

Player's Secrets of

HOGUNMARK



BIRTHRIGHT

carrie A. bebris





Hogunmark

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When Queen Freila departed on a vision quest, all thought she would soon return. Instead, her death has plunged Hogunmark into chaos; its many jarls now squabble over who among them is the rightful ruler. Your character has a strong claim, but is tainted by charges of treason. Can your PC unify the domain's warring clans before the White Witch sweeps in to take Hogunmark as her own?

what you need to play

This domain sourcebook is an accessory for the BIRTHRIGHT® campaign setting. You or your Dungeon Master (DM) need the BIRTHRIGHT boxed set, as well as the AD&D® Player's Handbook and DUNGEON MASTER® Guide. The Rjurik Highlands campaign expansion is also strongly recommended.

how to use this sourcebook

The Hogunmark domain sourcebook details the people, land, customs, and culture of Hogunmark, a Rjurik domain on Cerilia's northern frontier. Queen Freila, the ruler described in The Rjurik Highlands accessory, has died, leaving the domain without a clear successor. This book assumes your player character (PC) is one of her six landed jarls (though you can play a different type of character if you choose). Your PC has the strongest claim to the throne—but still must prove worthy of it.

Players of nonregent characters who live in or come from Hogunmark will also find this domain sourcebook useful. The independent streak known to Hogunmark's people makes this domain an ideal home for any adventurer.

Once you've finished reading this sourcebook, pass it along to your DM. Explain what you want to keep or change about the domain, and point out adventure ideas that are important to your character. With your DM, decide on material that will make Hogunmark the domain you want your PC to rule while fitting your DM's vision of the campaign.

Note that many character descriptions herein use abbreviations to denote race, class, gender, bloodlines, and so on. These standard BIRTHRIGHT abbreviations are detailed in the Ruins of Empire book in the boxed set and in The Rjurik Highlands accessory.

halder alvisson's report

My lord, allow me to express my shock and sadness upon hearing of Queen Freila's death. I was in Aaldvika when I heard the news; as I traveled to Veikanger I made several stops to survey popular opinion and spread a little cheer where I could. With your permission, I will relate the tales and conjecture currently circulating the realm.

the queen's quest

Awave of unease crashes upon Hogunmark's shore tonight, as people fear what Queen Freila's untimely death portends. When the queen left on her vision quest, her advisers and jarls seemed confident of her safe return. Not since Hogunmark's first king has a ruler experienced a prophetic dream; all believed the queen to be graced by Erik with the doom of true fate. Her subjects grieve that she died before fulfilling her destiny.

All know the essentials of Freila's departure. During the Festival of Midwinter Night, the queen announced that she had received a prophetic dream from Erik, and that she would leave on the morrow to fulfill a quest he entrusted to her. Freila refused to divulge any details of the quest's nature. I can tell you that many of us were relieved when, at the urgings of Njorna the Seer, the queen invested you, my lord, with the regency of her holdings, even though she remained attached to the realm itself. Njorna, as you recall, recommended you specifically, but the queen decided for herself how much power to grant you at this time.

Then, two days ago—scarcely a week after Freila's departure—Njorna experienced a vision which she interpreted to mean that Freila had died. News of Freila's death thus arrived in

such an unusual manner that some are beginning to speculate about the circumstances of her quest and her death. The queen told no one the details of her mission, nor even the direction in which she traveled. And for her to leave with winter's wrath an ever-present threat seemed questionable judgment for a wise leader—Freila lived all her life in Hogunmark and well knew the hazards of winter travel.

It is understandably hard for those who loved Freila to trust unquestioningly the words of her seer. Though Njorna has served the domain for a long time, her mysterious trances and fits lead one to wonder whether her visions come from Erik or a darker, more sinister power. How, then, can anyone accept with certainty that the queen died as revealed in Njorna's visions? Already, rumors suggest that perhaps Njorna misinterpreted her latest dream, or even somehow manipulated the queen into taking the journey in the first place. Who knows, people speculate, how this strange woman's powers work, or of what they are capable?

As suspicion falls on Njorna, its shadow taints you as well. Hruthwulf, the queen's steward, has contacted several jarls with the news that the queen invested you only after Njorna's urging. According to Hruthwulf, he administered Freila's holdings during all of her previous absences and was prepared to do so this time. He is suspicious that Njorna insisted that the queen invest someone with her regency; that suspicion carries over to you, as the recipient of her holdings. Hruthwulf further implies that only reluctantly did the queen agree to a partial investment. This half-measure, some surmise, demonstrates the queen's reservations about Njorna's motives and your involvement.

I am told that the seer now confines herself to her quarters, as visions are coming upon her more frequently and she is having increasing difficulty interpreting them. Hruthwulf, meanwhile, harbors great suspicion and mistrust toward you and Njorna, and busies himself searching for evidence of conspiracy.

domestic affairs

The other jarls impatiently await the Jarls Council that will convene in approximately three months—as soon as the spring thaw permits safer travel. At that time they will choose Hogunmark's next ruler. Prepare yourself for a fight, my lord, if you

intend
to pursue your
claim to the throne.
Your own clan will almost
certainly support you, but you know that
the hatreds rooted in the Clan Wars so many
centuries ago still run deep. The blood feud
between the Yngvi clan and the Rolulf clan still
simmers, and the Heimdjor clan became
involved when they allied with the Yngvi two
centuries ago. The Jarvyll has maintained an
uneasy truce with the Otryff since the marriage
of their oldest children four years ago, but it is
said that the Otryff's son beats his wife and that
her father may soon break the peace. Jarl Jarvyll
could be supported in this endeavor by the
Hjarni clan, who are ancient allies of the Jarvyll
but who might not want to jeopardize their own
tenuous peace with the Rolulf clan, who are
allied with the Otryff. This intricate web of
alliances and ancient hatreds will make diplo-
macy a challenge indeed.

Your clan's allies may support you if the cost
is not too dear; your clan's enemies will oppose
you on principle alone. Some will seek to
strengthen their own claims by sowing seeds
of doubt about you in the minds of neutral
parties—and the circumstances of the queen's
death provide fertile ground for conjecture,
expectation, and surmise.

The jarls of Hogunmark's four nomadic
clans, though they possess no voting power,
have both an interest in and opinions about
the succession. Expect even Axel Tjarlhan,
leader of the reclusive Jarnkassel clan, to
attend the council. You can also count on
Gunnar, leader of the Aegilsgaard, to partici-
pate in the discussions—and to wield a fair
amount of influence in them. All the other
jarls hold great respect for Gunnar's old war-
rior opinions.

external threats

Thorjak the Green, whose wise counsel
Hogunmark's rulers have always val-
ued, told me that he has been listening
to the land to discern its mood. "The wind car-
ries a song of disquiet," he said, "whispering of
change and tumult." I sensed that he spoke of
the kingdom's internal strife as well as outside
threats. The White Witch has snatched three
of Hogunmark's provinces since coming to
power; all know that she would dearly love to
annex our entire domain. Before embarking
on her quest, Queen Freila hinted that she left
to aid the fight against a dark power. What

darker enemy does Hogunmark have than the
priestess of an evil goddess with the essence of
a still more evil god in her veins?

Hogunmark also faces threats from the south.
The Scarlet Baron grows ever more bold in his
raids on Valkheim. Though the Aegilsgaard clan
skillfully defended the province against the orog
leader's last attack, some say the baron has
recently allied himself with a powerful sorcerer
who uses death magic to aid the Blood Skull
troops in battle. Hogunmark has lost much land
through the centuries to practitioners of wiz-
ardly magic; a new spellcaster in the region does
not bode well for the domain.

Hruthwulf cautions that the bandits of Rjuvik
might take advantage of Hogunmark's current
leaderless state to front an assault and attempt
to expand their border—and the only province
in Hogunmark that shares a border with Rjurik
is the one in which the capital lies. The realm's
other city, Aaldvika, faces a far more unusual
crisis: If Vika Glacier continues to calve, ice-
bergs could eventually render Hogunmark's only
port inaccessible, forcing Hogunmark to create
a new link with the outside world.

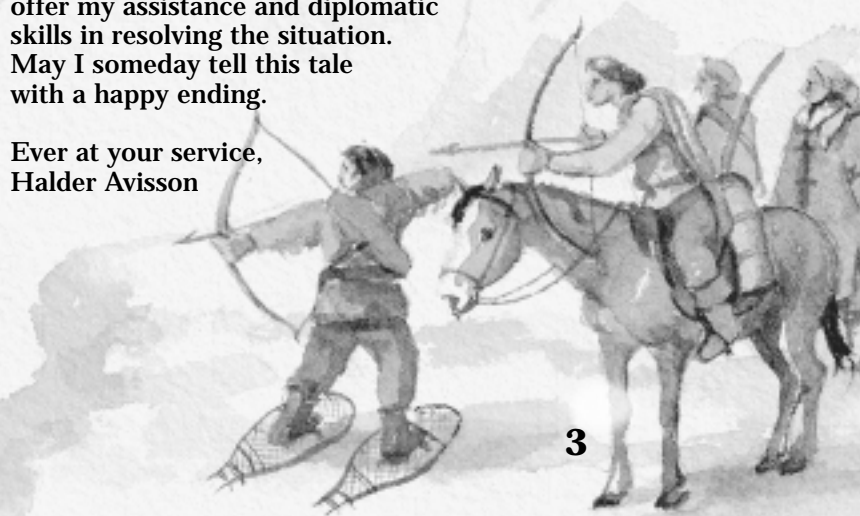
Fortunately, Jankaping appears to pose lit-
tle threat to Hogunmark, as King Alnor's king-
dom absorbs his full attention. However, with
this western neighbor tottering on the brink of
civil war, no aid is likely to be forthcoming,
either.

the path ahead

A tempest lies ahead, my lord. The
visionary has seen it; Thorjak has
heard it; even the jarls seem to feel it.
The people know not where to turn, and may
cling to anyone who offers a steady hand. If
you truly believe yourself capable of leading
Hogunmark through this critical time, you
must prove your worth before the clans
fall sway to another.

You know that as a skald, I must
remain a neutral party in all matters.
Though I cannot choose sides, I do
offer my assistance and diplomatic
skills in resolving the situation.
May I someday tell this tale
with a happy ending.

Ever at your service,
Halder Avisson



wjulf's saga

Like other Rjurik domains, Hognmark entrusts the chronicling of its history to oral historians—its skalds. Hundreds of tales compose Hognmark's full history—far too many to set down in the pages of a single book. But one series of stories forms the core of Hognmark's history: Wjulf's Saga, named for the domain's first ruler who foresaw many of the events that have since come to pass. Written down here for the first time, Wjulf's Saga is told every year on Midwinter Night by the skald Halder Alvisson.

Oral historians conventionally mark time from major local events: "in the twenty-seventh year of the Clan Wars," or "in the eighth year of Breyana's reign." For the sake of non-Rjurik readers, calendar years in Haelyn's Count (which takes as its starting point the Battle of Mount Deismaar) appear in parentheses for reference.

tale of the seven prophecies

Our ancestors came to this land, Cerilia, with the great evil of the Shadow in pursuit. Fleeing by boat from Aduria, they did not drop anchor until they reached the northern shores of the Tael Firth. There they lived until the Battle of Mount Deismaar, in which the ancient god Reynir sacrificed himself to save his Rjuven children, and his champion Erik ascended to godhood. Our ancestors fought bravely at Deismaar and brought much honor to their clans. But these deeds are matter for other stories.

In the years following the great battle, the Anuirean man Roele sought to build an empire in the south. Roele's ambition knew no bounds, and soon his eye turned northward. His soft soldiers, dependent on their metal armors, were no match for our Rjurik warriors. But sadly, his soft words conquered many Rjurik minds.

Thus it came to pass that the Taelshore

domains freely joined the Anuirean Empire a mere quarter-century after winning their independence from the evil of Azrai. Some Rjurik, however, refused to bow to Anuirean domination.

Twelve clans answered the call of freedom and traveled north to the unexplored territory beyond the Aald and Hjarring rivers. They departed settlements throughout the Taelshore region over a period of several years. The Rolulf and Gautrakka clans departed Jankaping for the lure of the frontier; the Jarvyll, Trygvaar, and Kjarr clans left Halskapa; the Heimdjor and Aegilsgaard clans migrated from Svinik; the Otryff clan fled Rjuvik; the Jarnkassel clan left Stjordvik; and the Hjarni, Yngvi, and Halskorrik clans departed Hjalstone, the domain now called Dhoesone.

The clans lived as independent entities in the vast highland frontier, having little contact with each other. Each clan had its own leader, its own laws, and its own ways of life. None settled in any particular area, preferring to consider the entire territory its home.

Our ancestors, however, were not the only creatures who lived on the frontier. The clans soon found themselves plagued by orogs and goblins to the south, elves to the east, and trolls, ogres, and fhoimorien giants throughout the territory. Individually, the clans could not survive the repeated attacks of these groups—but together, they could.

One man rose to the challenge of uniting the twelve disparate clans. Wjulf, jarl of the Yngvi clan, is said to have had the doom of true fate. A hero of Deismaar, he survived both that great battle and the Anuirean War of Empire to lead his clan to the freedom of the frontier lands. But Erik had one last charge for him.

One night, Wjulf experienced a dream in which a great serpent attacked twelve wolves, one at a time, and slaughtered all of them. The following night he again dreamed of the serpent attacking the wolves—but this time the wolves fought as a pack and defeated the serpent. When Wjulf awoke, he recognized the wolves (Reynir's totem animal) as the Rjurik clans and the serpent (Azrai's totem) as various threats to the clans' survival. He immediately set out to meet with the jarls of each clan, urging a united front against those who would drive Erik's faithful from the land.

The jarls, reluctant to relinquish their sovereignty, agreed to a loose confederation for the purpose of mutual defense. Respecting Wjulf's renowned military prowess and the honor he

had brought to his clan at Deismaar, they elected him their “king”—with the understanding that each jarl would retain a significant amount of autonomy and rule his own clan. The jarls would convene in a council once a year in a grove north of the Hjarring River. Thus, 34 years after Erik’s ascension (34 HC), Hogenmark was founded.

Under King Wjulf’s command, our ancestors drove back the orog threat and forced the elves to retreat. The king led many of these attacks personally, brandishing the sword Shadowstrike that had served him so well at Deismaar. Upon Wjulf’s death (53 HC), Hogenmark stood as the largest Rjurik domain, extending from Roykenskapa in the north to the Hjarring River in the south, and from the Aald River in the west up to the Bjark River in the east, and including the tundra regions as far east as the Sidhebyrn River.

On his deathbed, King Wjulf experienced many strange dreams. In his final hour, he gathered his kinsmen around him. He told them that Erik had shown him the future and whispered these words in his ear:

The land will choose the man who is not;
Twelve shall become two.
The wolves will fight among themselves
and slay the weakest of the pack.
The land shall multiply;
The river divide.
A bitter foe turns friend.
And one emerges from chaos whose light chases
away the shadows.

These words became known as Wjulf’s Seven Prophecies.

breyana’s tale

The death of King Wjulf sparked an argument over the fate of Hogenmark. With the orog and elven threats subdued, many jarls sought to dissolve what they considered a purely military alliance. Others argued for continuing the confederation by electing a jarl as the new king. No one outside the Yngvi clan considered passing the reign to Wjulf’s only child—a daughter.

