

SORNHILL AT A GLANCE

Sornhill (Small Town): Conventional; AL LN/LG; 800 gp limit; Assets 85,360 gp; Population 2134; Mixed (2016 humans, 57 dwur, 32 noniz, 11 half-olves, 9 olves, 5 hobniz, 4 half-euroz).

Authority Figures: **Hazaraz Skullsplitter**, human male (Commander of Rebel forces in the area); **Saielma Relaster**, female human (ruler of the Storm Coast); Cathera of Ogberg, female human (priestess of Pholtus).

Important Figures: **Ceriam Grathenn**, male human (priest of Zilchus); **Dreyan Manasar**, male human (priest of Osprem); **Ement Naersaul**, male human (Captain of *The Peryton*); **Erian Tournavil**, male human (spellcaster for hire); **Gershimon Ilinski**, male human (blind shipwright); **Heramell Senned**, male human (priest of Trithereon); **Iseln Guiral**, male human (Stormseeker and priest of Procan); **Jelal Mullenden**, female human (priestess of Mayaheine); **Jarwar Highflame**, female human (priest of Joramy); **Jornal Surearm**, male human (gem and jewellery merchant); **Kiral Kackrov**, male human (Evoker); **Maren Vidkho**, male human (disgraced priest of Xerbo); **Niara Telk**, female human (Diviner); **Onrulf the "Smith Prince"**, male dwur (skilled weaponsmith); **Patriis Monir**, human male (shipwright); **Randolf of Sornhill**, male human (merchant); **Tahllea Baeltas**, female half-elf (multi-talented individual and member of the Breakers); **Uthather Kais**, male half-elf (powerful Evoker and member of the Breakers); **Velder Hanreth**, male human (priest of Procan).

Named after a local landmark, the origins of which are all but lost in the mists of antiquity, Sornhill is currently the capital of the Storm Coast and the seat of the Relaster ducal family. Occupied by the Brotherhood since 584 CY Sornhill has only recently been liberated.

As soon as the town was recaptured by the rebels family Relaster moved to reassert their dominance of the area. Saielma Relaster, eldest-surviving Relaster, returned to Stormhaven and began the task of rebuilding her shattered holdings. She is ably assisted in this task by Hazaraz "The Skullsplitter" the Captain of her fathers personal guard. Hazaraz is a cunning warrior and tactician and many gossip that it is he who really rules Sornhill. Wags and rakes also whisper that as well as being the de facto Lord of Sornhill he is also the lord of Lady Saielma's bedchambers. The substance of these rumours is unknown.

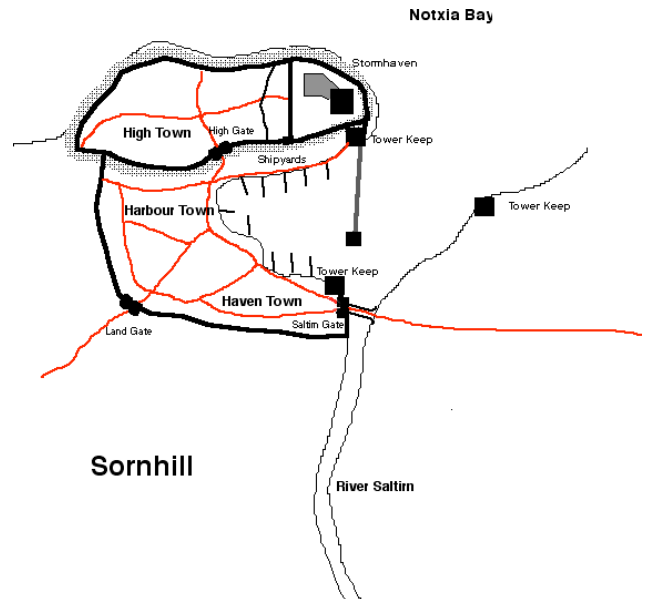
Rebel forces within the town include 3 score marines and almost 400 men at arms. A militia numbering roughly 250, many of which are on duty at any given time, backs up the regular forces. In addition most inhabitants own at least one weapon. Without exception they all hate the Brotherhood. Equipment and manpower shortages are common here although morale is high and the troops are well led.

Hazaraz can also call upon 3 warships – *The Fearless* (a galley) and *The Tempest* and *The Gallant*, both of which are caravels. *Fearless* is normally stationed within Notxia Bay, lending support to the defenders of Osprem's Light. *Tempest* and *Gallant* patrol up and down the coast, discouraging Brotherhood vessels from coming to close to the town.

Fishing is an important industry to the folk of Sornhill. Many hardy souls still fish the Notxia, although they now avoid that portion of the bay which laps at the feet of the Volanots. Fields, orchards and plantations surrounded the town but many of

these were either destroyed in the fighting or deliberately burnt by retreating Brotherhood forces.

Sornhill itself is split into 3 distinct districts - High Town, Harbour Town and Haven Town.



HIGH TOWN

In days past if you could afford it you lived in High Town. Built on a long, low hill that rises out of the Notxia it is not as cramped as Harbour Town and its inhabitants enjoyed a better standard of living. The Pholtite Chapel of the Blinding Light stands in High Town. In days past it doubled as the lawcourts and it is known that Cathera yearns for the day when it will serve as such again. Onrulf also has his shop here, catering to those with sufficient coin.

HARBOUR TOWN

In many ways Harbour Town is the centre of Sornhill as most of the trade carried out in the town passes through this ward at one point or another. The Briny Halls stand here – a large indoor market devoted to the buying and selling of fish and other consumables - as do many of the temples popular with the populace.

