

# The Kingdom of Keoland

BY GARY HOLIAN

**T**he Kingdom of Keoland, located between the Javan and Sheldomar Rivers, is the oldest surviving nation in the Flanaess. Since the Twin Cataclyms forced the Great Migrations of prehistory, Keoland has had the most impact upon the history of the Flanaess of any nation outside the former Great Kingdom. Until now, Keoland has received a fraction of the attention given to Aerdy elsewhere. This article expands upon the information provided in the *LIVING GREYHAWK™ Gazetteer* by further detailing the makeup of the kingdom and its provinces. As the entire Sheldomar Valley has at various times been under the influence of the kingdom, much of this detail has relevance to neighboring states such as the Gran March, Geoff, Sterich, the Yeomanry, and the Ulek States.

Keoland is steeped in ancient tradition of its nobility. The key to understanding the nation as a whole lies in the study of the various factions that vie for power here.

## Powers of the Land

### Throne of the Lion

The reigning monarch of the Kingdom of Keoland sits upon the so-called Throne of the Lion. This office, the highest in the land, is charged with acting as the nation's Chief Bureaucrat and Defender of the Realm. As such, the monarch is head of both the government and the military, though he lacks the power to levy taxes, a right reserved solely to the Council of Niolo Dra. According to the founding charter of Keoland signed centuries ago by representatives of all the original noble houses, both Oeridian and Suel, it is the Council that approves all matters of succession to the throne. The monarchy is not strictly heredi-

tary, but rather is a vested office. Once appointed, a king rules for life barring extreme infirmity or a rare vote of disfranchisement by the nobility. While the ability to produce a qualified series of heirs often constitutes a dynasty, succession is not guaranteed and often passes between various royal houses. It has done so many times in the past, which has preserved a continuous line of Keoish rulers dating back to the first century of the migrations. Such controls have created the stability that has allowed Keoland to endure for centuries under relatively unbroken and benign leadership.

### Court of the Land

The Council of Niolo Dra, referred to colloquially as the Court of the Land, is a gathering of the chief independent nobles of the realm, along with the heads of certain long-established guilds and secret societies. It is the Council, which gathers year round in the capital (save during the four festival weeks), that approves royal succession, administers final disputes between independent nobles, levies taxes on the provinces, and ratifies changes to the Founding Charter of the Kingdom. This ancient document is a binding agreement on the conduct of both the nobility and citizenry of Keoland, ascribing both rights and obligations to all. It has been amended only on two occasions in nine centuries (requiring near total unanimity of the Council) and its provisions are generally considered sacrosanct. Most decisions are made based on the vote of a simple majority. The most important passages of the Founding Charter concern the election of a monarch. This occasion remains the most momentous and contentious in the land. While the royalty of the kingdom has been dominantly chosen from the amongst the small number of original Suel houses, Oeridian noblemen dominate the membership of the approximately 100 member Court of the Land. Therefore, these lords enjoy a privileged role as kingmakers, providing further check and balance to the power of the rulers of Keoland.

### Heralds

Ceremony and complex ritual are strong characteristics of Keoish culture. The maintenance and chronicling of such traditions is the province of the heralds. Most heralds serve varied roles in the kingdom. They are known to act as historians, couriers, ambassadors, conciglieri, courtesans, stewards, and even spies between the noble houses of Keoland. Their unique position, sandwiched between the nobility and the free classes, gives the heralds a modicum of power and influence. Most heralds, whether serving a noble house or not, also consider themselves part of a grand fraternity, the so-called Brotherhood of Harbingers. Heralds generally

Illus. Michael Dubisch



*Heraldic device of the Kingdom of Keoland*

treat each other with respect and equanimity, though long-standing feuds are not uncommon. High Heralds, often sharing blood ties with the nobility they serve, are rare and specially empowered representatives. They can act as the virtual voices of their respective lords and often sit in Council in Niolo Dra to act as proxies.

### Watchers

The only major national knighthood represented in Keoland is the Watchers. The Knights of the Watch are most common in the northern quarters of the kingdom, as they are based in the Gran March and share many roots with the Neheli. Many can still be found in the service of the Throne of the Lion, or various independent nobles. Hugo of Geoff, related distantly to the nobility of Keoland, is the putative leader of the order. However, a branch of the Watchers known as the *Malgari*, or "Darkwatch," are found only in Keoland and are primarily active in the Duchy of Dorlin and the northern provinces. The Margrave of Mandismoor is believed to be a highly placed servant of the Darkwatch. In general, Watchers are concerned with the defense of the kingdom from external threats and influences, particularly the Baklunish, though the Knights of the Hart are considerable rivals as well.

### Priesthoods

The role played by priesthoods in the Kingdom of Keoland differs from that typical of other realms of the Flanaess, particularly those nations influenced by the march of the Aerdi. Establishment of any faith is forbidden in the founding charter of Keoland. This was an early exhortation by the Neheli and a recognition by the founders of the kingdom that religion often fosters division and conflict between disparate peoples. Given the diverse coalition of Suel, Oeridian, and demihuman clans that formed the early kingdom, it was decided early on to exclude this element from civic life. While this proscription has generally been observed, religion has by no means been suppressed in Keoland, and many faiths have flourished in the kingdom over the course of the last nine centuries. Almost all the gods of the Flanaess are represented here to one degree or another, though the political influence of any one is modest at best. Most of the nobility consider themselves above anything but the most token propitiation of deities, while the superstition and provinciality of the common folk prevents much proselytization.