Eventually, those in favor of electing a new king persuaded the rest to hold a Jarls Council to decide a worthy successor; if none could be agreed upon, the alliance would then dissolve. The twelve jarls proposed to meet in the grove on



Midsummer Day. The Yngvi clan, it was assumed, would chose a new jarl from among its finest male warriors before the council convened.

But the Yngvi clan had already accepted Wjulf's daughter, Breyana, as its new jarl. Such great respect did the clan hold for Wjulf that all hoped his daughter embodied her father's noble spirit and keen intellect. They knew, too, that she had inherited some of the mysterious abilities that had come upon her father and others who witnessed the godsdeath at Deismaar. They did not understand these abilities but neither did they fear them, for they believed the powers to be a sign of the gods' favor, and called them "godsgifts."

Breyana's kinsmen advised her to disguise herself as a man so that the other jarls at the council would listen to her words. They gave her men's clothes and taught her to move and speak as men do. Breyana concentrated so hard on her lessons that she invoked a godsgift none had seen before: Her appearance actually altered to better resemble that of a man. Breyana practiced using this ability until she could bring it on at will, then set out for the council.

The jarls arrived at the meeting place with their retinues; the twelve then prepared to move into the grove for private discussion. Traditionally, the king would have led them, but in his absence, the jarls approached as a group. When they attempted to enter the grove, however, they could not—some unseen force opposed them. The chiefs then tried to enter the grove one at a time. Eleven jarls failed. The last, the new jarl of the Yngvi clan, passed through without trouble. The others were then permitted entry.

"The land wishes for the Yngvi jarl to rule," they said. "You look familiar to us. To whom do we swear loyalty?"

At that moment, Breyana revealed her true appearance to the other jarls. "I am Breyana, Wjulf's daughter and jarl of the Yngvi clan."

The other jarls gasped in amazement but then swore fealty to her, for Wjulf's first prophecy had been fulfilled.

Years later, in the eighth year of Breyana's reign (61 HC), the land experienced a terrible winter. The cold weather set in much earlier than expected and was harsher than any our ancestors had ever experienced. Food was scarce and the wolves were both fierce and bold. Many Hoguns died

because their nomadic ways had not allowed them time to adequately prepare for the bitter season that lay ahead.

During those frigid months, Queen Breyana spent much time in thought and prayer to Erik. The following spring, she announced that her people would never again suffer such heavy casualties when nature chose to set her own calendar. With the support of several jarls, the queen founded two permanent settlements. The first lay near the grove where the jarls held their annual council; this she named "Veikanger" and established as Hogunmark's capital. The other, at the head of the Aald River, she named "Aaldvika." She invited members of all of Hogunmark's clans to populate both settlements, hoping that the fledgling communities would gain strength from diversity.

The queen asked her own clan, Yngvi, to rule Aaldvika and its environs; she claimed for herself and her descendants rulership of Veikanger and its surrounding lands. Three clans—Jarvyll, Heimdjor, and Hjarni—agreed to settle in the two villages. The remaining eight clans chose to honor the old ways. They did not wish to give up their nomadic lifestyles for the "soft life" of the cities.

Thus it happened that Hogunmark became a domain of two peoples: those who settled in towns and those who roamed the land. Thus, Wjulf's second prophecy was fulfilled.

Here the saga breaks off for a period of several centuries. Although Halder Alvisson knows many tales that took place during this time, they are stories of individual heroism, not of domain-changing incidents, and they do not fulfill any of Wjulf's prophecies.

During this period, the nomadic clans lived much as they always had; the settled clans, meanwhile, retained many of their ways but adjusted to the permanence of village life. In all, it was a relatively peaceful time, punctuated by periodic raids and battles with orogs, elves, and other local enemies, as well as the occasional clan feud. The issues of empire which consumed the attention of the southern Rjurik realms were of little import to frontier Hogunmark and its independent people.

the clan wars tale

When King Thorvald died without an heir (681 HC), his nephew Bjarni, son of Thorvald's brother Soren, asserted a claim to the throne. Most of the

jarls accepted Bjarni's bid, but the Trygvaar clan rejected him. "Wjulf's descendents have served us well," the Trygvaar said, "but it is time for a new clan to lead Hogunmark, one that better remembers the old ways. The Yngvi and other settled clans have become soft. Hogunmark requires a true Rjurik to guide her."

Bjarni and the Yngvi took great insult in these words. "You slight our honor to advance your own cause," they said. "It is you who forgets the noble ways of our ancestors."

Soon war broke out between the two clans. The Yngvi called on the rest of the clans for aid against the treasonous Trygvaar, claiming that the upstarts threatened to destroy the domain. Meanwhile, the Trygvaar sought alliances with the other nomadic clans, saying that the settled clans would divide the land of Hogunmark among themselves. Most of the nomadic clans sided with the Trygvaar except for the Kjarr, who remained loyal to Wjulf's descendents.

For 26 years, civil war shook Hogunmark. Many great warriors died, including Bjarni and his sons. The Kjarr clan, which had no permanent fortifications, was preyed upon as a "traitor" by all the other nomadic clans and completely destroyed. The Yngvi and Trygvaar clans also suffered many deaths.

In the twenty-seventh year of the Clan Wars (708 HC), the Trygvaar himself was killed in a raid. His son, Valthjor, agreed to a Jarls Council to negotiate peace. There, it was decided that each of the remaining eleven clans would be offered a province within Hogunmark to rule as its own. Kings and queens, to whom the jarls would pay vassalage, would be chosen from among the jarls of the settled clans; they would control holdings of office and rule any unclaimed provinces. Clans that chose to remain nomadic would be sovereign unto themselves, but allowed to freely move across province borders. Jarls of nomadic clans could attend the Jarls Council, but would not be given a vote.

The Trygvaar, Gautrakka, Aegilsgaard, Jarnkasspel, and Halskorrik clans remained nomadic. The Yngvi, Jarvyll, Heimdjor, and Hjarni clans, already settled, chose to rule provinces. The Otryff and Rolulf clans, which until this time had held fast to their nomadic ways, also chose to settle and rule provinces lest they lose a voice in Hogunmark's government. The Jarls Council chose Arildnar, jarl of the Jarvyll clan, as king.

And so King Wjulf's third and fourth prophecies came true, for the clans slew one of their own and Hogunmark became a land of many provinces.

the sorcerer's tale

The year the Anuirean Empire fell (973 HC), a stranger appeared in northeastern Hogunmark. It was at first said that this Anuirean man journeyed to the Northlands seeking peace from the chaos and civil wars of the broken empire. But he soon revealed his true purpose.

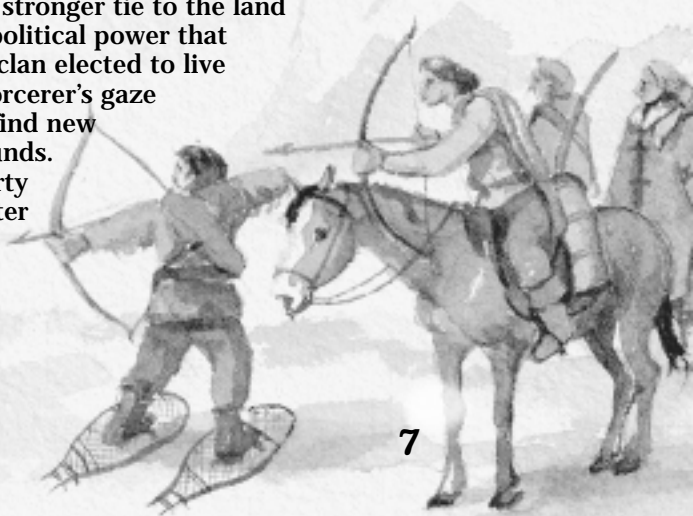
No one ever learned the stranger's real name. He became known simply as "the Sorcerer," for he used wizardry toward his own evil ends. The Sorcerer sought to create an empire of his own by conquering lands already ruled by others.

In the wilds of Folda Fjord, the Sorcerer created a stronghold which no army—human or elven—could breach. From there he made war on Hogunmark and Lluabright, hoping to carve a domain of his own between them. Calling upon the forces of evil, he manipulated undead legions and other unspeakable horrors into doing his bidding. The Hogun provinces of Pitea, Nordcapp, and Boden fell one by one under his domination, for no permanent settlements existed to help hold them, and even the stoutest warriors recoiled in fear at the sight of the Sorcerer's servants.

These four Hogunmark provinces thus became known as the Sorcerer's Domain. Over the centuries, they came to be held by many regents, but no one can say when the rule of one ended and that of the next began. Each ruler was a wizard, and each claimed the name "the Sorcerer" during his reign.

Hogunmark even lost one of its clans to the Sorcerer's Domain. The captured provinces were the traditional roaming grounds of the Trygvaar. Having always felt a stronger tie to the land than to the political power that ruled it, the clan elected to live under the Sorcerer's gaze rather than find new hunting grounds.

About thirty summers after establishing



his domain, the Sorcerer turned his eye south toward Lluabright's western forests. The elves, themselves wielders of wizardly magic, posed a greater challenge to the Sorcerer's undead legions and other minions than the small nomadic Hogunmark clans.

The war lasted for centuries, with neither side willing to concede. The Sorcerer hired many mercenaries to supplement his magical legions, and finally managed to overcome the elves by sheer numbers. By the time King Garet ruled Hogunmark (1249 to 1271 HC), Lluabright had lost some of its outlying lands—the provinces now called Mandal and Vejle. The elf realm retained Oulu and the land to the south of these provinces, however—with the unwelcome help of the Jarnkassel clan. That story is related in Kelden's Tale.

In the following two centuries, Hogunmark continued to slowly lose ground to the Sorcerer as his mercenary armies conquered Rován, southern Solung Bank, and Torne. Many of the Sorcerer's hired swords became permanent residents of the Sorcerer's Domain, for its ruler paid them well. A few became trusted lieutenants—called jarls, after local custom—to whom the Sorcerer delegated the administration of his realm while he conducted magical research.

This trust eventually proved his undoing. Forty-six winters ago (1478 HC), the Sorcerer's most trusted jarl took advantage of his master's distraction to plot his overthrow. The jarl, Gunnar, succeeded. But he did not realize that an observant and power-hungry student watched and learned from his every move. Sixteen years later, Gunnar's niece ascended to the throne after the jarl's untimely death.

This fearsome ice queen, priestess of an evil goddess, preaches expansion at all costs. Hogunmark has lost three more of its eastern provinces—and many of its finest warriors—to the troops of this White Witch. The awnshegh excels at stirring the Blood Skull ologs into aggression against Hogunmark's southern provinces, then using the distraction to attack the eastern provinces.

Despite the military leadership of Queen Freila and the courageous fighting of the clans, the Realm of the White Witch now counts northern Solung Bank, Soroya, and Kandalask among its provinces.

(The Witch also renewed

hostilities with Lluabright, conquering Oulu, Innherad, Halten, and Bjornoya.) King Wjulf's fifth prophecy has come true: The Bjark River now divides Hogunmark from its aggressive neighbor.

kelden's tale

During the reign of King Brynjolf (1271 to 1292 HC), Lluabright still shared a border with Hogunmark but was quickly losing ground to the Sorcerer. In the sixth winter of Brynjolf's rule, the elves found themselves once again struggling to hold their northwestern territory, the province called Oulu.

Kelden, jarl of the Jarnkassel, happened upon a fierce battle as his clan moved south to meet the Blood Skull ologs. Realizing that the elves would make a strong ally against their common enemies—the Scarlet Baron and the Sorcerer—Kelden ordered his warriors to join the battle on the side of the elves.

The clan's support enabled the elves to win the day. For the first time in Hogunmark history, human and elf fought on the same side. During the fight, Kelden saved the life of a wounded female elf by healing her with his godsgift.

When the battle ended, the elf commander approached Kelden with fury. "The elves of Lluabright do not need human help to keep what is ours. Be gone from here at once or we shall prove it."

Kelden had no desire to break the sullen truce Hogunmark shared with Lluabright, so he and his troops withdrew to Solung Bank. That night he had a surprise visitor: the female elf he had saved.

"I offer words of thanks my father would not give," she said. "You have saved my life; I shall serve you until I can repay the favor."

The elf Fianna lived many years among the Jarnkassel clan, for Kelden was a fine warrior—they fell in love long before he had need of Fianna's offer. And thus, many believe, Wjulf's sixth prophecy was fulfilled.

the land

Those who live in Hognunmark sometimes think of their realm as two lands: one of winter and one of summer, one of tundra and one of taiga, one of darkness and one of light. A true Hognun, it is said, finds beauty in all seasons and all places.

climate

At its northernmost point, Hognunmark lies about 5 degrees south of Aebrynis's arctic circle, or at approximately 60 degrees north latitude. Because of its proximity to the north pole, the land receives about five hours of daylight at winter solstice and 20 hours of daylight at summer solstice.

Hognunmark generally experiences pleasant summers and frigid winters. Summer temperatures can climb as high as 85 degrees Fahrenheit in the forest, but usually hover in the high 50's right along the coast. Winter temperatures throughout the domain can stay below zero—and feel even colder due to strong northern winds—for many weeks at a time. Precipitation ranges from 50 to 200 inches annually, falling most heavily in the coastal provinces. Higher amounts are not unusual; Roykenskapa has been known to receive 400 inches of snow during particularly brutal winters.

geography

Visitors to Hognunmark are continually amazed by the vastness of this untamed, uncivilized land. Its dense pine forests, wide-open expanses of tundra, and miles of ice-choked coastline seem to go on forever.

permafrost

Hognunmark is underlain by what some scholars call "discontinuous permafrost." To the natives, this simply means that the subsoil remains frozen for stretches of two or more years before experiencing a thaw. This condition can affect natural and manmade features in a number of ways (but the Hognuns have devised clever means to circumvent these problems): For example, structures built while

the ground is frozen may sink or tilt when it eventually thaws, and in warmer months, hundreds of ponds and marshes dot the tundra because the ground is unable to absorb rainwater and melted snow.

forest

The provinces of Gundviir, Hjolgrun, and Valkheim lie entirely within the thick Rjurik taiga. The dense timberland of these provinces comprises miles of paper birch, quaking aspen, white spruce, and pine species. The forests throughout the realm produce enough timber to provide Hognunmark with a healthy lumber trade without excessive cutting that would damage the environment.

The forest does not end decisively where it meets the tundra. While southern Djaalfund, Fjoltyr, and Bjarkheim lie within the deep expanses of taiga, the northern edges of those provinces experience a thinning of the trees. The heavy spruces and firs give way to scrub trees, smaller and spindlier than their southern neighbors, and create acres of "dwarf forest." As the climate grows colder to the north, trees often grow for years on shallow roots above the permafrost; when the thaw comes, the pines sink and tilt. The off-balance, tottering look of such trees earns these regions the nickname "drunken forests."

