets after their name

**Adriali Herzagmor.** An Aerdi sea captain slain by Coran Calimbore for command of his vessel prior to the formation of the Iron League.

**Ansens Cadwalle (Duke of the Azure Coast).** Slain while he slept along with his wife and three sons by Brotherhood assassins.

**Arian Genri.** Captain in the Onnalish navy and discoverer of the Serpent Isles in 534 CY. A priestess of Xerbo she later disappeared without trace on the Serpent Isles.

**Arinohal (Kesh of Harlton Hill).** Slain during the liberation of the village by rebel forces.

**Azharadian.** Legendary Aerdi general who conquered Onnwal. He died in the western Headlands.

**Berat Regor (Kesh of Swallowfeld).** Drowned during the liberation of Swallowfeld. Body never recovered.

**Blidg Fanger.** Notorious pirate based in Blue who was hunted down by the Onnwalish navy in 578 CY. All his vessels were sunk and the majority of his crews were either captured or killed but his body was never recovered.

**Burisan Stormseeker.** Founder of the Stormseekers, a cult dedicated to Procan based in Sornhill. Members believe that to properly commune with Procan they must sail directly into the storms that periodically wrack the Gearnat. Disappeared after sailing into a storm on the Gearnat about a century ago.

**Gerris Cadwale.** One of the four War Captains of Azharadian who given portions of Onnwal to rule.

**Chekar.** Leader of the only known attempt to gain access to Sorn's Hill.

**Coran Calimbore.** The naval commander after whom the Sea Eagle is named. The title originally won by Coran has also been adopted as the appellation for the commander of both Onnwalish fleets.

**Redmennd Coriell.** One of the four War Captains of Azharadian who given portions of Onnwal to rule.

**Cyrannden Darstye.** Aerdi mage who founded the Aerie in 76 CY.

**Damalinor Naelax.** Leader of the South Province during the rebellion of 446/447 CY.

**Darror Farstili.** Ancient dwarven Wyrmslayer who perished slaying the Great Wyrms Rithuxalaerthoon.

**Delmad Edanis (Lord; Sea Eagle of the Azure).** Slain by Brotherhood assassins during the occupation of Onnwal. Appointed to his position by Ewerd Destron.

**Delvan Gasparan.** Head of the faith of Procan he slew himself and many Brotherhood troops by drowning the temple in Killdeer with an immense tidal wave.

**Craylest Destron.** One of the four War Captains of Azharadian who given portions of Onnwal to rule.

**Duvend Cadwalle (Baron of Azurond).** Fell defending Longbridge against the attacks of the Brotherhood.

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

**Elias Maldrenn (Lord; Sea Eagle of the Gearnat).** Slain by Brotherhood assassins during the occupation of Onnwal.

**Erian Garendtar.** The first Szek of Onnwal, he was an exceptional administrator. He oversaw the founding of Scant and the other regional capitals.

**Ewerd Destron.** Father of Jian Destron and the Szek of Onnwal when that country fell to the machinations of the Scarlet Brotherhood. Ewerd was slain by an assassin's blade during the fall of Scant and his body displayed before the gates of

the city. In some texts his name appears as “Elverd”.

**Garantheuld.** A great Flannish warrior king who fought the invading Onnwi after the Great Migrations. He founded the land of Vaerwal somewhere in the Dragonshead peninsula and was one of the final chieftains to fall before the Suel. He is still revered today in song and tale by many a bard.

**Golomus Zelthred.** Leader of the merchant family Zelthred, Golomus was slain during the Brotherhood invasion.

**Halend Coriell (Duke of the Eastern Marchlands).** Present at the Battle of a Thousand Banners during which he saved the life of Vorengund, Theign of Vergannin.

**Harnshir Jarome’s.** Shipwright of Sornhill slain in the Occupation.

**Holgarn (Duke of the Storm Coast).** The first to carry this title Holgarn also married Lady Linderia (qv).

**Holy Censor of Medegia.** The ruler of Medegia to the east he was last reported to be suffering the Unending Death below Rauxes.

**Jian Relaster.** Glaive Superior of the Order of the Golden Sun. Killed by Brotherhood assassins.

**Kosrel (Duke of the Storm Coast).** Father of the previous duke and a powerful mage.

**Latmac Ranold (Prince).** The ruler of the Lordship of the Isles replaced by Prince Frolmar Ingerskatti during the Greyhawk Wars.

**Leinand Dernaster (Baron of the Iron March).** Leinand’s fate (and that of his family) remains unknown. Last seen fleeing Onnwal aboard the Pegasus.

**Linderia (Lady).** Known as the White Witch of Sornhill; she married Holgarn the first Duke of the Storm Coast.

**Nasran Cranden.** The first Overking of the Great Kingdom, he proclaimed Universal Peace throughout his realm and instigated the Common Year (cy) system of dating.

**Parmus Destron.** The first Szek to preside over a free and independent Onnwal.

**Pirraen Relaster (Baron Saltirn).** Cousin to Jian Relaster, Pirraen led the resistance to the Brotherhood along the Storm Coast until he was captured and burnt to death in Sornhill’s marketplace.

**Holgarn Relaster.** One of the four War Captains of Azharadian given portions of Onnwal to rule.

**Schandor.** Ancient Aerdi Lawmaker responsible for the original set of laws for the Great Kingdom, many of which are still used in Free Onnwal.

**Sorn.** A Dwur hero of antiquity who was killed in the final battle fought to rid the peninsula of humanoids.

**Tellendarn.** The High-Priest of Pholtus and Prime of Onnwal who was martyred by being burnt alive with many of his followers by priests of Pyremius.

**Terinas Sani.** Granddaughter of Teleni Sani and the last guardian of his repository of magical lore. Almost his match in arcane ability.

**Trevellyn of Hexpools (Prince).** Ruler of Onnwal during the rebellion of 446/7 CY.

**Tunneling Duke, the.** This individual was responsible for the networks of passages and tunnels under the Cadwale estates outside Longbridge.

**Vergaduin "The Fallen".** The slain warrior of the Sarakast Seven, lain to rest in Vergannin he was slain by Awran Bloodweaver.

**Yabay Ren.** Assistant to Telek Senh he was one of the most influential priests in Scant until he was slain by persons unknown in 590 CY.



# *Player's Guide to Onnwal*