### Magic

The practice of magic was a scarce and tightly controlled commodity in the early days of Keoland. This was the byproduct of a people harried from their homelands by magical catastrophes and beset for decades by power-mad sorcerers. For centuries after the kingdom's founding, magecraft was limited to the nobility and their appointed seers. This included the semi-independent Silent Ones of the Lonely Tower, who oversaw all training and guarded magical secrets closely. They acted swiftly against any who would gather such power in the kingdom. All other practitioners were considered witch-

es and treated as such by a wary peasantry. This included foreign mages, who were not long tolerated in Keoland. Such prohibitions were eventually lifted three centuries ago, during the reign of Tavish the Great, when Keoland emerged as a conquering power in the region. An academy of magic was established in Niolo Dra to train and regulate wizards, a practice already common among rivals such as Furyondy and Aerdy. Mages who were not members of this academy, nor established nobility, were still considered illicit, but the fervor to eliminate such "witches" eroded as Keoland mixed with other cultures during its imperialist phase. Lawless wizards eventually took to calling themselves freemages. Only in cosmopolitan Gradsul, where they act under the protection and support of Duke Luschan and the Archmage Drawmij, do freemages gather together as a guild (calling themselves the Sea Mages), often hiring themselves out to ship captains for travel and exploration.

### Merchants

From the point of view of the Keoish, most particularly its noble and peasant classes, the kingdom is the hub of a great wheel. Niolo Dra is its heart, the center of civilization in the Sheldomar Valley. The capital is surrounded by the fertile provinces of the realm that extend to the frontiers of the kingdom. Across these borders lay former client states of varying obligation to the Throne of the Lion and beyond them are uncultured and often hostile foreign powers. Bridging these worlds has been the role of the mercantile class, who form the bulk of the middle class and have a much more cosmopolitan outlook. Merchants and traders, who typically gather together in large merchant houses, explore the reaches of the Flanaess by land and sea. They bring back wonders to the kingdom, which is rich in staples but poor in exotica. Various merchant guilds, representing the interests of the houses, form a very powerful political faction in Keoland. They often press their concerns with the Court of the Land to much effect. While the lords of Niolo Dra often take a more introverted view, the guilds are not often ignored for, in addition to the farmers, they are the lifeblood of the nation.

### Major Provinces

A survey of some of the major provinces of the Kingdom of Keoland follows. The information below should not be considered complete, as preference was given to those provinces which provide the greatest

#### The Early Kings

- 342 CY Great Council of Niolo Dra  
(gathering of the Suel Houses and Oeridian tribes of Keogh)
- 342(-314) CY Nyhan I of House Neheli (The First King)
- 314(-295) CY Malv I of House Rhola (The Defender)
- 295(-279) CY Lorgyr I of House Neheli (The Seer)
- 279(-272) CY Nyhan II of House Neheli (The Forlorn)
- 272(-236) CY Mandros I of Sedenna (The Oeridian)
- 242 CY Borders of Keoland first expand to present boundaries

opportunities for adventure, or which play home to some of the most important movers and shakers in Keoish politics (two qualifiers which are by no means mutually exclusive). The numbers listed after the name of each province correspond to the map of the Kingdom of Keoland on the inside back cover of this magazine.

### Royal District and City of Nirole Dra (I)

The sleepy capital of the Kingdom of Keoland has constituted an independent territory since the formal founding of the nation. Nirole Dra (pop. 25,000) was established soon after the migrations by the nobles of House Neheli as a governing demesne for the Duchy of Dorlin. However, its active control eventually passed to a bureaucracy appointed by the Council of Nirole Dra when it became the capital of the united kingdom some decades later. It is one of the oldest and most impressive standing cities in the Flanaess.

According to legend, the placement of Nirole Dra was determined by the seers of House Neheli, and its present location supposedly holds some mystical purpose. In any case, the majestic and sprawling city is located along the western bank of the Sheldomar River, at the northernmost point where it is still navigable to smaller seagoing vessels. In nine centuries it has never been besieged or touched by warfare. The city sports only token walls and fortifications, and most of these are adornments that only add to its acclaimed beauty. Nirole Dra's quarters, of which there are more than a dozen, are separated by hanging gardens instead of walls, one more splendid than the next. The architectural style brings together the best of Suel and Oeridian influences, with soaring towers and open squares commonplace. All of these refinements contribute to the attitude of its residents, which is often described by outsiders as serene, slumberous, and even decadent.

Nirole Dra is an active port, though it only sports a fraction of the traffic of Gradsul at the mouth of the Sheldomar. Barges travel southward to the capital from as far north as the headwaters of the Lort River, carrying trade from the Gran March and Waybury in the Duchy of Ulek, benefiting the city greatly. Nirole Dra is administered by a lord mayor who reports regularly to the reigning king and his court at Santhmor, the royal palace, which dominates the western skyline. Currently, **His Honor Pugnace Dillip** (LN male human Ari6) holds the office of mayor. His appointment, as that of all mayors, was secured by the Court of the Land, which also affords him the budget needed to sustain a large bureaucracy. This bureaucracy is necessary to support the complex ritual and formality which dominates the culture of the city, a role that the corpulent, fatuous mayor takes on with ill-concealed glee.

While the official precincts of Nirole Dra extend to little more than a day's march in all directions, the population of the district falls off rapidly outside the city's immediate limits. Other than a handful of fortresses that house some of the kingdom's standing forces, most of this open land is featureless and not under cultivation. Well worn roads lined with trees emerge from the city in all directions, leading to the various provinces of Keoland. Only one fortress of note lies within the region, and that is located in the flat plains some 25 miles directly south of the capital, near the border with the Earldom of Linth. It is a lonely spire, known as the Silent Tower, home of an ancient order of ascetic sorcerers descended from the early seers of the Neheli. It is avoided by most southerly traffic, which instead favors the river road to Segor.

Though the public markets of Nirole Dra are busy, the politics of court are the real traffic and trade of the city. Over a hundred nobles or their representatives maintain



*The breathtaking skyline of Nirole Dra*

Illus. Luis Vasquez

offices in the capital, most of them near the halls of the Court of the Land. Seats in these council chambers are emblazoned with the family crests of all the nobles, including those of provinces long since lost, with the whole affair being highly ritualistic. The figure of **Archmage Lashton** (LN male human Wiz19), chief advisor to the court and head of the academy of wizardry located in the Blind Quarter, cuts a large swath in the city. It is well known that **King Kimbertos Skotti** (LG male human Rgr15), who was an avid ranger in his youth, dislikes the city and can often be found instead at his retreat near Linnoden, where he is good friends with the Baron of Axewood. Skotti has already gained the nickname "The Commoner" from clucking critics. Without the king's moderating influence, various factions make bold efforts to promote their agendas before the Council, turning the city into a hotbed of intrigue.