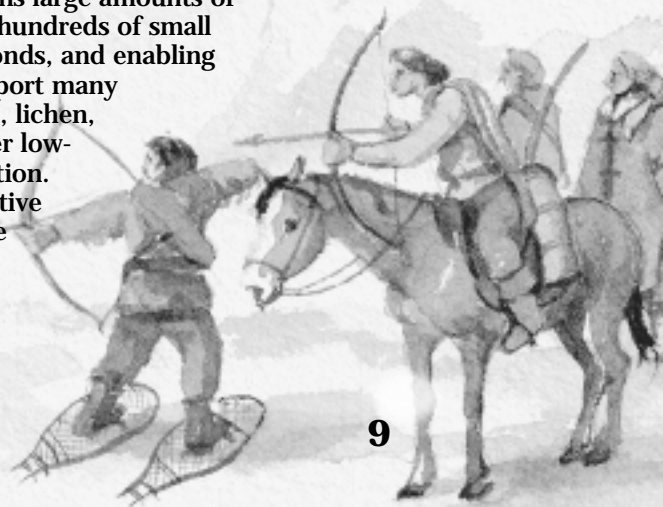
The dwarf forests eventually give way to shrubbery and laurels, then tundra.

tundra

When the folk of Cerilia's southern climates think of tundra, they generally envision flat expanses of unyielding frozen wasteland where ice and snow cover the treeless terrain, and frigid northern winds slice through layers of clothing to bite those who venture out of warm homes.

That is tundra in winter.

In summer, the tundra comes alive with plant and animal life. Though the subsoil remains frozen, the topsoil thaws and retains large amounts of water, forming hundreds of small marshes and ponds, and enabling the land to support many species of moss, lichen, sedge, and other low-growing vegetation. Because vegetative residue over the



centuries has built up a generous layer of peat, and because the roots of existing plants are so shallow, tundra actually forms a soft “carpet” that springs when travelers walk on it.

The summer tundra bears one of Hogunmark’s greatest sources of natural beauty: wildflowers. In late spring and summer, the plains explode in color as millions of wildflowers awaken. The land displays hundreds of varieties including arctic lupine, cotton grass, fireweed, forget-me-nots, marsh marigolds, primroses, and twinflowers.

Wild blueberries, cloudberries, crowberries, raspberries, and poisonous baneberries also add to the panorama of color. Highbush cranberries are one of Erik’s blessings; the shrubs never drop their fruit in autumn, and the frozen berries have been known to save winter travelers from starvation.

Seven of Hogunmark’s provinces feature tundra as their primary terrain: Aldrud, Horvliik, Jarnborg, Njorldar, Oelfrun, Sehaka, and Sjaruud. Though several of them support nomadic clans in summer, only Njorldar hosts human occupation in the winter—and even the intrepid Gautrakka clan retreats to the forests near Aaldvika during the harsh winter months.

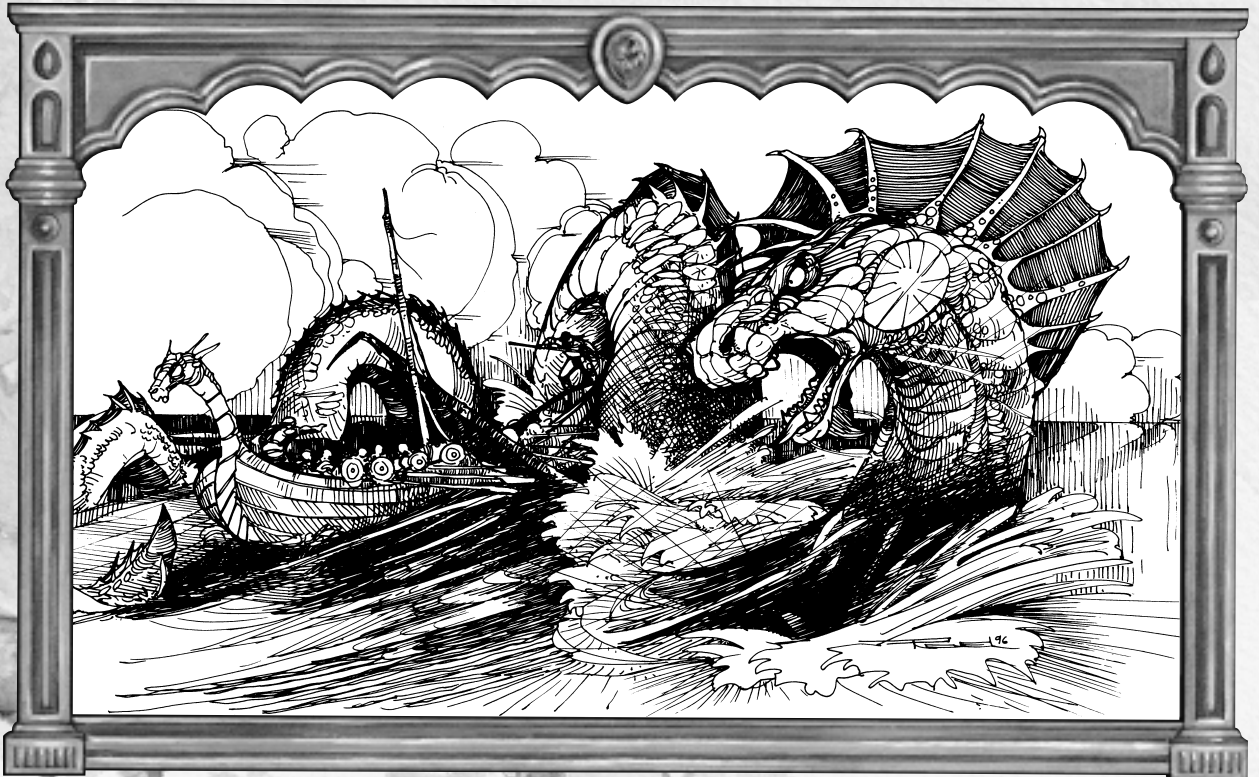
glaciers and rivers

Hogunmark is home to two small glaciers in the provinces of Djaalfund and Hjolgrun. The glaciers are thought by scholars to be remnants of a

continental glacier that once covered the region. (Commonfolk harbor suspicions that they are the creations of frost giants.) These giant ice formations are so thick and dense that they actually appear blue. Drifting through the blue ice are visible black streaks, the result of dirt and crushed rock picked up by the glacier.

The largest of Hogunmark’s glaciers is Narikja Glacier, in the hills of Hjolgrun near the Jankaping border. It is named for an old legend that claims it was formed by the Lady of Mourning’s tears. This glacier extends about 15 miles and has been retreating for the past 80 years, carving out kettles and leaving moraines in its path. Narikja Glacier, along with the Solveig Glacier in the Aaldvaar province of Jankaping, feeds the Aald River.

Near the mouth of the Aald River lies Vika Glacier. This small glacier has become more active in recent years, advancing at nearly three times its normal rate (now moving approximately three feet per day). No one paid much attention to Vika Glacier until about a year ago, when it reached the sea. Now Vika has started calving—in warmer weather, huge chunks of ice break off and fall into the sea, where they become icebergs. Those who use Aaldvika’s port fear the harbor may eventually become too treacherous to navigate.



As a glacier-fed river, the Aald carries large amounts of glacial silt. During movement, the glaciers grind rocks, trees, and earth into a powder as fine as flour which then enters the river when the ice melts. The silt is so fine that it doesn't settle in the riverbed but remains suspended in the water, giving the river a milky-brown color. Little fishing is done on the Aald River; because the silt is so blinding, salmon in particular avoid the waterway. A peculiar strain of eyeless fish is known to inhabit the Aald; on the rare occasions that such a fish is caught, superstitious locals believe this to portend ill luck for the unfortunate fishermen.

When the silty water meets the clear water of the sea, the two swirl and roll and billow until they finally blend. The elves call this phenomenon *abheath* (ah-VEY-ith), meaning "wedding of the waters." Eventually the silt settles on the ocean floor.

The domain's other primary river is the Bjark, which forms part of the boundary between Hogunmark and the Realm of the White Witch. The Bjark provides most of Hogunmark's salmon harvest each year, and is heavily fished by the Halskorrik and Rolulf clans during spawning season. The river is home to king, red, and chum salmon.

The Hjarring River, which borders only the province of Gundviir, is used mainly for transportation. Though some fishing occurs along this river, the fishers of Jankaping, Halskapa, and Svinik manage to harvest most of the salmon before they swim as far upstream as Hogunmark.

seas and coastline

Hogunmark shares borders with many hostile forces, among them the Realm of the White Witch, the Blood Skull Barony, and the bandit domain of Rjuvik. Sometimes, however, the kingdom's most threatening neighbor is the sea.

The domain's coast stretches over 500 miles along the Thaelasian Passage, which connects the Miere Rhuann with the Thaelasian Sea. The iceberg-filled, stormy strait has caused the demise of many Brecht merchant vessels en route to Anuire. Nomadic clans that occupy coastal provinces in summer months find all manner of interesting and valuable items washed up on shore.

Though the provinces of Aldrud, Njorldar, Oelfrun, Horvliik, and Jarnborg all feature

natural harbors, they are frozen or ice-choked (and therefore unuseable) eight months out of the year. Even in summer, drift ice makes negotiating them treacherous. In winter, the solid sheets of ice are so thick and stretch so far out to sea that one can walk from Horvliik to Selkie Island.

Across the strait lies the continent of Thaele. Although seafaring Hoguns—particularly the Gautrakka clan—have camped there when storms have blown them off course, Hogunmark's rulers have made no effort to establish permanent colonies on the northern continent. (Other Rjurik realms, however, do support Thaelasian colonies.) Hogunmark itself still has plenty of untamed land to explore and settle.

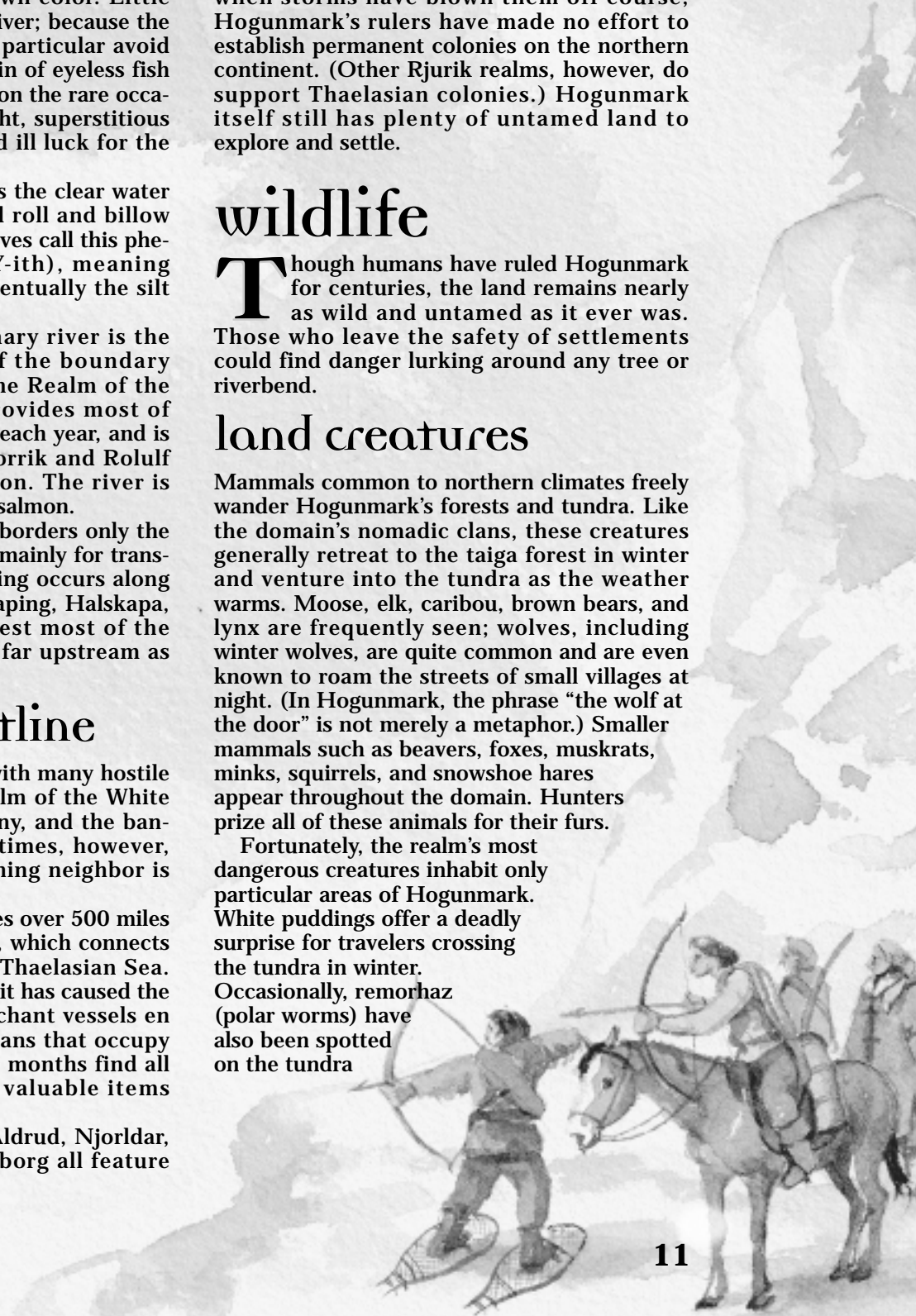
wildlife

Though humans have ruled Hogunmark for centuries, the land remains nearly as wild and untamed as it ever was. Those who leave the safety of settlements could find danger lurking around any tree or riverbend.

land creatures

Mammals common to northern climates freely wander Hogunmark's forests and tundra. Like the domain's nomadic clans, these creatures generally retreat to the taiga forest in winter and venture into the tundra as the weather warms. Moose, elk, caribou, brown bears, and lynx are frequently seen; wolves, including winter wolves, are quite common and are even known to roam the streets of small villages at night. (In Hogunmark, the phrase "the wolf at the door" is not merely a metaphor.) Smaller mammals such as beavers, foxes, muskrats, minks, squirrels, and snowshoe hares appear throughout the domain. Hunters prize all of these animals for their furs.

Fortunately, the realm's most dangerous creatures inhabit only particular areas of Hogunmark. White puddings offer a deadly surprise for travelers crossing the tundra in winter. Occasionally, *remorhaz* (polar worms) have also been spotted on the tundra



plains. Roykenskapa, Hogunmark's northernmost point, is said to be the home of storm and/or frost giants—depending upon which terrified witness or boastful adventurer one asks.

In the domain's southern half, a few fhoimorien and frost giants inhabit the forests. Ice trolls live near Narikja Glacier and at the headwaters of the Bjark River. And bards carry tales of nymphs appearing now and then in the thickest parts of the taiga forest.

birds and aquatic creatures

Many varieties of birds and waterfowl grace the skies and coastlines of Hogunmark. Some of the more common species include terns, eagles, falcons, loons, geese, ducks, wagtails, and, on the tundra, ptarmigan.

Sea otters are a common sight along the coast, as are seals, walrus, whales, and narwhals. Selkies are said to populate the island that bears their name, though their existence has never been proven and no one actually lives on the island to bear witness.

The Thaelasian Passage is home to a species of fierce, serpentlike creatures known as unnskrajir. These sea monsters pose as much danger to sailors as the strait's storms and icebergs.

Unnskrajir: AC 3; MV 12, Sw 18; HD 12; THAC0 9; #AT 1; Dmg 2d8 or 5d4 (tail or bite); SA constrict; SD immune to cold and cold-based magic; SZ G (508 long); ML 12 (steady); Int semi (2); AL N; XP 5,000.