The devout can find the Vault of the Sea here (previously devoted to Xerbo, but now dedicated to Mayaheine), as well as the Stormspire (Procan), the Halls of the Shining Coin (Zilchus), The Hall of the Pursuer (Trithereon) and the Chapel of Fortune (Norebo). Harbour Town was also home to a small splinter sect of Procan. Known as the Stormseekers they are led by Iseln Guiral and believe that their god manifests himself in the midst of storms and tempests. As a result of their desire to worship as close to their deity as possible membership of this group is small.

Prior to the invasion Sornhill was a centre of shipbuilding on the Dragonshead but Brotherhood forces destroyed the 3 shipyards here before fleeing the town. Two of the yards, Patriis Monir's and Gershimon Ilinski's are now operational although Harnshir Jarome's is beyond repair – being little more than mounds of tumbled stone and charred wood.

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HAVEN TOWN

The most cramped and squalid portion of Sornhill, Haven Town was home to many who could afford to dwell nowhere else. Here the streets are narrow and windy with many buildings packed close together. Open spaces here are rare, although there is a series of wells for the use of the inhabitants.

LOCATIONS OUTSIDE SORNHILL

OSPREM'S LIGHT

Originally built by the suel, Osprem's Light has guided sailors safely into port for centuries. Located across the bay from the town it commands the approaches to Sornhill proper. Currently Osprem's Light is the focus of much of the skirmishing being carried out in the area. Military strategy dictates that he who controls the temple controls access to Sornhill. Recent hochebi assaults have come close to capturing the installation and so the rebels are currently attempting to strengthen their position here.

THE HANGING GARDENS

Just outside the walls of Sornhill can be found a small copse of trees known as the Hanging Gardens. It is here that criminals and brigands were sentenced to death for their crimes. Many lawbreakers have been buried here, giving rise to several gruesome legends about this stand of trees.

LOCAL LORE

The first known settlement of any size on the site of present-day Sornhill was founded by the suel after the Great Migrations. Subjugating the local flan tribes they built a small bastion and town, parts of which including the Red Tower and Osprem's Light are still visible today. Much of the town was destroyed however when the oerids swept through the region in the late 590s OR. They subsequently resettled the area, repairing the shattered fortifications of the town and constructing further defences. Desiring further protection they threw a wall around the whole town and built additional fortifications around the Red Tower, which became known as Stormhaven. It was the oerids that dictated the layout of the town that still survives to this day. Prior to the Wars the population of Sornhill reached the 3000 mark and some building had taken place beyond the town walls. The invasion of the Brotherhood dealt a sharp check to this growth however and today the population is no more than 2200.

THE FALL

The story of the fall of Sornhill is much the story of the fall of Onnwal. Here, as elsewhere, treachery played a full part in the defeat of the proud Onnwalons. Rohal Soldas, the then mayor of Sornhill, admitted a small highly skilled strike force into Stormhaven. In the ensuing struggle almost the entire Relaster family was captured or killed. Simultaneous assaults against Osprem's Light, although at first repulsed, rendered the garrison unable to engage the Brotherhood fleet that sailed into Notxia Bay on the morning tide.

As wave after wave of fresh Brotherhood troops clashed in the streets with tired and confused defenders, Rohal committed his last treachery striking the Green and Gold of Onnwal and replacing it with the scarlet flag of the invaders. This last heinous act arguably took the fight out of those still resisting and most resistance quickly collapsed.

One man, Barrend Deshend a young marine officer, refused to surrender however and fought a desperate rearguard action with a small group of his fellows allowing *The Tempest*,

packed to the gunwhales with refugees and wounded, to escape to sea.

OCCUPATION

The occupation of Sornhill was a grim affair. The Kesh of the town, one Kekarav Madi, was a fervent Brotherhood hard-liner and the people of Sornhill suffered greatly under his authority. Rohal Soldas, the infamous traitor was richly rewarded by his scarlet masters and was put to work rooting out troublemakers and members of the resistance. Many Onnwalons were slain, and still more disappeared on vessels bound for Scant. Brotherhood agents here were also able to successfully infiltrate the local Wreckers cell. As a result most of the members of the cell were tortured and then publicly executed.

LIBERATION

The folk of Sornhill were prostrate before the Scarlet Sign until late in Patchwall 589 CY when rebel forces launched a spectacular surprise attack against Osprem's Light cutting the town off from Brotherhood re-supply.

Rebel Artillerists sank one Brotherhood vessel and severely damaged 2 more that tried to relieve the beleaguered town during a short winter siege lasting into the early days of 590 CY. In Fireseek Brotherhood forces were forced by the worsening supply situation to attempt a breakout from the town. Under cover of diversionary hochebi assaults on outlying rebel pickets Kekarav Madi's personal vessel, the *Scarlet Death* slipped its moorings. Braving sustained (and accurate) catapult fire from Osprem's Light it broke the Rebel cordon and disappeared into the night. An attendant vessel, the *Scarlet Rage*, was not so lucky and fell foul to rebel attacks.

Kekarav Madi and Rohal Soldas personal fates are unknown, as neither body has ever been found. Many suspected that Kekarav Madi is not dead and has again returned to the area intent on taking back what he views as rightfully his.

The hand of Reydrich Sharn penned this treatise in the year 591 CY. It is taken from a series of travelogues, based upon first and second hand observations of Onnwal, accumulated by the author during his travels throughout the Dragonshead.