## Duchy of Dorlin (2)

This vast province extends north from the city of Nirole Dra, along the Sheldomar River to the border of the Axewood. It continues north and west nearly to the edge of the Rushmoors, and is the largest territory in the kingdom. These grasslands are the ancestral lands of the Neheli, an ancient Suel noble family whose roots date back to the migrations following the Twin Cataclysms. The Duke of Dorlin is the title usually held by the leader of the house, save when the Neheli hold the Throne of the Lion in Nirole Dra and another prominent member of the family assumes the dukedom.

The province is administered from Dorglast Castle (pop. 1,080), an ancient fortress that completely encircles a small township some 90 miles northwest of Nirole Dra. Located adjacent to the main north-south road to Shibolet, Dorglast Castle is a sprawling walled complex formed by a half dozen small citadels connected by a labyrinthine set of walls and towers. Reportedly, this jumble of edifices comprises no fewer than two thousand chambers, a figure which may or may not include the vast dungeons below the town. In the open area located between the walls, amidst the shadows of the towers, lies the town proper, which in ancient days formed the housing of men-at-arms and servants. Built primarily of stone like the citadels, the narrow alleys of the town are crossed by a pair of main roads that pierce the outer walls like points of the compass.

Numerous individuals spend their entire lives within the walls of this place, such is the gloomy and often decadent existence afforded its residents. Dorglast Castle makes Nirole Dra seem vibrant by comparison. The most prominent of the citadels and the first to be built nearly a millennium ago is the palace of the duke, called Gollunfane. The other citadels hold numerous apartments, the living quarters of various lesser nobility, many of whom rule minor provinces of Dorlin in absentia. Many here spend their time embroiled in family politics, quasi-scientific research (so-called nomology), or inscrutable artistic pursuits. A great many skilled artisans, including some of the most gifted in Keoland, dwell within Dorglast Castle, many of them jostling for the attention of fickle patrons. Even Rhen-folk have been spotted within these walls, which mark the west-

ernmost point of their annual migrations. These migrations culminate during the Festival of the Dead, held during Needfest, when the population of the castle and town swells to double its usual size.

The rest of Dorlin is carved up into various petty baronies and counties, all of which are enfeoffed by the duke to members of his extended family. These lands are not as well-worked or as richly harvested as the central marches of the kingdom, but have primarily agricultural economies nonetheless. Sleepy towns and villages dot the landscape, many of which are ruled by absentee lords. The people of these lands are meek and highly superstitious, often ascribing supernatural explanations to events that require none. Most Neheli are firm believers in the concept of *noblesse oblige*, but rulership that was once considered just and honorable is now seen as patronizing and neglectful. The Neheli, like their rivals the Rhola, abhor slavery (banned by the Founding Charter) and only a very limited form of indentured servitude is practiced in isolation.

The current Duke of Dorlin is **Cedrian III** (CN male human Wiz7/Ftr2), a young and ambitious lord who has worked hard to hold together his once-great house's somewhat flagging fortunes. At one time, the lords of House Neheli were the most influential in the kingdom, and it was largely from their wisdom that the Founding Charter of Keoland was fashioned. The last king before Skotti was Trevlyan III, a member of this ancient house and uncle to Duke Cedrian. This was three decades ago, after years of disease and disquieting rumors of madness damaged their prospects for a long-lived royal dynasty. The current duke has tried to reclaim his family's reputation from the incessant rumor mongers, for he styles himself a prime candidate to succeed Skotti on the throne one day. Chatter about midwives caught at the edge of the Rushmoors carrying freshly born children to be exposed in the wastes is not helping his cause. Cedrian's chief opposition within the family is from the ill-famed **Count Orloc** (NE human male Wiz14), a baleful lord who rules a small corner of Dorlin near the Rushmoors. In the Court of the Land, Cedrian numbers Baron Markos Skotti and other members of the current royal faction among his chief competitors.

### The Middle Kings

- 236-(193) CY Luschan I and II of House Rhola
- 230 CY Founding of Sterich
- 193-(157) CY Malv II of House Rhola
- 161 CY Founding of the Gran March
- 157-(121) CY Sanduchar I of House Rhola (The Navigator)
- 121-(107) CY Senestal I of House Neheli
- 107-(98) CY Lanchaster I of House Rhola
- 98-(72) CY Lanchaster II of House Rhola (The Wise)
- 96 CY Incorporation of the Yeomanry
- 72-(63) CY Senestal II of House Neheli
- 63-(19) CY Lanchaster III of House Rhola
- 19-07 CY Luschan III of House Rhola
- 07-49 CY Malv III of House Rhola (The Explorer)
- 49-278 CY Neheli Dynasty of Cedrian I, II, Nyhan III, IV, & Trevlyan I, II (The Slumbering)
- 278-286 CY Gillum I of Neheli (aka The Mad)



Illus. Luis Vasquez

*Morning in the Port of Gradsul*

though the centuries-old rivalry with the Rhola still simmers, as always.

### **Duchy of Gradsul (3)**

The Duchy of Gradsul is the Kingdom of Keoland's most populous province and sports its largest metropolis, the port of Gradsul (pop. 49,400) on the Azure Coast. This territory extends north and westward from the city proper along the western bank of the Sheldomar River to a point south of Jurnre in Ulek. The border extends to the Dreadwood in the southwest before continuing along the coast to the border with Salinmoor. Though Gradsul extends over a large area inland, it is dominantly a maritime province, with hundreds of miles of coastline, including the banks of the broad and deep Sheldomar. Gradsul's numerous coastal villages and towns make its character unique in the kingdom.