Notes: An unnskrajir can crush a ship by constriction. For each round the unnskrajir constricts, the ship must make a successful seaworthiness check or suffer one hit of damage. (See the Cities of the Sun campaign expansion or the Naval

Battle Rules: the Seas of Cerilia accessory for more information about seaworthiness checks and attacks at sea.) The creature cannot use its bite or tail attack while constricting.

Thought to be a species as old as Cerilia itself, unnskrajir live in the deepest waters of the Thaelasian Passage. They generally attack only when disturbed (such as when a ship passes over them) and have an 80% chance of gaining surprise. Unnskrajir tend to be solitary creatures; it is rare for a ship to encounter more than one at a time.

human occupation

Hogunmark currently comprises 13 provinces, some more developed than others. Most permanent settlements lie in forest provinces, while the tundra is primarily home to seasonal trappers, hunters, fishers, and nomadic clans.

aldrud

The province of Aldrud lies at the tip of the Roykenskapa peninsula. It has no permanent human settlements; the nomadic Gautrakka clan occupies it during summer months.

njorldar

Just south of Aldrud, Njorldar also supports no permanent human settlements. The Gautrakka retreat here during winter months, living in ice shelters and surviving on food gathered during warmer months or caught through ice fishing. In summer, the Aegilsgaard clan occupies this province.

oelfrun

The province of Oelfrun supports no permanent settlements, though a few trappers' cabins dot the tundra.

sehaka

The village of Hjarsik, home of the Hjarni clan, lies in southern Sehaka.

horvliik

Icwatch, a small settlement of fishers and trappers, has recently sprung up in Horvliik. Selkie Island, off the coast of Horvliik, has no human inhabitants; legend populates it with the magical creatures for whom it is named.

jarnborg

Jarnborg hosts many summer fish camps during salmon spawning season, but no longer has any permanent settlements. A small village, Jarnik, was destroyed by forces of the White Witch about ten years ago.

sjaruud

In addition to being the year-round home of the Rolulf clan, Sjaruud is also the site of several fish camps during salmon spawning season. This province supports one permanent village: Kingspaw.

bjarkheim

Two nomadic clans, the Jarnkasspel and the Halskorrik, retire to Bjarkheim for the winter. Both clans always leave a few permanent structures behind—along with elderly or infirm clan members and a few caretakers—when they migrate in spring. The Jarnkasspel camps are nearly impossible to find for someone not of the clan.

valkheim

The Aegilsgaard clan traditionally returns to Valkheim each winter. The province also supports one small village, Eriksgaard. Ancient burial mounds dot the southeastern corner of Valkheim. The remains of many of Hogunmark's rulers rest there, including those of Wjulf and his daughter Breyana.

gundviir

Hogunmark's capital, Veikanger, lies nestled in the Jarlskap Hills of Gundviir. The province also supports two towns: Wjulfsdatter, named for Hogunmark's first queen, and Riversmark, on the bank of the Hjarring River.

council grove

Just outside the city of Veikanger sits Council Grove, a small stand of trees historically important to Hogunmark. Here, Wjulf was named the domain's first king; later on this site, the land itself chose Breyana to succeed him.

Thought to be a place of ancient magic, the grove never suffers the ravages that winter

inflicts on the surrounding terrain. Though snow falls and temperatures drop, individuals standing within the grove remain safe from the fury of storms and the predatorial instincts of starving wolves.

The jarls once convened annually in Council Grove, but have long since moved their meetings to within Veikanger's walls. During the Sorcerer's reign, Hogunmark's jarls felt uncomfortable gathering in a place touched by magic; that distrust lingers to this day.

fjoltyr

The Jarnkasspel clan chooses Fjoltyr as its summer home; its camps are so well hidden, however, that none but the clan itself can find them.

Also secluded, though easier to find, is the home of Thorjak the Green. The ancient druid receives many visitors to his grove at all times of the year.

The town of Jarls Crossing, home of the Jarvyll clan, also lies within the province.

djaalfund

For centuries the home of the Yngvi clan, the province of Djaalfund supports Hogunmark's largest city, Aaldvika. It also has three small towns: Birchaard, Ojyren, and Ynavik.

hjolgrun

Home of the Heimdjor clan, the province of Hjolgrun contains the town of Eagle Roost. Few people live near Narikja Glacier out of fear of ice trolls.



culture and government

culture

King Wjulf's prophecy that Hogunmark's many clans would become two peoples has come true—to an extent. Settled Hoguns lead different lives from their nomadic brethren, but loyalty to an individual's clan still runs deep.

settled life

Those who live in one of Hogunmark's two cities (Veikanger and Aaldvika) have a greater awareness of the world beyond Rjurik than does the rest of the population. Aaldvika, especially, receives many foreign visitors—traders, travelers, and ambassadors from throughout Anuire and Brechtür. Khinasi visitors are less frequent, and one would be hard-pressed to find a single person in Hogunmark who has met a Vos.

City-dwellers must rely on the goods and services of others. Nearly all men and most women specialize in a trade and then barter for or buy everything else they need. Urban Rjurik tend to be more educated than those who live in the country; approximately half of each city's population can read and write Rjuven, and a small number can converse with Brecht or Anuirean visitors in their native tongues. Cosmopolitan Hoguns also harbor fewer superstitions than do their "backward" kinsmen, though true magic still makes them as nervous as it does any other Rjurik. Many of Hogunmark's settled people live in small villages and towns apart from the cities. The people in these communities combine the best of both lifestyles, retaining more of the traditional Rjurik ways than the city-dwellers, but also enjoying the comfort and safety of permanent dwellings and familiar surroundings. Some have small farms

(most are so small that Anuireans would probably consider them large gardens); the growing season is short but the long hours of summer daylight enable a crop to mature before autumn frost arrives.

Most villagers travel several times a year. In spring and summer, they may leave to check fur traps and work at fish camps; at least once a year (usually in autumn) they journey to the city to trade goods and stock up on supplies.

nomadic life

Hogunmark enjoys a more comfortable relationship with its nomadic clans than does any other Rjurik domain. Though the settled clans no longer embrace a nomadic lifestyle, the independent nature of all Hoguns makes them respect as equals those who hold to the old ways.

Hogunmark's four nomadic clans—the Aegilsgaard, the Gautrakka, the Halskorrik, and the Jarnkasspel—are almost entirely self-supporting. Most members have never seen the cities; those who do occasionally enter Aaldvika or Veikanger may go for years at a time between visits. The members of these clans are simply too busy hunting, fishing, gathering, and defending themselves from predators to take much interest in the affairs of clans whose settled lifestyle they shun.

Of all the clans, only the jarl of the Aegilsgaard attends every meeting of the Jarls Council; the Gautrakka and the Halskorrik attend infrequently, and the Jarnkasspel hardly ever. All four clans, however, have fought bravely and willingly in Hogunmark's defense when external enemies threatened.

the clan

To the people of Hogunmark (and other Rjurik domains), the clan represents more than merely a group of people with ties of kinship. It is an entity unto itself, a whole greater than the sum of its parts, and one that must be honored, protected, and championed by its members.

An individual clan comprises several family lines, all with roots that somehow lead back to the original clan name. Large clans, such as the Yngvi, might have as many as two dozen different family lines; small clans might have just five or six. When two people of different clans marry, the wife usually

becomes a member of her husband's clan (though on occasion the husband will instead join his wife's clan—if he has married a jarl, for example). The wife, however, still retains ties to her clan of birth and may be called upon in times of need.

In Hogunmark's earliest days, before King Wjulf united the clans into a political domain, each clan relied only on itself. Today, the clan remains the fundamental unit of Hogun society. A clan's members will readily sacrifice individual wants and desires for the good of the clan, with the understanding that the clan will in turn take care of the individual. Though nuclear families are recognized as such, it is the community as a whole that raises children, provides food and shelter, cares for the elderly, and protects the weak.

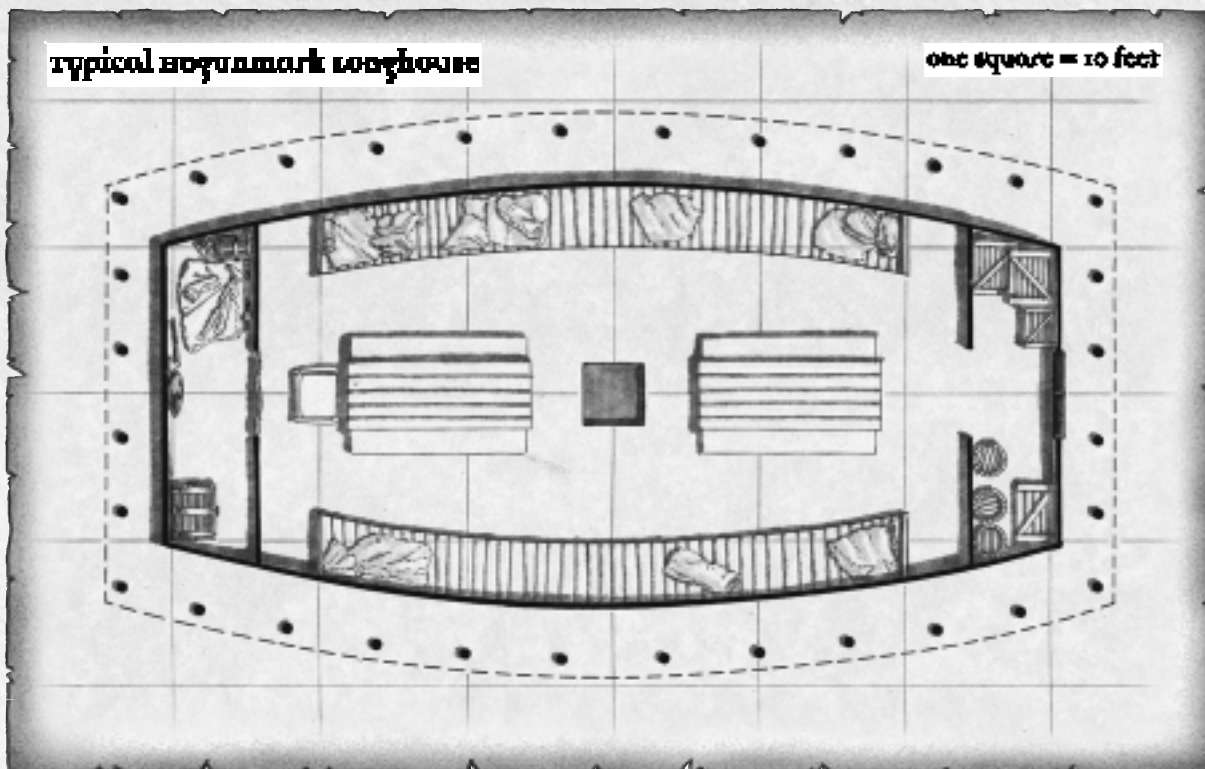
Clan ties are sacred, at times superseding even marriage and parental bonds in loyalty. One's primary duty is to his clan; an injury wrought upon the clan is an injury to one's own person. If the clan goes to war, all able-

bodied members go to war; if the clan's jarl declares a blood feud against another clan, all members share his hatred. If an individual is banished from the clan, all members—no matter what their relationship—must shun him.

blood feuds

Though Hogunmark can, in a general sense, boast cordial relations between settled and nomadic clans, associations between individual clans are another matter entirely. Ancient hatreds and rivalries find new fuel in succeeding generations, and collective memory endures many lifetimes.

Though in recent centuries the domain has never experienced open aggression between clans on the level of the Clan Wars, hostilities simmer and periodically result in physical or political outlashes. When such an event occurs between two clans, the others do not get involved. It would be dishonorable—not to mention foolish—to interfere in another clan's blood feud. Even the domain's regent traditionally prefers to let the jarls handle these situations themselves.



hospitality laws

The climate and terrain of Hogunmark may be inhospitable, but its people are not. All understand the dangers of living in and traveling some of Cerilia's wildest land, and recognize that the most threatening foe one faces in his lifetime can just as likely take the form of an ice storm as that of a storm giant.

Hogunmark's people see no honor in dying from exposure to the elements, or in allowing one's enemies to do so. They believe that foes should die on a field of battle, not on frozen tundra. Therefore, an unwritten code of hospitality has evolved in the domain over time, one which no Hogun would dare break for fear of bringing dishonor to his clan. The code can be boiled down to a single idea: Any traveler in Hogunmark shall not be turned away from home in which he seeks shelter. This tacit law transcends even clan loyalties and blood feuds, and at times has led to the bitterest of enemies sleeping beneath the same roof. (It has also been known to lead to courtships, as winter storms can rage for weeks without breaking.)

Of course, pragmatic concerns about the safety of oneself and one's family present themselves if ever a rival insinuates himself into the home. After all, it would be an easy matter for an assassin to gain entrance in the guise of a traveler. For this reason a second unwritten law completes the code: No traveler in Hogunmark shall betray his host's generosity and trust with malicious actions or words. Having one's worst enemy as a guest may create strained conversation, but one needn't fear a knife in the dark.

overland travel

One reason that travel in Hogunmark presents so much danger is that the domain has few true roads. The main road into Aaldvika comes from the south, through Jankaping. Another road, the Forest Road, leads from Aaldvika to Veikanger. This road is fairly well maintained and patrolled. Veikanger also has an old road leading to it from the southeast, but few use it anymore.

Other rough trails dot the landscape, cleared by hunters, trappers, and traders in their regular

rounds, or by the nomadic clans during their annual migrations. These paths, however, become all but impenetrable during the winter.

In summer, people most often travel on foot or on horseback. In winter, natives avoid the hazards of travel as much as possible; when they do venture out, they use snowshoes, skis, sleighs, and dogsleds.

economics

Hogunmark retains an economy dependent on barter. In a land where one can be set upon by wolves or freeze to death just by walking out the front door, wealth is measured much more in useable supplies and in the ties of friendship than in lumps of precious metals.

Though a substantial number of merchants in Aaldvika and (to a lesser extent) Veikanger will accept foreign money, the government issues no currency of its own. The regent collects taxes in the form of tradable goods; these goods are then exchanged with other realms for wares not readily available on the frontier. However, about half to two-thirds of the "taxes" are sold for cash, with a preference for Anuirean currency. Though most of Hogunmark's people have little need for gold, its rulers understand the necessity of it to operate in a global marketplace.

housing

Like other Rjurik, most people in Hogunmark live in wooden longhouses. These homes are built of horizontally-laid logs notched and fitted together at the corners, with mud and straw filling in cracks between the logs. The pointed roofs have a layer of birchbark (for waterproofing), then turf (for insulation). A hole in the center of the roof allows the escape of smoke from the hearth fire, which burns all day long. (The holes aren't very effective, so longhouses tend to be rather smokey inside.) The floors are simply stamped earth. Raised platforms, upon which people sit and sleep, line the walls.

The homes of nomadic clans and those who live in small villages generally have a single room. City-dwellers, particularly those who are wealthy, often divide their homes, with smaller rooms on either side of the main hall for cooking, spinning, or sleeping. They might also have several pieces of wooden furniture and a chest or two for valuables. The homes of

settled families also feature wall hangings (furs or tapestries) or carved wooden panels depicting legendary scenes for decoration and additional insulation. The home might also have one or two small, shuttered windows.

Several families, some spanning three generations, might live in the same longhouse. Nomadic clans tend to crowd into fewer buildings because they construct them anew each autumn, then disassemble them in spring. Those who live in cities consider greater privacy an advantage of settled life, and thus have fewer people sharing a house.

