

Location

The Principality of Ulek is located in the western Flanaess, along the coast of the Azure Sea. Our western border is the Sheldomar River, which separates us from our allies, the great Kingdom of Keoland. Our traditional eastern border was the Jewel River. Currently, the lands between the Lortmil hills to the Jewel River are infested with humanoids from the Pomarj. The County of Ulek, to the north is separated from us by the Old River, which runs from the Lortmil Mountains into the Sheldomar River.

Pomarj

The Pomarj is ruled by the despot half-orc Turrosh Mak, who has many clans of orcs, goblins, hobgoblins, kobolds, and many other humanoid races at his disposal. While skirmishes in the disputed lands continue, many of the clans seem disorganized, and clan disputes are increasing. Even with the increasing chaos within the area, their forces are still formidable.

Principality of Ulek Triad Information

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elcome to the premier dwarven nation of the Flanaess. Here you will find yourself tested every day in our war torn lands. Our great nation stands against the greatest foe the Sheldomar Valley has ever seen. The Pomarj, a humanoid nation, has carved out a large country for themselves at the expense of our own lands. During the Great War with Iuz the Old to the north, we supplied those great nations opposing him with our best troops. During that time, Turrosh Mak and his humanoid scum struck at us from the east and forced us to retreat back to the Lortmil hills. Having lost all of the lands from the Lortmil hills to the Jewel River to this plague of humanoids has caused our nation to focus on rebuilding our strength. We have fortified our position in the hills to stanch the flow of humanoids into our country. Join us in the fight to retake our disputed lands and to destroy the plague of humanoids that have infested the eastern half of our country.

Current

Prince Olinstadd Corond, an aging dwarf who has served his people for hundreds of years, currently rules the country. The dwarven clan nobles of the provinces, which make up the Principality of Ulek, owe him fealty. Currently we have seven provinces in our nation, having lost five provinces during the attack from the Pomarj. Marshal Augustas Clinkerfire is currently in charge of all military forces within the disputed lands and has been directing the Principality of Ulek's forces since the battle at Prinzfield. The capital, Gryrax, is the third busiest port on the Azure Sea and prospers tremendously from the trade which passes through its markets and is the only city to house more humans than halflings and dwarves.

Military

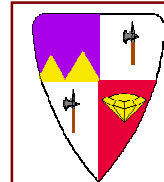
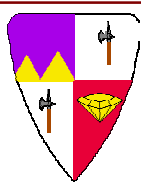
The premiere military force of the Principality is the famous Adamantine Guard, an elite heavy dwarven infantry armed with battle axes. Their officers wear adamantine chain. Halfling scouts and slingers are also very prominent and are respected for their determination and courage. The principality also maintains one of the strongest naval forces on the Azure Sea. Its vessels are predominantly manned by humans and frequently carry a unique and unusually disciplined force of dwarven marines, who have earned a reputation among dwarves.

Culture

Our lands are deeply rooted in dwarven heritage, but we have adapted and integrated the best of other cultures into our own. It is not uncommon to see some of the human architecture of Keoland mixed in with dwarven architecture in the principality. The same applies with cuisine; the normally bland or harsh dwarven foods are accented with flavorful halfling foods. Much of the styles of dress have also been imported into our country. The principality is becoming one of the culture centers of the Flanaess.

Climate

Due to our location, we typically have long summers and very short winters. Summers are usually in the range of 80–95 degrees but are cooled down by the tropical winds of the sea. Winters last for a few weeks and bring the temperature down to a chilly range of 40–50 degrees.



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ow that you have chosen the Principality of Ulek to be your homeland, here are a few bits of information to help you create your character.

Races: The most common races found in the Principality of Ulek are dwarves and humans. We also have a large population of halflings. Gnomes are the smallest in numbers of all the races in the Principality of Ulek. The population is very intolerant of elves and despises half-orcs. Anyone playing these last two races should be prepared to endure a lot of insults and social disadvantages.

Classes: The most prominent classes are fighter, rogue, cleric, monk, paladin, and ranger. These are by no means all that are allowed, nor are there any restrictions on character classes played in the Principality of Ulek.

Alignments: Any alignment except for lawful evil, neutral evil, and chaotic evil are allowed. Most of our ruling nobility and population are of lawful good alignment.

Religion: Dwarves worship the dwarven pantheon as a whole, though most venerate a few select deities above others. Clangeddin has taken a more active role since the attack of the Pomarj and the great loss of lands. Other deities worshipped are Ulaa, St. Cuthbert, Lydia, Phyton, Fharlanghn, Osprem, Ehlonna, Olidammara, and Norebo. St. Cuthbert has also taken on a new role in the past years, and many dwarves are beginning to worship him.



Deities	Faith
Ehlonna	Goddess of the Woodlands
Fharlanghn	God of Roads, Travel
Lydia	Goddess of Music, Knowledge, Daylight
Norebo	God of Luck, Gambling, Risks
Olidammara	God of Thieves
Osprem	Goddess of Water Voyages, Ships and Seafarers
Phyton	God of Beauty, Nature
St. Cuthbert	God of Retribution
Ulaa	Goddess of Hills, Mountains, Gemstones
Dwarven Pantheon	Various Gods of the Dwarves



Current Ruler: His Serene Highness, Prince Olinstaad Corond of Ulek, Lord of the Peaks of Haven [LG dm Ftr9/Rog12]

Law: Lawful Good

Capital: Gryrax

Major Towns: Eastpass, Gryrax, Havenhill, Thunderstrike

Provinces: 12 provinces, five of which (in east) are currently occupied by Pomarj forces; nobles in charge of provinces have various titles (count, duke, baron, etc.) but fiefs are all called "provinces"

Coinage: Platinum High crown, Gold Forge, Electrum Anvil, Silver Hammer, Copper Common

Legend

NORTHWICK	
EARTHENMORE	
NRODYAH	
VOLDRUM	
IRONHELM	
COROND	
ADIROLE	
PRINZFELD*	
DEERFIELD*	
GRUMEL*	
GRINDIN*	
NE-OGARD*	
CAPITAL CITY OF GYRAX	
STRONGHOLD OF HAVENHILL	

All Provinces marked with an "*" are part of the disputed lands.

PRINCIPALITY OF ULEK