Gradsul has always been a possession of the nobles of an ancient Suel house known as the Rhola, who founded it almost a thousand years ago following the migrations. Its name literally means "Haven of the Suel" in the ancient tongue of the settlers, and the territory more than lived up to this mantle, becoming the primary destination of many surviving Suel families escaping devastation in what would become the Sea of Dust. Though once much larger than it is today, including portions of the modern day Ulek states, Gradsul has remained Keoland's most cosmopolitan and prosperous region. This may be due in large part to the attitude of the Rholans, which is often described as resourceful, forthright, domineering, and even covetous. Though they are well known for naval pursuits and their zeal for exploration, the Rhola are as frequently painted as having a lust for conquest.

The City of Gradsul, at the mouth of the Sheldomar, is the largest seaport on the Azure Sea, larger than both the foreign ports of Gryrax and Irongate, its closest rivals. The Duke of Gradsul maintains a large fleet year round in the vicinity to guard access to the mouth of the Sheldomar River and provide security for the numerous mercantile vessels along the Azure Coast. The city proper is divided into several distinct districts of individual character and utility. Behind the expansive wharves of the docks lies a vast quarter of flat-roofed warehouses interspersed with the occasional shop and tavern. The massive open markets of the city make Gradsul the undisputed mercantile center of Keoland, a gateway to traders from as far away as the Aerdi Coast and the Densac Gulf. Unlike Nioldra, the city sports a diverse population which is a close mixture of Suel and Oeridians, as well as numerous visitors from across the sea. The people of Gradsul are not as superstitious or provincial as their brethren in other regions of Keoland. The city is a haven for independent mages and is infamous for its dominant thieves guilds. Politics and culture the likes of Greyhawk and Dyvers are in full evidence here.

The Duke of Gradsul, whose family seat is the port city, is a powerful figure in the kingdom. The current

duke is **Luschan VIII** (LN male human Wiz9/Ftr2), who also heads the royal navy in his role as Lord High Admiral of Keoland. He is often thought of as second in influence only to the Throne of the Lion and the Council of Niole Dra (of which he is a prominent member). The duke is also traditionally allied with mercantile interests and until recently maintained close ties with the Prince of Ulek. The Archmage Drawmij, who is a distant relation of the duke, is a close advisor and can sometimes be found in his company. Duke Luschan, the latest scion of the Sellark family, is considered one of a handful of prime candidates to replace King Skotti, should the current monarch fail to produce a suitable heir. Many Dukes of Gradsul have been elected to the throne in the past, most notably the line of Tavish (287-488 CY) which inaugurated the kingdom's imperialistic phase over three centuries ago.

Daily rulership of the provincial capital has been left to a favored cousin (who acts as Lord Mayor of the City of Gradsul). Duke Luschan spends most of the year at the seaside palace of Sanduchar (pop. 4,890) located 40 miles southwest of the city along the coast. The towering Sanduchar was built during the reign of Tavish the Great. With its closed harbor and proximity to the Dreadwood, it has become the seat of the admiralty and main shipyard for the overhauled navy of Keoland. The fleet, which suffered a terrible defeat to the Lordship Isles five years ago in the harbor of Gradsul, is being rebuilt here under the direction of the duke. Ever since that ambush, the waters between Gradsul and Gryrax, which are heavily plied, have been the subject of numerous attacks by pirates. Duke Luschan, who once sponsored explorations of the Amedio Jungle and the Olman Isles before the wars, has steadfastly focused his attention on the threat now posed by the Scarlet Brotherhood and their allies. The duke strongly supported King Skotti's recent efforts in the south, providing key naval maneuvers in the capture of Westkeep, which has won him the support of hardliners in the House of Rhola. He argues the case for continued military readiness before the Court of the Land. Such actions have encouraged the duke's enemies, for many nobles see Luschan Sellark as a potential successor to Rholan Kings of the past in more ways than one, and they want no part of another bid for empire.

### **County of Flen (8)**

The City of Flen (pop. 11,900), third largest in Keoland, is nestled in a small valley formed by the northwestern verges of the Good Hills. This city of low towers and squat dwellings is surrounded on three sides by steep bluffs. Its fortified walls guard the way to the major ford across the Javan leading to the Earldom of Sterich and its capital at Istivin. It was during the second century of Keoland's existence that the borders of the growing kingdom first expanded over the Good Hills, all the way to the Javan River. The Throne of the Lion desired a strong presence along this mighty riverway, which Keoish cartographers maintain is the longest in the

Flanaess (this is disputed in Furyondy, which maintains the preeminence of the Volverdyva). Two large city-states were subsequently founded along the eastern bank of the river valley. Later expansions would lead to the establishment of Sterich a century later, increasing the strategic importance of the northern province, called Flen. The county was awarded to a clan of primarily Oeridian descent, which promptly took a seat in the Court of the Land.

County Flen and County Cryllor have traditionally been strong rivals. While the Javan River is navigable by small sea going vessels all the way to Cryllor from the south, only shallow-drafted barges can approach Flen in either direction. Therefore, while the former styles itself as more of a port, Flen makes do as a crossroads, the major stop between Istivin and Niole Dra. No bridge can span the river near Flen. Instead, the Ford of Marich, located north of where the swift Davish joins the Javan near Godakin Keep, channels most of the traffic into and out of Sterich. A steady flow of trade trickles south from Hochoch, and elven traders can be found in Flen from as far north as the Dim Forest. Unlike its rival, Flen maintains very good relations with the gnomes, dwarves, and halfings of the Good Hills, who prefer to travel to Flen to sell their wares, much to the consternation of Count Manz in Cryllor. A great many demihumans make their home within the city and elsewhere in the county, and trade between Flen and the community of Black Top, located in the hills three days west of the city, is brisk.

The County of Flen has become more of an armed camp in recent years, with greater concerns over the security of the western border of the kingdom than traditional economic rivalries with its neighbors. Incursions by giants and other humanoid from the Jotens remain a constant bane to its lord, the wintry **Countess Allita Elgarin** (N female human Clr5 of Xerbo), whose family has ruled the county for centuries. Allita has been a strong ally of King Skotti, and she directly supported the recent recovery of Sterich, which brought raids to a relative lull in that state. The countess had hoped the invaders could be discouraged once and for all from harrying Flen, but activity picked up in the county two years ago after the hobniz village of Kilm was razed. Forces dispatched from Godakin Keep were too late to capture the raiders. Last year, a party led by the countess' son, the **Lord Garson Elgarin** (NG human male Ftr11), departed for the mountains on a mission to discover the source of the raids and put a stop to them. The party has failed to return, with no evidence of their fate, and the countess remains inconsolable.