The families living within a single longhouse also share several small outbuildings with low floors dug out of the ground. These are used for workshops, barns, food storage, and privies.

food

Hogunmark natives do most of their hunting and gathering during the summer and autumn in preparation for the long, dark winter ahead.

Fish is a staple food. During spawning season (early summer), the nomadic clans and even many settled Hoguns leave their homes for several weeks to fish the rivers for salmon. Whole families travel to the Hjarring and

Bjark rivers, where they set up “fish camps”—organized communities devoted to the harvesting and preservation of fish.

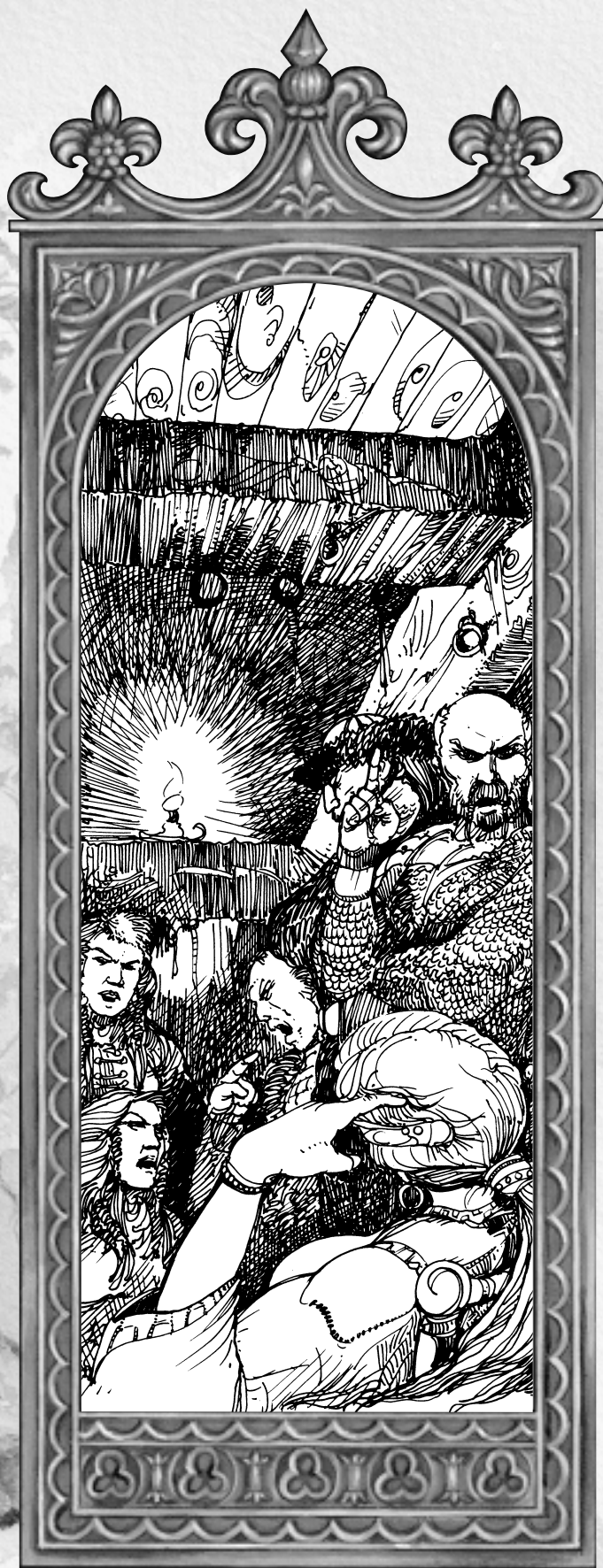
The fishermen use devices called “fish wheels” to catch great quantities of fish. Similar in appearance to water wheels, fish wheels use the power of the river’s current to spin, in the process scooping up salmon swimming upstream and depositing them in a large basket. A single fish wheel can catch 300 to 400 fish per day in high season.

The women and children then work at swift speeds to preserve all the fish before they spoil. The women clean and fillet the fish; the children then hang the fillets in the smokehouse. A practiced adult woman can dress a fish for human consumption in about a minute and a half; fish intended for animal feed (such as for dogsled teams) can be readied in as little as 45 seconds.

Some clans head for the ocean to make their fish camps. These fishermen set out with spears and harpoons in small boats made of hide or birchbark to hunt whales, narwhals, and seals. The bounty of their hunt takes considerably longer than 45 seconds to clean and dress—but no part of any creature is wasted.

Hoguns round out their meals with bread (made with anything from barley to dried peas, depending on a family’s living conditions; well-off families trade for wheat flour), wild berries, vegetables, and game.





art, music, and storytelling

Because the people of Hogunmark spend so much time indoors during the long, dark days of winter, they take great pleasure in music, dancing, storytelling, and other artistic endeavors. On feast days such as Midwinter Night, all join in singing popular folksongs and dancing to tunes played on lutes, bagpipes, harps, and flutes. The people also enjoy games such as chess, backgammon, and hneftafl (a chesslike game in which one player tries to protect his kingpiece from the outnumbering forces of his opponent).

Hogunmark's craftsmen are known throughout Rjurik and beyond for the high quality of their wood and walrus tusk carvings. Tapestries woven by the local women fetch a fair price in any market.

The skald becomes an especially important figure in the wintertime. As the months drag on, people must look harder and harder for diversion. A good skald knows enough stories and ballads to tell a different one every night for the whole season—then come back the following year with some new tales to add into the mix.

government

The domain of Hogunmark comprises six loosely allied jarldoms in 13 provinces. Each jarl rules one province; the remaining provinces fall under the direct control of the sovereign.

Though the king (or queen) technically has authority over the jarls, the jarls exercise a great deal of independence. Dissension has arisen in the past between jarls and sovereigns who wanted to get too involved in the jarls' affairs; Queen Freila avoided such conflicts by retaining only a very relaxed hold over her jarls.

The nomadic clans, also headed by jarls, exist as independent political entities. They are free to move about within the realm's borders; however, they must respect the authority of each province's ruler.

jarldoms

Each of the six jarls serves as supreme authority over his province and clan. Each controls

the law of his land (in many cases, the jarl is the law); several also keep a tight rein on trade. The jarls serve as vassals to the king or queen.

When a jarl dies, the clan members select a new jarl to lead them. Primogeniture generally dictates their choice (that is, the jarl's eldest child inherits his father's title), though sometimes extenuating circumstances call for a different choice. Jarls can be male or female, but some clans (such as the Yngvi) are more likely to accept a female jarl than others (such as the Jarvull).

Individual jarls and their jarldoms are detailed under "People of Hognmark" and "Holdings."

royal protectorates

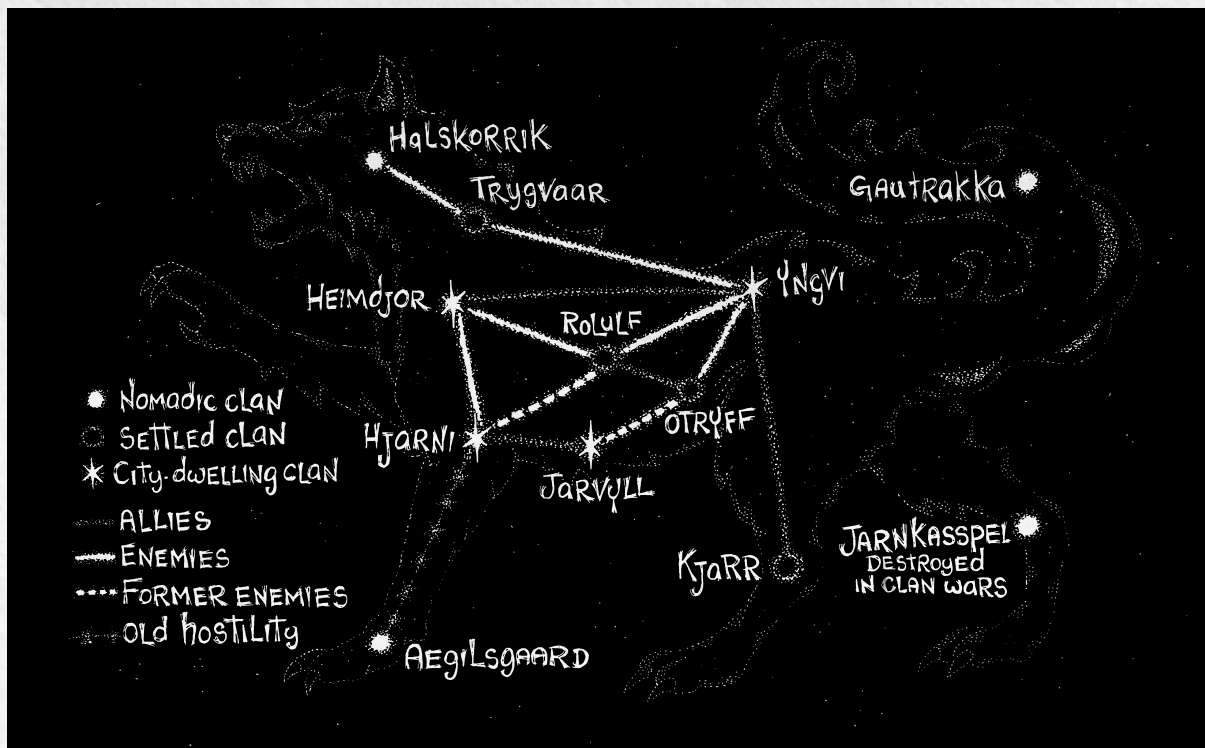
Seven provinces—Aldrud, Bjarkheim, Gundviir, Horvliik, Jarnborg, Oelfrun, and Valkheim—fall under the direct jurisdiction of the king or queen. These are lands in which the sovereign has a significant interest (such as Gundviir, where the capital city lies) or lands so desolate and sparsely populated that there is no need to delegate authority to another ruler.

the jarls council

The landed jarls (those who rule jarldoms) convene for the week of the summer solstice each year to discuss matters of mutual concern. These "discussions" often reach high volume levels as the egos, convictions, interests, and ancient blood feuds of opinionated clan leaders—all of whom are certain of their own infallibility—collide. The sovereign presides over the council, which convenes in the Meeting Hall near the Citadel in Veikanger. Jarls of nomadic clans are welcome to attend the council but have no voting power.

Although final decisions rest with the ruler, regents historically have followed the wishes of the council in most matters. (Council wishes are determined by a simple majority—a fortunate rule, as all six jarls rarely agree on anything.) The regents' willingness to let the council heavily influence policy represents their pragmatism as much as their egalitarianism: The council has been known to depose unpopular kings and queens and replace them with new rulers "more attuned to the will of the people."

When a king or queen dies, the jarls meet in special session as soon as weather and travel conditions permit to choose a replacement, usually from among their number.



Note: The label "City-dwelling Clan" identifies the clans that first settled Aaldvika and Veikanger. Those clans now rule their own provinces.

Again, the result of the vote need be only a simple majority; if unanimity were required, no one would ever leave. Defeated factions often depart in a huff, swearing to make life difficult (and possibly short) for the unfortunate new ruler.

Queen Freila's untimely death and the unusual circumstances surrounding it has plunged the domain into chaos. Some jarls suspect foul play in the form of collusion between the queen's seer, Njorna, and your jarl PC. (The accusations claim that the two of you sent the queen off on a deadly mission from which she would never return.) Others see this crisis as an opportunity to advance their own claims to power. When the Jarls Council meets in three months' time, it is likely to be the occasion of argument, accusations, and lobbying the likes of which Hogunmark has never seen—at least, not since the last time a regent died.

hogunmark's rulers

Hogunmark's rulers traced the line of succession through a single royal family—descended from the Yngvi clan—for the domain's first six centuries. Since the Clan Wars, the domain's sovereigns have come from all of its clans, chosen on merit (usually) by the Jarls Council.

hogunmark's rulers

Name (Gender)	Clan	Ruled (HC)	Name (Gender)	Clan	Ruled (HC)
Wjulf (M)	Yngvi	34-53	Maeva (F)	Otryff	847-872
Breyana Wjulfsdattar (F)	Yngvi	53-73	Jorunn II (F)	Heimdjor	872-890
Aldis (F)	Yngvi	73-92	Askell III (M)	Jarvull	890-899
Gimle (F)	Yngvi	92-111	Bodolf (M)	Otryff	899-919
Magnor (M)	Yngvi	111-138	Ashilde (F)	Rolulf	919-940
Royd (M)	Yngvi	138-170	Bjolf the Foolish (M)	Jarvull	940-941
Frodis (F)	Yngvi	170-194	Durin II (M)	Heimdjor	941-964
Halla (F)	Yngvi	194-221	Aldis II (F)	Jarvull	964-994
Soren (M)	Yngvi	221-243	Frodis III (F)	Otryff	994-1023
Hrolf (M)	Yngvi	243-247	Hrolf III (M)	Heimdjor	1023-1055
Hrolf II (M)	Yngvi	247-275	Grenjad (M)	Yngvi	1055-1076
Gardar (M)	Yngvi	275-297	Hyndla (F)	Yngvi	1076-1100
Ingunn (F)	Yngvi	297-323	Brynja (F)	Yngvi	1100-1118
Gunnar (M)	Yngvi	323-343	Kolgrim (M)	Jarvull	1118-1141
Linnea (F)	Yngvi	343-364	Terje II (M)	Jarvull	1141-1147
Magnild the Doomed (F)	Yngvi	364-369	Reign of the Three Sisters		1147-1180
Askell (M)	Yngvi	369-401	Signy (F)	Yngvi	1147-1157
Durin (M)	Yngvi	401-414	Maeva II (F)	Yngvi	1157-1170
Ingharr (M)	Yngvi	414-443	Ragnild (F)	Yngvi	1170-1180
Terje (M)	Yngvi	443-466	Hroald II (M)	Hjarni	1180-1196
Royd II (M)	Yngvi	466-495	Askell IV (M)	Hjarni	1196-1218
Jorunn (F)	Yngvi	495-508	Fenrir (M)	Yngvi	1218-1230
Askell II (M)	Yngvi	508-527	Bodvar (M)	Heimdjor	1230-1246
Ragi (M)	Yngvi	527-555	Hrolf III the Aged (M)	Rolulf	1246-1249
Frodis II (F)	Yngvi	555-576	Garet (M)	Jarvull	1249-1271
Hroald (M)	Yngvi	576-600	Brynjolf (M)	Hjarni	1271-1292
Ulfar (M)	Yngvi	600-614	Astryd the Fair (F)	Otryff	1292-1300
Hrosskel (M)	Yngvi	614-629	Soren II (M)	Heimdjor	1300-1317
Andvarri (M)	Yngvi	629-652	Soren III (M)	Heimdjor	1317-1336
Magnor II (M)	Yngvi	652-677	Gudrid (F)	Jarvull	1336-1350
Thorvald (M)	Yngvi	677-681	Cnut (M)	Jarvull	1350-1362
Clan Wars		681-708	Einar II (M)	Jarvull	1362-1378
Arildnar (M)	Jarvull	708-723	Bryan (M)	Jarvull	1378-1392
Mord the Despicable (M)	Rolulf	723-723	Njal the Hot-Tempered (M)	Heimdjor	1392-1397
Gardar II (M)	Jarvull	723-739	Thorald (M)	Yngvi	1392-1410
Kolgrim (M)	Yngvi	739-742	Onund (M)	Heimdjor	1410-1427
Kveld the Trusting (M)	Jarvull	742-742	Runa (F)	Hjarni	1427-1443
Berghthor (M)	Otryff	742-769	Ander (M)	Heimdjor	1443-1457
Magnor III (M)	Yngvi	769-785	Runa II (F)	Hjarni	1457-1474
Askell III (M)	Yngvi	785-808	Bryan II (M)	Jarvull	1474-1485
Einar (M)	Jarvull	808-827	Gimle II (F)	Yngvi	1485-1502
Gyda (F)	Hjarni	827-847	Freila (F)	Yngvi	1502-1524

people of hogunmark

Hogunmark is a domain born of a yearning to cast off the shackles of Anuirean domination, and its people retain an independent streak to this day. Though willing to join together to overcome common problems, the clans otherwise prefer to be left to themselves and to make their own decisions. Queen Freila managed to hold the domain together through careful diplomacy — can the new regent do the same?

the clans

Of Hogunmark's original 12 clans, six have given up their nomadic ways to settle into permanent communities. Five retained their nomadic lifestyle, though one (the Trygvaar) now finds itself dwelling in the Realm of the White Witch. The last clan, the Kjarr, died out centuries ago in the Clan Wars.