### **County of Cryllor (9)**

The western County of Cryllor is one of Keoland's wealthiest and most strategically powerful provinces. The county stretches along the banks of the Javan, in a fluvial valley cut by the river between the Good Hills and the Little Hills, which border the lands of the Yeomanry League. The walled city of Cryllor (pop. 8,400), whose western district opens onto the banks of the Javan, is the fourth largest in the kingdom, after only

Gradsul, Flen, and Niolo Dra. The city and its wealthy Suel lord benefit strongly from the river traffic and trade that passes just outside his walls on the road between Niolo Dra and Longspear. Additionally, riches are still drawn from the lower Good Hills, much of which finds its way to the markets of Cryllor, where skilled artisans are known for their metalwork. The counties of Flen and Cryllor have been rivals for centuries, but while the rulership of Flen has been relatively stable over that time, the lordship of Cryllor has changed hands many times.

The current count is **Lord Ignas Manz** (LN male human Ftr16), a former warrior turned wealthy lord and civic magnate. His personality is often described as imperious, boorish, and unforgiving, and while Manz is often called a phillistine by rivals in the Court of the Land, this calumny he ascribes to envy, for his success and power in the region are very real. Manz styles himself a merchant prince, and his relative isolation from the rest of the kingdom has bred indifference to the politics of Niolo Dra. Count Manz has made himself very wealthy from the ores he draws from prodigious mines in the valley, much to the chagrin of the gnomes of Plim's Delve, who find his methods unscrupulous. The Count is a firm believer in the concept of bread and circus, and he does not disappoint his citizens. He spreads around just enough of his coin to keep the people happy and his rivals among the lords of the county off balance. Toward this end, Ignas Manz has turned an annual swordmeet held during Brewfest, called the Tocsin of Kelanen, into a festival of competition which draws participants and spectators from across the Sheldomar Valley (and no doubt considerable coin into the count's coffers).

Count Manz has long harbored a desire to annex the rich highlands in the Little Hills, which are believed to hold unexploited mineral wealth, but has garnered no support to do so from his peers in the Court of the Land. He has made it clear to the Countess Elgarin that any alliance with Flen depends upon her support in this endeavor, which she will not give. The western half of the province of Cryllor, referred to as the Trans-javan, extends from the western bank of the river to the foothills of the Jotens and the Little Hills. Much of this land was acquired following the Greyhawk Wars, when forces of the count marched across the river, ostensibly to secure his lands from inva-

sion from the Jotens. Interestingly, while raids have continued in Flen and the Yeomanry, Cryllor has remained relatively unscathed. Manz has further provoked the Yeomanry by mining the foothills of the Littles in abrogation of long-standing treaties. There are rumors of the discovery of a vein of mithral well within Yeoman territory, but the location of this mine, if it exists, remains unknown. Its discovery would likely go greatly rewarded by the court of the Freeholder should it be revealed.

## March of Middlemead (14)

The so-called Western Marches of the kingdom, from Mandismoor in the northwest to Blerfield in the southeast, formed the early western border of Keoland in the nation's first century. These marchlands were primarily settled by Oeridian tribes who migrated south from the Fals Gap into the Sheldomar Valley, driving hostile Flan and humanoids in their wake. These peoples joined with the migrating Suel houses, who had primarily congregated along the Sheldomar River, to form the core of the Kingdom of Keoland. Preeminent among these early marches is generally agreed to be Middlemead, the most populous and prosperous of the provinces. It is centrally located along the road from Niolo Dra to Cryllor, east of the Good Hills.

The Margrave of Middlemead, **Lord Kharn** (LN male human Ftr3), is like most noblemen of the midlands primarily of Oeridian descent. However, the population of the province is relatively well-mixed, including some Suel and Flan enclaves. Middlemead's lands stretch across the breadbasket of the kingdom, where there are few communities of more than 2,000 souls, but numerous villages and thorps. Instead, expansive manors dot the landscape, which administer large farms and grasslands for grazing. Agriculture dominates the economy, though Middlemead is also known for its woven goods, earthenware, and famous fermentations, which are standard fare in taverns throughout the kingdom. Kharn's domain is very representative of those of the Margraves of Blerfield and Sedenna, which abut his realm to the north and south. The prosperous town of Middlebridge (pop. 2,508) which is located along the small Zol River (where it runs into Middlemead from Sedenna) is the capital of the march.

Lord Kharn is the head of what is often termed the "Lords Faction" in the Court of the Land (sometimes mistakenly called the "Oeridian Faction," though this is clumsy, as Oeridian and Suel lords number among all the factions) along with fellow lords such as the margraves of Blerfield, Sedenna, and the Earl of Gand. As such, he is regarded as a proponent of limiting the powers of the Throne of the Lion and asserting the primacy of the independent lords in the Council of Niolo Dra. It was the margrave's support that tipped the decision in favor of the election of Skotti to the throne some three decades ago. Lord Kharn hoped to gain an ill-prepared and disinterested monarch by choosing the Lord Baron of Grayhill. For the most part he got his wish, but recent events, including the retaking of Sterich and Westkeep, as well as the rise of the archmage Lashton as a power at court, have made Kharn sour upon the decision. It's unknown who he would support following King Skotti's reign, though many curry his

### Imperial Keoland

- 287–346 CY Tavish I of House Rhola (The Great)
- 292 CY Peers of Ulek join the Council of Niolo Dra
- 346–395 CY Tavish II of House Rhola (The Blackguard)
- 348 CY Wealsun Proclamation
- 395 CY Nemonhas of Neheli refuses crown (The Spurning)
- 395–414 CY Luschan Sellark IV of House Rhola (The Duke's Regency)
- 414–453 CY Malv Sellark becomes Tavish III of House Rhola (The Boy King)
- 433 CY Duke of Gradsul disappears in the Amedio
- 434–453 CY Rise of the Sea Princes
- 450 CY Prince Luschan Sellark VI dies in the Battle of Gorna
- 453 CY King Tavish III dies in the Siege of Westkeep (The Debacle)
- 453–488 CY Tavish IV of House Rhola (The Weary)
- 461 CY Ulek States secede from the Throne of the Lion

favor. It is well known that as Lord Kharn goes, so do most of the lords of the midlands.