By tradition, each clan leader bears not only “jarl” as a title, but also the name of his clan. For example, Gunnar, jarl of the Aegilsgaard clan, can be referred to or addressed simply as “the Aegilsgaard.” Many clan members speak of their leaders in this fashion.

Note: This sourcebook assumes that your PC is the jarl of one of the settled clans. In consultation with your DM, simply replace the description of one of the jarls below with that of your character. Or, if you prefer to play a different type of character, the DM should make adjustments necessary to provide your PC with a background, as well as potential allies and bitter foes.

settled clans

The **Yngvi** clan occupies a prominent place in both Hogunmark's history and its current affairs. Called the “clan of kings” by its members, more of Hogunmark's rulers—including its first, King Wjulf, and its most recent, Queen Freila—have come from this clan than any other. As a matter of respect for the role the Yngvi clan played in Hogunmark's early history, whenever the Jarls Council must choose a new regent, the jarl of the Yngvi clan receives at least token consideration.

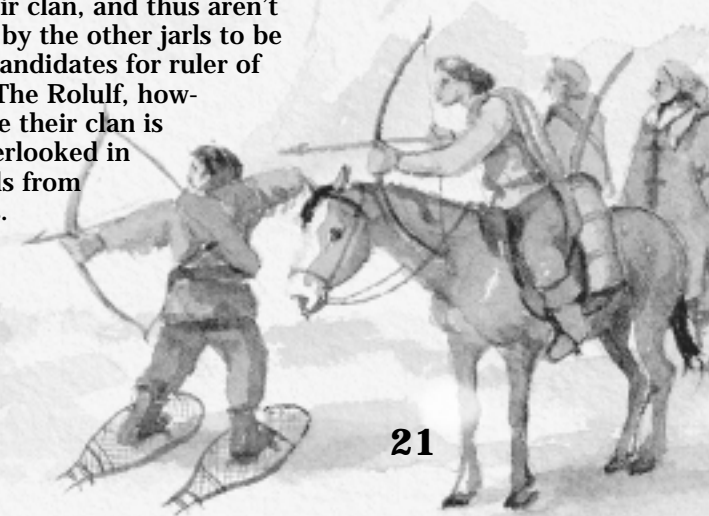
The Yngvi clan is allied with the Heimdjor, and maintains blood feuds with the Rolulf, Otryff, and Trygvaar clans that have roots in the Clan Wars. (The Trygvaar clan now lives so far away, however, that the feud with that clan exists more in theory than in practice.) Kelda (FRj; T7; Vo, major, 29) currently leads the Yngvi clan.

The **Jarvyll** clan has also provided many of Hogunmark's kings over the years. An essentially patriarchal clan, the Jarvyll have never had a female jarl. The current jarl, Audun (MRj; R9; Re, major, 25), considers himself a serious candidate to succeed Freila and is likely to have the support of other jarls (especially the Hjarni, with whom the Jarvyll are allied).

For centuries the Jarvyll have feuded with the **Otryff** (a vendetta that began when an Otryff refused to shelter a Jarvyll traveler during a bitter winter storm). An arranged marriage four years ago between Audun's daughter Saeunn and the Otryff's son Erling was to have ended the hostilities. However, rumors of Erling beating Saeunn threaten to break the tenuous peace between the two clans, as Saeunn is loved by all the Jarvyll, her father especially. The Jarvyll consider it an insult to their clan that the Otryff would allow any harm to come to their jarl's daughter.

The Otryff jarl, Hromund (MRj; F8; Az, tainted, 7), denies any truth in the reports about his son. Should the situation come to battle, Hromund could call upon his allies, the Rolulf clan. But Hromund might choose to avoid jeopardizing the Otryff's truce with the Jarvyll, as his clan already feuds with the Yngvi. And with the Yngvi also feuding with Hromund's allies (the Rolulf), the Yngvi might ally with the Jarvyll out of spite.

Gunnbjorn (MRj; F7; Vo, minor, 21) leads the **Rolulf** clan. This clan has produced very few of Hogunmark's rulers over the years—a fact that generates great resentment within the clan but little surprise in anyone else. Rolulf jarls traditionally place the good of themselves above the good of their clan, and thus aren't considered by the other jarls to be appealing candidates for ruler of the realm. The Rolulf, however, believe their clan is unfairly overlooked in favor of jarls from larger clans. Unless the



Jarls Council chooses Gunnbjorn as the next king, Hogunmark's new ruler can expect opposition from the Rolulf clan.

The **Heimdjor** clan is headed by Leidolf (MRj; T8; Re, minor, 19). This clan allied with the Yngvi two centuries ago during the reign of Soren III, a king who came from the Heimdjor clan. A member of the Hjarni clan, with whom the Heimdjor had (and still have) a long-standing blood feud, tried to assassinate King Soren. The Yngvi jarl got wind of the plot and interceded, saving the king's life. In gratitude, the king's clan swore an oath of alliance with the Yngvi.

At age 63, Leidolf is the oldest jarl of a settled clan. Most of the other jarls respect the wisdom that has come with his age, and quite possibly might advance his name as a contender for the throne.

The **Hjarni**, however, will certainly oppose a Heimdjor candidate. Vaetild (FRj; R5; Ba, minor, 14) is likely to offer Audun Jarvyll's name for consideration to more firmly cement her clan's alliance with his. Vaetild rose to the rank of jarl only recently when her father was killed while helping to defend Hogunmark's eastern border against incursions of the White Witch's minions. During his rule as jarl, Vaetild's father managed to forge a tenuous peace with the Rolulf clan, with whom the Hjarni had feuded since the Clan Wars. Vaetild wishes to honor that peace, but suspects Gunnbjorn Rolulf of increasing attempts to take advantage of her inexperience as a ruler.

nomadic clans

Gunnar **Aegilsgaard** (MRj; F15; Vo, major, 28) is an old but formidable warrior, loved by his clan and feared by his enemies. He harbors a deep hatred for orogs after losing his right eye to one nearly a decade ago. Gunnar

held Queen Freila in high esteem and regards the current succession circumstances with unease. Under Freila's reign, the Aegilsgaard maintained peaceful relations with the settled clans, although some hostility left over from the Clan Wars still influences dealings with the Hjarni.

Axel Tjarlhan (MRj; F11; Ba, minor, 12) serves as jarl of the **Jarnkasspel** clan and is referred to as "the Jarnkasspel" even though his name differs from

that of the clan. Queen

Freila had little contact with the Jarnkasspel, as the clan is quite insular. The jarl has not yet come forward to support or refute your PC's claim to the throne. The Jarnkasspel generally attends Jarls Councils only when a new ruler is being chosen.

Najlar (MRj; R12) leads the **Gautrakka**. This hardy clan lives in some of the harshest terrain in all Cerilia, and for that reason has little interaction with outsiders. Najlar accorded Freila the respect she deserved as queen, but is not particularly broken up about her death—it doesn't really matter to him or his clan who rules Hogunmark. He will likely attend the Jarls Council, however, just so as not to feel left out of the decision.

Sigmund (MRj; F13; Re, minor, 13) heads the **Halskorrik**, a clan that spends half the year in Hogunmark and the other half in former Hogunmark provinces now controlled by the White Witch. The hostilities wrought upon the Halskorrik by the Trygvaar, who also live in the Realm of the White Witch, and the unpredictable, cruel nature of the awnshegh regent of that domain make Sigmund and his clan eager to maintain good relations with Hogunmark and its ruler—whichever that may be.

The **Trygvaar**, the clan that broke away from the "too-civilized" Hogunmark to live in the wilds of what is now the White Witch's domain, is ruled by Darvjaal (MRj; F13; Vo, tainted, 6). Except for the unfortunate Halskorrik, Hogunmark's clans have little contact with the Trygvaar anymore.

the court

With ten dissenting jarls voicing their views at each year's Jarls Council (and on an individual basis between meetings), Queen Freila had no lack of people willing to offer their opinions. Sometimes, however, she turned to more neutral parties for advice.

halder alvisson

8th-level bard

S: 11
D: 15
C: 12
I: 15
W: 14
Ch: 16

AC: 5
hp: 24
MV: 12
THACO: 17
#AT: 1
Dmg: 1d6 (bow) or
1d4 (dagger)



Bloodline: Brenna, minor, 22.

Blood Abilities: Blood history, travel.

Equipment: Leather armor, long bow, quarrel of flight arrows, dagger, bracers of defense AC 5, bagpipes, harp, scroll cases.

Spells Memorized (3/3/1): Charm person, know Cerilian origin (Book of Magecraft), ventriloquism; detect evil, invisibility, know alignment; spectral force.

Bard Abilities: Climb walls 55%, detect noise 40%, pick pockets 10%, read languages 45%.

Description/Background: Halder stands 6 feet tall and weighs 190 lbs. He generally wears his light brown hair pulled back in a tail. At age 38, his piercing blue eyes have lost some of their sparkle, especially since the death of his wife (also a skald) a year ago.

The two skalds used to wander the land together; now Halder travels alone. Though Halder's blood ability for travel allows him to move easily and quickly between domains, he prefers to get from place to place on his own two feet. He believes that when he uses the blood ability to teleport, he misses too many tales, songs, and bits of lore that he would pick up as he roamed. He therefore uses the blood ability almost exclusively in winter, when travel by other means is not only dangerous but sometimes impossible. Those he visits during the frigid months aren't quite certain how he manages to overcome the weather that keeps others away, but they are grateful for his company and the diversion it provides.

Halder's journeys take him throughout the Rjurik Highlands, but Hognmark remains his

favorite domain. (He would never admit that aloud, however, and call his neutrality into question.) The skald held great respect for Queen Freila and sincerely mourns her death. Following as it did so soon after the death of his wife, Kellenne, Halder finds it difficult to cheer those who now need his mirth.

Kellenne's death haunts her mourning husband. She was trapped in a burning longhouse after first escaping, but then returned to the blaze to search for a missing child. Halder tried to stop her, but is now tormented by what-ifs and should-haves. The child, ironically, was later found uninjured.

hruthwulf

Chief Steward, 8th-level fighter

S: 16
D: 12
C: 12
I: 14
W: 10
Ch: 11

AC: 3
hp: 41
MV: 12
THACO: 13
#AT: 3/2
Dmg: 2d4+1



Bloodline: None.

Equipment: Claymore, improved mail, dagger, medium shield.

Description/Background: A formidable warrior, Hruthwulf stands 6 feet 2 inches tall and is of muscular build. If he is prepared for combat, the 32-year-old fighter will braid his shoulder-length dark blond hair to keep it out of his way, but otherwise prefers to leave it free. His green eyes, seldom expressive, reflect deep suspicion of late.

Hruthwulf served Queen Freila faithfully for more than 15 years, advancing to the position of chief steward five years ago after the previous steward was killed in an attempt on the queen's life. Though subsequent attempts have been made, the agent of the assassination plot has never been discovered; Hruthwulf, like most others, concluded that the White Witch

was behind the attacks. Recent events, however, have caused him to rethink that opinion.

Hruthwulf suspects your PC of conspiring with Njorna, the queen's seer, to overthrow the queen. He considers it more than coincidence that Freila would have invested someone of whom the Jarls Council did not previously approve, and that she would depart on her quest without first attempting to ease the transition in leadership. Such disregard for the future of Hognunmark runs against the queen's character, Hruthwulf believes—and as her right-hand man, Hruthwulf knew better than anyone.

The steward is also suspicious because he has always looked after the domain's affairs during the queen's absences. Freila, when she left, seemed certain of her quest's success. He wonders why she would elect to leave Hognunmark's affairs in the hands of another— unless she was pushed to do so by the madwoman Njorna, in whom Hruthwulf believes the queen always placed too much trust.

Hruthwulf continues to loyally serve Freila even after her death, having sworn to find and punish the party responsible for her demise. He won't rest until he does just that.

njorna

Queen's Seer, 7th-level visionary

S: 9
D: 12
C: 10
I: 18
W: 17
Ch: 8

AC: 10
hp: 19
MV: 12
THACO: 18
#AT: 1
Dmg: 1d6



Bloodline: None.

Equipment: Scroll case, writing implements, scrying bowl, mirror, spell components, staff.

Spells Memorized (4/3/2/1): Detect magic, identify, know bloodline derivation (Book of Magecraft), read magic; ESP, locate object, past life (Tome of Magic); clairaudience, clairvoyance; magic mirror.

Description/Background:

Njorna stands 5 feet 3 inches tall and has a slight frame. Though only 25, she seems to have an "old spirit" that lends her wisdom beyond her years. Her violet eyes, normally penetrating, become unfocused during visions. She dresses in loose clothing so as to be unrestricted when "fits" come upon her.

Njorna's visionary powers manifested themselves early. Her younger sister, then age three, wandered away from the village one day. As the clan searched frantically, nine-year-old Njorna slipped into a trance in which she saw her sister sound asleep in the brush. When Njorna recovered, she led her parents straight to the lost child.

Word spread quickly of this young girl apparently born with the doom of second sight. Njorna soon attracted the attention of Queen Freila, who summoned the girl to Veikanger. While in the capital, Njorna experienced another vision—one that foretold an attack by the Blood Skull orogs. Acting on Njorna's vision (and against the counsel of her advisers, who considered Njorna either bewitched or a fraud), the queen immediately launched a counterattack that saved the lives of many Hognuns.

Impressed with the girl's abilities, Queen Freila invited Njorna to stay as a royal counselor. The visionary has lived at the palace ever since.

Njorna has taken advantage of her court position to learn all she can about her gift. Though she cannot control exactly when a vision will come upon her, she has learned how to bring one on through divination spells. Njorna receives visions (of varying levels of seriousness) about ten times a year. The visions, which can arrive day or night, are dreamlike (sometimes nightmarish). She often calls or cries out, thrashes, falls to her knees, or engages in other involuntary movements—a side effect that has led some in the palace to believe that she is not gifted, just mad. Even those who believe in her prophetic powers don't like to be around her when they manifest.