### Barony of Grayhill (17)

Grayhill is located in the northwestern corner of the Dreadwood, where the forest verges upon the Good Hills. The small barony is often described as an enchanted place, for it is a crossroads of human, elven, and gnomish cultures. It was in Grayhill, nearly nine centuries ago, that human and elven emissaries first met and exchanged words of peace under a starlit sky. This cooperation has continued ever since and the barony is now held by a minor noble house, known as the Lizhal, who migrated along with the Rhola and Neheli following the Twin Cataclysms. Unlike the majority of those two houses, the Lizhal are heavily intermarried with both Oeridian and elven bloodlines.

The village of Grayhill (pop. 985) stands much as it did centuries ago, a confluence of human and elven cultures. Despite its small size, this barony is noteworthy for having produced the current monarch, Kimbertos Skotti, as well as many of the most important advisers at court, including the Royal Archmage Lashton. The current Baron of Grayhill is the king's younger brother, **Markos Skotti** (NG male human Ftr7). Markos seems to prefer the politics of court to daily rulership of the arboreal barony, for he spends more than half the year in council at Nirole Dra, pressing his brother's interests and leading the so-called "Royal Faction." It is no secret that should Kimbertos fail to produce a suitable heir before his death, the Baron Skotti would like primary consideration from the Court of the Land to be successor to the Throne of the Lion. In this effort, he has an ally of convenience in Lashton. Markos often leaves the governance of Grayhill to his wife, an able lady who is much loved by the elves (with whom she shares some minor kinship). **High Herald Cezar Bartos** (LE human male Wiz9/Ftr4) (called *Lykos* by his enemies) performs the day-to-day administration of the barony. It is widely suspected that the cold-hearted Bartos acts as the eyes and ears of Lashton in the province.

The fortress keep of Dourstone, seat of House Lizhal and capital of the barony, lies a handful of miles from the legendary site of Grayhill. It remains one of the few human fortifications in the forest, and its towers soar above the native trees of the Dreadwood. Other human villages dot the northern hills of the barony, but the elvish settlement of **Silglen** (pop. 780) in the southeast remains the second largest settlement. In the southernmost corner of the realm, where the barony gives way to trackless forest, lies the ancient tower of Valadis. The spire has tantalized and daunted the people of the Barony of Grayhill for centuries, for it is rumored to have once been a place of wondrous magic as well as great death. The elves will not approach it, and rangers in the service of the king keep most people away. Warded carefully by the Silent Ones in centuries past, the spire is currently claimed by the archmage Lashton as a personal retreat, a right only afforded to him by his current high offices. However, it is well known in sorcerous circles that Lashton has been unable to penetrate beyond the base of the tower to its rumored dungeons that snake beneath the forest floor.

### Barony of Axewood (20)

Located on the western bank of the Sheldomar River in the northeastern part of the kingdom, the Barony of Axewood includes that portion of the forest west of the great river, plus some open land south to the border of the Duchy of Dorlin. In ancient days, the forest was much more expansive, its verges reaching nearly to the outskirts of Nirole Dra. However, prodigious logging of the wood by the Keoish slowly consumed the timberland. Such activity was eventually banned when the Duke of Ulek assumed a seat in council, leaving the forest with the name it ironically bears to this day. That portion of the forest east of the Sheldomar within Ulek is entirely sylvan, home to many spriggans, treants, and unicorns. This is only somewhat less true of the western half of the forest in Keoland, where more elves makes their homes beneath the boughs and humans interact with the peripheries of wood by foraging and hunting sparingly, under the supervision of a local council.

The current Baron of Axewood is a half-elven lord who once owed fealty to the Duke of Ulek, which makes him one of the rare demihuman members of the Court of the Land outside of the Good Hills. The Neheli have largely eschewed the racial mixing common to almost everyone else in Keoland since the kingdom's founding. The only exception seems to be the olvenkind, to whom the Neheli have always shown a liking. The Barony of Axewood sports the kingdom's largest elven population outside the Dreadwood, including many half-elves. The majority of these half-elves dwell near or in the capital, the town of Linnoden (pop. 1,840) at woods edge near the river. The Lord Baron of Axewood is **Anladon II** (LG male half-elf Ftr8/Wiz2), a half-Neheli and kin of both the Duke of Ulek as well as Duke Cedrian III of Dorlin, sired when



Illus. Michael Dubisch

*The Axewood east of the Sheldomar is completely sylvan*



relations between the two duchies were more amicable. But the Baron withdrew his small northeastern barony from the Duchy of Ulek when the latter separated from the Keoish Throne in 461 CY. Recent relations between the Baron and Grenowin of Tringlee, however, are very good.

Anladon is very old, even for a half-elf, and is generally deemed a font of historical knowledge in the kingdom. His experience and memories date back to before the dissolution of Keoland's brief empire in the last century. As a young man he took part in the defense of Hookhill against the Knights of the Hart at the tail end of the Short War and later participated in the ill-fated invasion of Geoff in 450 CY with Prince Luschan (who died on the battlefield). Anladon and Kimbertos are strong and fast friends, and the monarch can often be found in retreat here in Axewood. The king claims it reminds him in many ways of Grayhill, particularly when compared to the artificial gardens and carefully coifed arbors of Niolo Dra. Anladon is one of the king's closest confidants, a fact which needles the Archmage Lashton and the king's brother Markos both, for they fear the baron advises the king at cross-purposes to their own. Anladon was a former Watcher, but some unknown falling out with the order causes him to want no part of the knighthood now.

### **Barony of Dilwych (22)**

The small barony of Dilwych, sandwiched between the vast Duchy of Dorlin and the northwestern marches, is ruled by a lord considered eccentric even by Neheli standards. The barony is avoided by the major roads of the kingdom and is therefore eschewed by most travelers. However, Dilwych was once a part of the greater Duchy of Dorlin, seceding from the latter in the last century over a petty squabble now long since forgotten save by the Barons of Dilwych, who have trumpeted their independence ever since.

Its seat of government, the ostentatiously named *Castle Draconis Imperious*, sits on a low hillock near the center of the barony, mere miles from the village of Dilwych (pop. 504). This quiet hamlet is the epicenter of an anemic agrarian economy that lumbers to sustain itself amidst the prosperity of its neighbors. There is little evidence of true ambition in Dilwych and trade that was brisk in centuries past has slowed to a trickle. Perhaps this neglectful attitude extends from its ruler, the self-described **Lord High Baron Draconis Eternal, Malweig I** (CN Ftr8/Brd7), who spends more time expanding and decorating his jumble of a palace, with its angled walls and leaning towers, than seeing to the welfare of his citizenry.

The obscure Lord Malweig has presided over the barony for a couple of decades, though he has only officially assumed its leadership in the last dozen years. It is a widely whispered scandal that the baron had his late father embalmed, perfumed, and propped up on the throne of the barony for years following his actual death. This forced visiting heralds and other guests of the baron to hail the ghastly cadaver and osculate its signet with tightly pursed lips. Only a rare visit by the new Duke of Dorlin in 578 CY put an end to the practice. An appalled Cedrian ordered the bishop of

Dilwych to bury the dead baron in the dark of night for the sake of decency. The baron's son has been the titular lord of Dilwych ever since.

Malweig, who traveled the length and breadth of the Flanaess in his youth, now spends much of his time festooned in Baklunish silks, wandering his halls and playing his servants against each other in a mockery of the politics at the royal court. He is always on the lookout for strangers or seemingly important visitors to his province, inviting them to his castle for a celebratory banquet and regaling the guests with tales of his supposed exploits (the baron styles himself a former explorer). Malweig entreats them to give an account of themselves, hoping to extract wondrous tales of adventure. To those who are considered worthy are given his so-called "letters of marque." These colorful documents enlist the bearers to missions or adventures on behalf of the Lord High Baron Draconis Eternal. While most of these quests are inscrutable or absurd tasks, a small number over the years have actually resulted in the unearthing of great treasures or the solution of profound mysteries.

Lord Malweig is considered mad, though generally harmless, by his peers (even for a Neheli, whisper the margraves on his western borders). He no longer attends council in Niolo Dra and is entreated by few of his fellow lords. Instead he sends his High Herald, one **Thaddeus Pliq** (CN human male Brd4), a high-pitched and haughty buffoon who spends more time entertaining young pages in his apartments in Niolo Dra than he does engaged in the politics of the capital.

### **Viscounty of Salinmoor (24)**

The Viscounty of Salinmoor, located between the southeastern Dreadwood and the Azure Coast, is one of Keoland's most forlorn provinces. It was virtually abandoned following the Siege of Westkeep, which saw the Keoish Throne lose its former southern possessions to the piratical Sea Princes in the last century. This left Salinmoor and its nominal capital, the coastal town of Seaton, as the kingdom's southernmost possession. However, lacking much in the way of natural resources or strategic importance to the Throne of the Lion due to its distance from Gradsul and close proximity to insurgent Monmurg, it was virtually forgotten over the years by the bureaucracy in Niolo Dra, whose introversion is legendary.

Salinmoor was founded more than three centuries ago, prior to the start of the kingdom's imperialist phase, as an adjunct possession of the Rhola of Gradsul. The land and its environs are often described as gloomy, helped in large part by the warm mists which waft off the nearby marshes south of Bale Keep and combine with the briny air of the sea to produce a persistent miasma. Fishing, including some whaling, dominates the local economy, which also sports small farms and some cattle grazing. The viscounty has seen more than its share of misfortune over the years, including a plague in the late 490s that wiped out nearly a quarter of the population. The frequent storms which cross the Azure Sea north of Fairwind Isle to strike the western coast of the Sheldomar Valley often seem to hit this region the hardest.

The people of Salinmoor have a complex relationship with the sea, viewing it as both source of life and bringer of death. These settlers, who are a mixture of Suel and Oeridian bloodlines, are very superstitious and are often described as overly anxious. It often appears to outsiders visiting Salinmoor that many families here act as though they have something to hide. But Salinmoor is not only a place of sinister secrets. It is often the destination of many seeking to avoid scrutiny in the north, making it a conduit of unwanted notoriety. Much of this portrayal is surely exaggeration by haughty northerners, but examples of this behavior are often cited. For instance, the part of the Dreadwood which constitutes the northern verges of the province is generally avoided, as it is believed to be haunted or cursed, depending on whom one consults. The marshes in the south, they say, are home to demons and other foul spirits which feed upon the souls of the living, often reaching out to them in their dreams.

The House of Secunforth, which is a distant relation of the Neheli in the north, was appointed to stewardship of the province during the reign of Tavish IV, when Rholan interests in the south fell into decline. They reluctantly arrived to oversee the construction of Bale Keep, and the Secunforths have belatedly ruled these lands ever since, often displaying the deportment of prisoners in their own land. The Secunforths had been well known for their prosperous endeavors in Dorlin, but the transplanted family became infamous for interfering too late in the witchhunts of 501-502 CY, which saw many killed before the hysteria subsided. The Secunforths, now led by the **Viscount Cronin Secunforth III** (LN male human Ftr4), have merited responsibility for maintaining the puritanical atmosphere which is pervasive here. They have seen their own house's fortunes fall

with that of the province and have done little to reverse this trend, for they see themselves as cursed. The recent retaking of Westkeep by forces of the king has brought more traffic to Seaton in the last year, offering hopes of an economic and political revival in the region, but this still remains to be seen. Cronin Secunforth, who has never personally been in council at Niolo Dra, is planning a visit to the capital next year upon the urgings of the Duke of Gradsul.