Once a vision ends, Njorna must then interpret it. Queen Freila trusted her interpretations implicitly and always took action on the prophecies. Njorna's most recent series of visions foretold the queen's death and the new PC regent's ascension to the throne. Some suspect Njorna of conspiring with the new regent to issue fake prophecies and effect Freila's overthrow.

For more information about visionaries, see *The Book of Magecraft* accessory.

thorjak the green

High Druid of Hogunmark,
13th-level priest of Erik

S: 8
D: 9
C: 15
I: 14
W: 18
Ch: 15

AC: 7
hp: 52
MV: 9
THACO: 12
#AT: 1
Dmg: 1d6 or 1d4
(staff or stone)



Bloodline: Reynir, major, 28.

Blood Abilities: Divine aura (great), long life (minor).

Equipment: Quarterstaff, staff sling, pouch of sling stones, fur-lined robe and other warm clothing, boots of the north, ring of protection +3.

Description/Background: Appearing to be in his mid-seventies (but actually over 350 years old due to his long life blood ability), Thorjak is Hogunmark's oldest known resident. The white-haired man has a face weathered by the elements; his once-muscular six-foot frame has become somewhat stooped with the passing of time. Though his blue eyes are clouded with age, the old druid seems to see beyond that which can be perceived by the five senses.

Thorjak has lived in a grove deep in the wooded province of Fjoltyr for as long as anyone can remember. Visitors—from pilgrims and druid acolytes to jarls and kings—have been known to travel scores of miles to seek his advice and teachings. They are seldom rewarded with simple, straightforward replies, however, as Thorjak believes wisdom cannot be given—it must be found.

Even those who leave the druid's company in frustrated puzzlement find they are more at peace with themselves than before consulting him. Thorjak himself exudes such calm that his presence quiets the spirits of those he meets. His trust in Erik to see the domain and its people through any turmoil keeps him from becoming mired in short-term disturbances. It is said that should Thorjak ever become genuinely agitated, Hogunmark faces great peril indeed.

The ancient druid seldom leaves his grove, though in his younger days, he often wandered Hogunmark's tundra and taiga to better commune with the land. He does, however, occasionally travel to Veikanger for supplies (the little he needs that nature itself cannot provide). During times of crisis, he has been known to appear unexpectedly to the regent like a calm in a storm, though his counsel during those times remains enigmatic as ever.

Since Freila's death (which the druid sensed even before it was publicly announced), Thorjak has refused most visitors. He spends his days in meditation, listening to the cry of the wind, the whisper of the snow, the murmur of the pines. And for the first time in the domain's collective memory, a look of apprehension crosses his brow.



holdings

Though Hogunmark has existed as a domain for centuries, this frontier land remains largely undeveloped. Control of law and economics rests primarily with the individual jarls, as it has since the realm's earliest days. In international affairs, Hogunmark may be a single political entity, but internally, it is a collection of independent forces.

Province	Law	Temples	Guilds	Sources
Aldrud (0/7)	—	—	—	—
Bjarkheim (1/6)	RH (1)	ES (1)	Ul (1)	—
Djaalfund (4/3)	Yn (1)	ES (1)	Yn (1)	—
Fjoltyr (1/6)	Ja (1)	ES (1)	Ja (1)	—
Gundviir (4/3)	RH (3)	OE (1)	RH (3)	—
	—	ES (2)	—	—
Hjolgrun (2/5)	He (1)	ES (2)	He (2)	—
Horvliik (1/6)	RH (1)	ES (1)	In (1)	—
Jarnborg (0/7)	—	ES (0)	—	—
Njorddar (0/7)	Ot (0)	—	—	—
Oelfrun (0/7)	—	ES (0)	RH (0)	—
Sehaka (1/6)	Hj (1)	—	—	—
Sjaruud (1/4)	Ro (1)	ES (1)	Ro (1)	—
Valkheim (1/6)	RH (1)	—	—	—

Abbreviations: RH=Regent of Hogunmark; Yn=Yngvi; Ro=Rolulf; Ul=Ulfdan; He=Heimdjor; Ja=Jarvyll; Hj=Hjarni; Ot=Otryff; In=Ingdar; ES=Emerald Spiral (Gretta Seligsdotter); OE=Oaken Grove of Erik (Günther Brandt).

regency and investiture

When a ruler of Hogunmark dies, the control of his provinces and holdings becomes contested. When a new king is chosen, he is considered to have “conquered” the provinces by securing the support of a majority of the jarls. A ceremony of investiture then takes place, granting the new king regency over the provinces and those holdings traditionally controlled by

Hogunmark’s ruler.

On occasion, an ailing ruler has asked the Jarls Council to choose a successor before his death. In such a situation, the old and

new rulers participate in a voluntary ceremony of investiture, and the old king has the opportunity to pass on his accumulated Regency Points to the new ruler if he so chooses.

The jarls of Hogunmark’s six settled clans rule one province each; the remainder fall under the control of the regent. Thus, the ruler of Hogunmark traditionally collects Regency Points for four provinces (Bjarkheim, Gundviir, Horvliik, and Valkheim), a total of 6 RP in vassalage for the six remaining provinces (individual jarls pay varying amounts), and additional Regency Points for an assortment of law and guild holdings. The ruler controls three other provinces (Aldrud, Jarnborg, and Oelfrun) but collects no regency for them because they are level 0.

Before Queen Freila left on her vision quest, Njorna persuaded her to invest her regency in one of her jarls—your PC—rather than simply leaving affairs in the hands of her unblooded steward, Hruthwulf. Freila, however, was receiving prophetic dreams she did not know how to interpret, and was therefore reluctant to invest everything in one person. Your PC was invested with the regency of her law and guild holdings, but not of the provinces.



Queen Freila collected a total of 19 RP per domain turn for provinces and holdings. (As a warrior, she did not collect RP for her guild holding.) Depending on the timing of your PC's first domain turn (if it occurs before he is fully invested), he might collect less at first as he works to establish a base of power. He begins with 6 RP passed by Freila during the investiture ceremony, plus any other Regency Points he earns for holdings of his own (as jarl of one of the settled clans, for example).

law holdings

The new ruler controls law holdings in Bjarkheim, Gundviir, Horvliik, and Valkheim. He also serves as the sole legal authority for Aldrud, Jarnborg, and Oel-frun, though no holdings are found there.

Kelda, jarl of the Yngvi clan, holds a law (1) in Djaalfund. Audun, jarl of the Jarvyll clan, holds a law (1) in Fjoltyr. The Heimdjor, Leidolf, controls a law (1) in Hjolgrun, while the Otryff, Hromund, holds only a law (0) in Njordardar. Vaetild, the Hjarni, controls a law (1) in Sehaka; the Rolulf, Gunnbjorn, rules Sjaruud with a law (1). For descriptions of each of these jarls, see "People of Hogunmark."

army

Though Hogunmark is not presently at war with the Blood Skull Barony or the Realm of the White Witch, they pose a constant threat. Even Rjuvik can be a sinister neighbor at times. The domain supports a standing army because it can't afford to be caught unprepared.

Hogunmark's army comprises the following forces:

- ◆ 2 units of Rjurik archers.
- ◆ 2 units of Rjurik infantry.
- ◆ 1 unit of Rjurik cavalry.
- ◆ 1 unit of Rjurik scouts.
- ◆ 1 unit of Hogunmark Dragons.

The two infantry units are stationed in Aaldvika and Veikanger to defend those cities and nearby settlements. The archers are headquartered in Bjarkheim and Fjoltyr, though they sometimes move to Valkheim and Hjolgrun to maintain a presence there. The cavalry is stationed in Gundviir, near the capital.

The unit of scouts patrols the domain's border from Jarnborg to Hjolgrun, especially alert for incursions from the White Witch or the Scarlet Baron's minions. The Hogunmark Dragons are the ruler's personal guard; this unit travels wherever the regent does.

These seven units cost a total of 8 Gold Bars in maintenance each domain turn.

If the domain goes into a state of war, the clans will come forward to defend their land. Each nomadic clan can provide one unit of irregulars; the settled clans, which are larger, can each provide two units of irregulars.

navy

The domain of Hogunmark has more miles of coastline than any other realm west of Brechtür, yet its status as a sea power is nearly nonexistent. The realm's navy comprises a single longship; the only other craft leaving its shores are small fishing and whaling boats.

The ship, Prophecy, anchors in Aaldvika but makes regular tours in warmer months to patrol the domain's coastline.

temples

The Emerald Spiral dominates worship in Hogunmark. The independent Hogun spirit prefers the traditional rites of the wilderness druids to the more civilized Oaken Grove of Erik.

Gretta Seligsdotter, high priestess of the Emerald Spiral, controls temple holdings in all of Hogunmark's populated provinces. Most of the temples are not permanent buildings, but communities of worshipers who gather outdoors in wilderness shrines, groves, or druidic circles, where they can offer prayers to Erik under his direct gaze.

Because she also holds temples in Stjordvik, Svinik, Jankaping, Hjolvar, Kvigmar, and the Giantdowns, Gretta Seligsdotter delegates some of her power to local druids in each domain. One of these druids, Vjanik (MRj; Pr6, Erik; Re, minor, 20), oversees the Emerald Spiral temple in Veikanger. It was he whom Queen Freila called upon to perform the ceremony of investiture with your PC before she left on her vision quest.

The Oaken Grove of Erik, which generally appeals more to settled Rjurik, controls just one holding in Hognunmark. Other temple holdings in the Taelshore domains consume most of the attention of Günther Brandt, high druid of the Oaken Grove. Most ecclesiastical duties in Hognunmark, therefore, fall to Rudrik (FRj; Pr9, Erik; Ma, tainted, 12), a wise old druid who maintains a modest temple in Veikanger. Though priests of rival temples, she and Vjanik enjoy an amicable relationship.

A few temples to other gods, such as Holn (Haelyn) and Narikja (Nesirie) exist in the relatively cosmopolitan city of Aaldvika. These bodies of worshipers, however, are too small to qualify as holdings.

Thorjak the Green, a powerful druid who has lived his entire life in Hognunmark, wields considerable influence on a personal level but controls no holdings in the domain. Thorjak is further described under "People of Hognunmark."

guilds

A guild in Hognunmark is nothing as organized and tangible as the guilds found in Anuire or Brechtür. Guild ratings in this frontier state reflect not businesses or consortiums but rather approximate levels of trade activity in a given area or clan.

The domain ruler and the individual jarls control most of the trade in their provinces. The domain's primary exports are fish, timber, furs, and handcrafted weapons and household items. Hognuns also trade these items, as well as other wares, among each other in the markets of Aaldvika and Veikanger, bartering excess bounty from one part of the domain for another type of good. Favorite imports are foreign spices, precious metals, dyes, and artwork. Hognunmark enjoys steady trade with Anuirean, Brecht, and other Rjurik domains; occasionally, even a Khinasi ship might find its way into the port of Aaldvika.

A visitor to the Tradesmen's Square in Veikanger or the Merchants' Quarter in Aaldvika can expect to see members of the Jarvill clan trading woodcarvings and furs. The Heimdjor clan will be there haggling a good price for its glacier ice in the summer and its fine snowshoes, sleds, and toboggans in late autumn. The Rolulf clan will bring numerous varieties of berries, seeds, herbs, and dried flowers gathered from the tundra, and many pounds of dried salmon harvested from the Bjark River. The Yngvi are known to produce the finest weapons in the domain and beautifully crafted blankets, pillows, and clothing.



Nomadic
clans will also arrive
with wares to trade.

Not all guild activity is controlled by the jarls. Ulf dan Torvaldson (MRj; T6; Vo, tainted, 14) operates a lumber guild in Bjarkheim. He was actually a puppet guildmaster for Queen Freila, who feared making her dealings with the outside world too noticeable to her autonomy-minded jarls. At each year's Jarls Council, the clan leaders continually warn against becoming too dependent on outsiders for Hogenmark's well-being. Ulf dan split his profits with Freila in exchange for her support.

The new regent also holds a guild (3), which deals primarily in lumber, in the capital city. As far as the other jarls know, however, this guild functions exclusively as a means through which merchandise collected as taxes is traded for foreign goods or sold to liquefy assets.

The domain is part of a sea trade chain linking the city of Brechlen to Aaldvika and the City of Anuire. Theofold (MHlf; T9; Ma, minor, 18), guildmaster of the Brecht Seelundkaufen in the domain of Müden, runs the trade chain, which nets Hogenmark's regent 1 GB each domain turn. (For more information about trade chains, see the Havens of the Great Bay campaign expansion.) The ruler also collects a 10% tariff on any goods entering or leaving Hogenmark.

In summer, the crown sponsors salvaging operations headquartered in Oelfrun to collect treasure lost in shipwrecks along the Thaelasian Passage. The salvage business is small and relatively new—it amounts to only a guild (0) at present—but it has the potential to become quite lucrative, as all manner of items wash up on Hogenmark's northern shore.

Queen Freila started the salvaging activity last year when she heard about the profits collected by Ingdar Einarson (MRj; T4; Br, minor, 16), a fisherman-turned-guildmaster who holds a guild (1) in Horvliik. Ingdar's shipwreck salvaging nets him maximum profits (1 GB per domain turn) during spring and summer.

treasury and revenue

Queen Freila left Hogenmark with a treasury of 15 GB. The trade chain, lumber profits, and salvaging net the domain an average of 3 GB per season (domain turn). Taxes generate an additional 6 GB (on average) from the provinces ruled directly by the regent, plus 3 GB in tribute from the landed jarls. This yields an income of approximately 12 GB per domain turn.

SOURCES

Hogenmark's vast stretches of untamed land hold much mebhaghil, but the magical energy goes untapped. Rjurik people in general harbor deep mistrust and suspicion of wizards; residents of Hogenmark, with their long history of conflict with the Sorcerer, have perhaps more reason than anyone else to shun wizardly magic.

The domain's magic potential can't go unused forever. Intelligence reports from the south reveal that the Scarlet Baron may have allied himself with a wizard who will use his dark powers against Hogenmark. No sign is yet evident that this wizard, Darkon, has begun cultivating sources within Hogenmark's borders, but should he ever establish such a foothold, the results could be devastating.



rumors, secrets, and plots

rumors

Even in the dead of winter, tales manage to travel among Hognunmark's cities and settlements.

final prophecy

Each year on Midwinter Night, Hognuns in Veikanger and surrounding areas gather in the palace to hear the skald Halder Alvisson tell Wjulf's Saga, the story of Hognunmark's history. The telling takes all night: The story is told in parts, beginning with the "Tale of the Seven Prophecies" at sundown (about 3 P.M.) and concluding with "Kelden's Tale" as the sun rises the next morning (about 10 A.M.), with all manner of feasting and merriment interspersed.

After Halder tells each part of the saga, his audience delights in identifying how the tale fulfills one of King Wjulf's prophecies. Inevitably, at the conclusion of the saga, a young listener will ask, "But what about the seventh prophecy? How did it come true?" And Halder always responds, "That tale has yet to unfold."

At Queen Freila's last Festival of Midwinter Night, those who sat nearest her say that at Halder's response, the ruler inhaled sharply and exchanged a glance with her seer. She then rose silently and left the room; Njorna followed. When the queen returned to the great hall an hour later, alone, she seemed perfectly composed. It was then that she announced her intention to depart the following day to pursue a vision quest.

No one knows what Freila sought to accomplish on her mission. But did Wjulf's final prophecy inspire it?

lost clan

In the past six months, several visitors to Veikanger have reported a strange occurrence in western Bjarkheim. As they passed through the eastern part of the province, each encountered the encampment of a small nomadic clan.

The clan members welcomed each traveler into their camp, fed him, and saw to other needs (such as binding wounds or replenishing supplies), and offered him shelter for the night. The visitors say that the clan members spoke strangely (often using archaic words in their speech) and lived more primitively than Hognunmark's other nomadic clans, but were friendly and hospitable. The next morning, each traveler awoke under the open sky, with no sign of the clan remaining.

The clan members never identified themselves to the visitors. One traveler says that several of his hosts resembled his grandmother, whose ancestry traced back to the Kjarr clan. But the Kjarr died out over 800 years ago during the Clan Wars.

Or did they?

secrets

The transfer of power from Queen Freila to your PC was rushed and incomplete, but the outgoing ruler did have an opportunity to share a few regal secrets before she departed.

sunken treasure

Queen Freila's fledgling salvage interests in Oelfrun have already yielded one interesting find from a shipwreck in the Thaelasian Passage: a silver chain from which hangs a single emerald, an inch and a half long by an inch wide, in a simple silver setting. The necklace now lies in a locked chest in the regent's private quarters.

At first, the queen merely admired the necklace for its beauty. She began to suspect something unusual about it, however, when she showed it to Thorjak the Green and the gem glowed at his touch. The queen had no idea why it responded in such a manner.

wjulf's sword

Safely stored within the palace complex in Veikanger lies Shadowstrike, the ancient weapon wielded by Hogunmark's first king during the War of Shadow. Skalds sing that Wjulf, then a young man, fought hundreds of Azrai's minions at the foot of Mount Deismaar without suffering even a scratch himself. The ghostly shadow creatures could withstand few blows meted out by the sword.

The weapon is said to have come from Aduria, brought by the escaping Rjuven during the Flight from Shadow. Forged of a metal not native to Cerilia, it exhibits a slightly purple hue. Since Wjulf's death, no one has been bold enough to brandish this mighty sword: It occupies too legendary a place in history, and no one considers himself worthy of it.

For fifteen centuries, the sword has been kept out of public view, lying on a cushioned table in a corner of the treasury room. It is said that over the years, some of Hogunmark's rulers have drawn courage from it in times of crisis simply by resting a hand on its hilt. The last to do so was Queen Freila, who sought such strength twice: once during Hogunmark's last war with the White Witch, and once before she left on her vision quest. The second time, she noticed something unusual about the weapon: It vibrated slightly beneath her hand.

Shadowstrike continues to vibrate, and also to emit a faint hum. No one has been able to determine the cause of this unusual activity.

plots

The plots that most concern your PC at present are no doubt those that affect his chances to emerge as Hogunmark's new sovereign. Well-placed informants could alert him to several possible schemes-in-progress.

wicked witch of the east

The White Witch poses a continual threat to Hogunmark, which has already lost three provinces to its aggressive awnshegh neighbor.

Scouts now report increasing troop activity along the western border of the Realm of the

White Witch—so much activity, in fact, that invasion looks imminent. The awnshegh appears well-prepared to exploit Hogunmark's current state of political chaos by sweeping in before the leaderless domain can organize itself.

In fact, the witch seems a little too well-prepared, as if she knew Queen Freila's plans and fate in advance. The awnshegh has magical means—such as quest spells—available that would enable her to compel Freila to undertake such a mission. Did the White Witch herself orchestrate Freila's death?

missing funds

Shortly after Njorna informed the court of Queen Freila's death, Hruthwulf reported that money and goods amounting to 5 Gold Bars—a third of the treasury—had disappeared from the treasury room. No one was seen entering the room since Freila left; the lock on the door appears undisturbed and the room has no windows. Your PC and Hruthwulf hold the only keys. Hruthwulf, who already harbored doubts about your character's motives, is beginning to become more vocal about his suspicions—and people are listening.

whispering campaign

Your PC is not the only jarl with an eye toward succeeding Queen Freila as Hogunmark's ruler. Several other jarls consider themselves more suitable candidates, and one of them has begun an anonymous slander campaign aimed at discrediting your PC by the time the Jarls Council meets three months from now.

Already, some of the other jarls and their clans believe your PC conspired with Njorna to secure Freila's investiture before a successor was lawfully chosen, or to falsely declare the queen dead and enact an overthrow in her absence. Even if the transfer of power was legitimate, the unknown opponent is calling into question your PC's leadership ability and integrity by criticizing past decisions and making disparaging remarks about age, experience, or any other attribute that could be made to look like a weakness.



seizing power

If you intend to assert your claim to rule Hogunmark, you must spend the next three months in careful diplomacy and skillful negotiation. The decisions you make during this single domain turn will be crucial to the success of your bid for the throne.

uncover the truth

To exculpate yourself from allegations of treason, you need to determine exactly what happened to Queen Freila. You, Njorna, various jarls, and the White Witch have all been named as possible conspirators in speculations floating around the domain. Find out the truth—before one of your rivals begins circulating his own version of it.

Organize a team (perhaps composed of members of several clans and led or accompanied by a neutral party such as Halder Alvisson) to confirm Freila's death and determine how it happened. Not only will such an investigation repair your own reputation, it could save your neck. After all, if someone did conspire to kill Freila, you could be next.

While the investigation is underway, you must neutralize Hruthwulf: Freila's loyal lieutenant is now your snarling watchdog. Motivated by grief and suspicion, Hruthwulf will shadow your every move, seeking proof of your guilt. You must find a way to either convince him of your innocence or safely remove him from power—you cannot afford to rely on someone who bears you so much ill will.

cultivate allies

Just because Freila invested you with the regency of her holdings doesn't mean that the throne is yours. Kings have been deposed before—kings who came to power under less suspicious circumstances than you. Before the Jarls Council, you must secure a majority of jarl's votes. Do whatever it takes—strike bargains, lay to rest old hostilities—so long as you later honor any promises you make. Don't forget to solicit the good will of the four nomadic jarls—though they have no voting power, their voices wield influence.

Three months is a short time, especially when winter weather makes travel slow and dangerous.

Prove that you have the diplomacy and negotiation skills of a true king.

strategy and advice

retaining power

Once you have secured your political position, you must work to keep and strengthen it.

make regency mean something

Political power in Hogunmark is spread too thinly. The six landed jarls can scarcely agree on anything, and traditionally the ruler hasn't made many moves without their approval. As a result, enemies such as the Sorcerer and the White Witch have been able to gradually chip away at the realm, province by province.

If Hogunmark is ever to become a significant political force in Rjurik, more power must rest in the hands of the regent. Through slow, careful diplomacy, work to make the domain a unified entity instead of a collection of loosely allied independent provinces. Establishing law holdings controlled by the king in each province would be a good start.

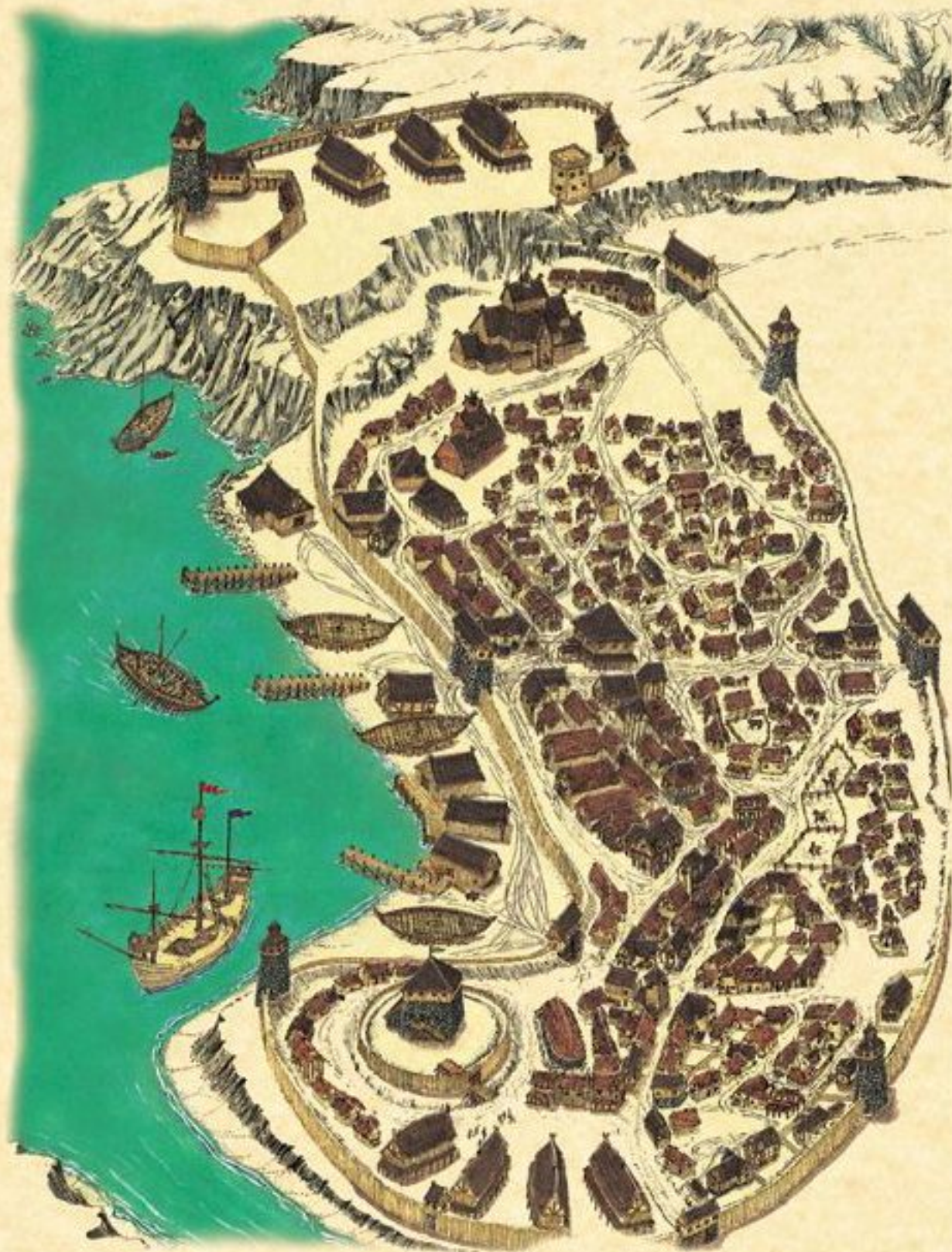
draw on all your resources

Set aside superstition and hire a court wizard to exploit the domain's magic potential before someone else does. To all appearances, the Scarlet Baron is already exploring the use of wizardly magic in warfare through his alliance with Darkon. The White Witch, while a priestess, rules a realm long known for its magical power—should she wish to tap it, she'll have little trouble finding someone to do so.

If either of these powers gains a foothold in Hogunmark by controlling its mebhaighl, they could wreak devastation before the clans knew what hit them. And by then, it will be too late to find a magical ally to cultivate the sources.

Seers and prophecies are woven into the very fabric of Hogunmark's history. Perhaps you can use this tradition to convince the domain's jarls and other leaders to accept the use of true magic in the realm's defense.

Aaldvika



Veikanger





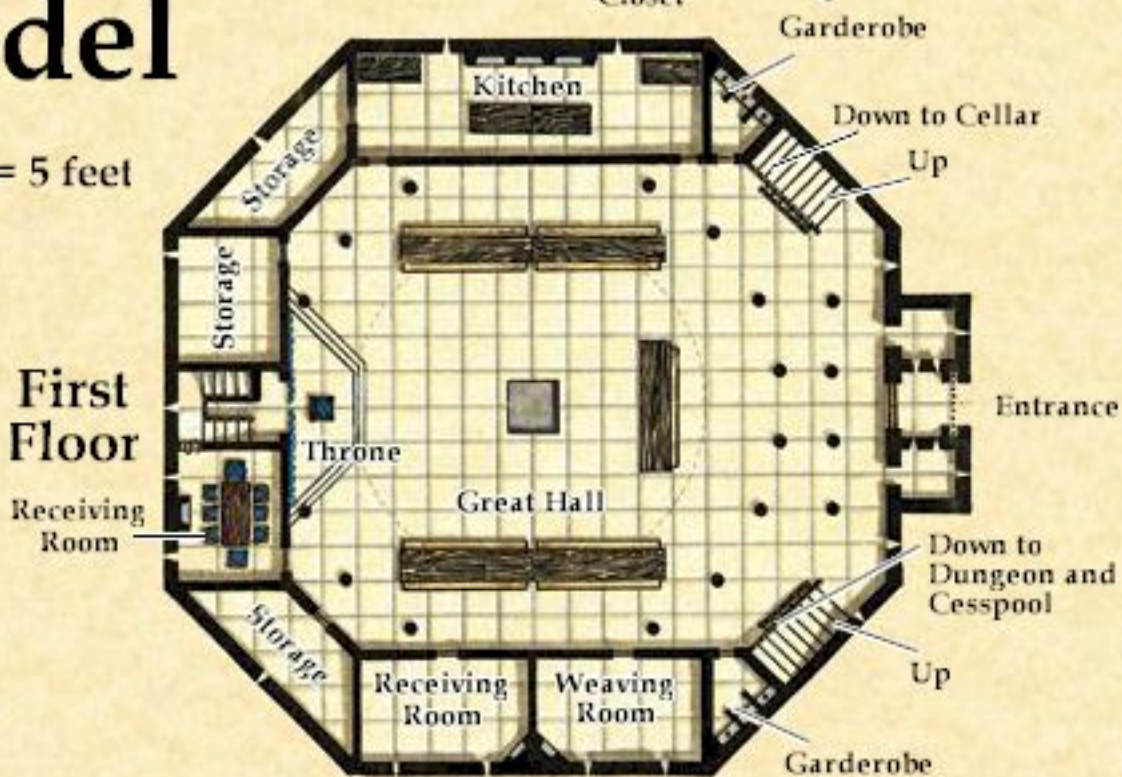
Second Floor



The Citadel

1 Square = 5 feet

First Floor



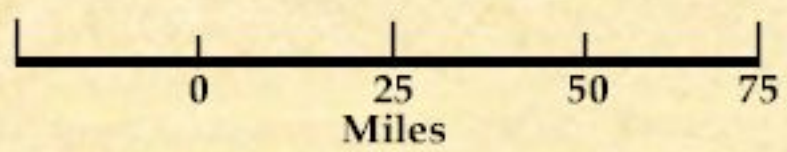
Key

- Door
- Secret Door
- Portcullis
- Pillar
- Stairs
- Railing
- Arrowslit
- Fireplace
- Garderobe
- Table

Hogunmark



-  Veikanger (Capital)
-  Aaldvika
-  Town/Village
-  Ruins
-  Road
-  Trail
-  Hills
-  Coniferous Forest
- Deciduous Forest



THAELASIAN PASSAGE



Roykenskapa

HOGUNMARK

REALM
of the
WHITE
WITCH

JANKAPING

Veikanger

Stornomark

the
BLOOD
SKULL
BARONY

SVINIK

Viborg

RJUVIK

STJORDVIK

TAEL FIRTH

Hollingsholmen

DHOESONE