### **Viscounty of Nume Eor (25)**

This region, located southwest of the Dreadwood between the river Javan and the Hool Marshes, has changed hands frequently over the last three centuries, being at times part of the Kingdom of Keoland and at times part of the Yeomanry. It served primarily as hinterlands to both nations, until a treaty in 461 CY established the Yeoman border officially at the eastern banks of the Javan. Responsibility for the territory has fallen to the Keoish ever since, who largely ignored the region for the last century and have only recently eyed it with renewed interest.

Once a far-flung dependency of the kingdom known as the County of Eor, it was generally disregarded, as was the province of Salinmoor in the east. This was due to the isolation of these lands south of the Dreadwood following losses further south by House Rhola in the last century to the nascent Sea Princes. A new line of Neheli kings in Niolo Dra chose a more isolationist course, and this introversion left these provinces virtually independent. The county eventually fell to raiders from the Hool Marshes, when incursions by the teeming lizardmen of the swamp finally harried the leaders of the small populace into submission. The province stood unfortified and lawless for years afterward, being trampled by brigands and yeoman alike.



Illus. Luis Vasquez

*Makaster House, outside Saltmarsh, is just one of many supposedly haunted locales throughout Salinmoor.*

The aftermath of the Greyhawk Wars finally turned the attention of the Throne of the Lion back to the south. Four years ago, in Patchwall of 587 CY, King Skotti reclaimed these lands formally by force of arms and granted the province to a cousin in the House of Lizhal. The new viscount, **Richart Jorgos** (LN human male Ftrl2), has the royal backing needed to reestablish the realm as a full member of the Court of the Land. This includes a contingent of men-at-arms finally strong enough to repel most of the denizens of the marshes. Regular trade has been reestablished with the Yeomanry from the newly sired town of Kimberton (pop. 980) on the Javan, and relations are greatly improved. However, incursions across the river from the Little Hills and into the Dreadwood remain common, as the bulk of the new settlement is going on in the southwest and the local Yeoman in the north are reluctant to give up the practice. Viscount Jorgos has announced a small bounty on every lizardman skull redeemed in Kimberton, and the grisly proclamation has attracted a number of bounty hunters and freeswords to the region.

### Dreadwood Preserve (26)

The vast leafy forest known as the Dreadwood stretches between the Azure Coast and the Javan River near the Yeomanry, across southern Keoland. While claimed by the kingdom, it would be presumptuous to call it a true possession of the crown, as scarcely more than a third of its boughs are controlled by allies of the Throne of the Lion and chief among these are the elves of the wood, who are semi-independent. But there are places in the heart of the dark forest even the elves will not go. More than half of the great expanse is unpatrolled and is widely believed to be the home of bandits, humanoids, and even cultists. Such denizens, as well as the dark history of the place, all contribute to the origin of its name.



Illus. Luis Vasquez

*Bullywugs haunt the Hool Marsh Protectorate.*

Those small portions of the Dreadwood contained in the Barony of Grayhill and the Duchy of Gradsul, near Sanduchar, are the only ones regularly logged and hunted by humanity. Incursions from the Yeomanry across the Javan and into the southwestern wood are still common, but the rest of the southern and central woods, where the thick canopy can often blot out the daytime sun, is virtually trackless. Only stalwart rangers and foolhardy treasure seekers are found here, though not often for very long. The northern woods are held primarily by the elves and their allies. These sylvan inhabitants of the forest have no single leader, but are divided into numerous enclaves, each led by a noble olve, variously called lord, lady, and steward.

As he is the former Baron of Grayhill, the elves of the wood are strong supporters of the current king, Kimbertos Skotti. The Great Druid of the Sheldomar Valley, **Reynard Yargrove** (N human female Drd14 of Obad-Hai) also makes her home in the forest, though the exact location of her hold is not widely known. While Yargrove makes no formal allegiance to Keoland, she is also on good terms with the king, as both shared a friendship in their youth. Skotti has generally followed her counsel that no further exploration or settlement of the forest should be allowed to proceed given the dangers and dark secrets of the place, which according to legend once swallowed an entire house of the Suel early in the migrations.

### Hool Marsh Protectorate (27)

The Hool Marshes have long been both a boon and bane to the people of Keoland. The vast expanse, produced by the confluence of the Javan and Hool rivers, is primarily a trackless marsh filled with too many dangers to settle and civilize. And while the marshes are most notable for their bottomless bogs, tribes of lizardmen, and countless monsters, the natural terrain has also protected the southern border of the kingdom from widespread invasion from the south for centuries.

King Tavish the Great was the first to march around these marshlands to conquer the wilderness between the Hellfurnaces and Jeklea Bay (now called the Hold of the Sea Princes). Until the 3<sup>rd</sup> Century, these lands were controlled by isolated Suel brigands (based at Port Toli) and largely inhabited by Flan and humanoid tribes. The new Keoish conquerors changed all this. Tavish I established the port of Monmurg in 301 CY and set about cultivating the central lands between the Hool River and the Azure Coast. After abolishing slavery in these new territories, he ordered built the fortress city of Westkeep (304 CY) in order to shield the central lands from incursions from the swamp and facilitate widespread settlement of the south. The rise of the Sea Princes in the following century (434-453 CY) proved fateful to the Keoish efforts in this quarter, and these lands eventually fell to the usurpers under the reign of Tavish III. His ill-fated attempt to regain the lands from the pirates resulted in the Siege of Westkeep (453 CY). Over the ensuing decades following this debacle, the border of the Kingdom of Keoland slowly retreated northward to the Dreadwood, where it remained until very recently.

Tavish IV attempted to guard the kingdom's southern frontier with the marshes by constructing a chain of small

forts in the 460s CY, but most of these edifices have long since been abandoned as indefensible, save Bale Keep near the border with Salinmoor. The marshes themselves remained a formidable barrier, effectively separating the kingdom from the dissolute hold of the Sea Princes. Conflicts between the two nations were restricted to the sea. Some years ago, however, the notorious wizard Baltron of Linth was banished by the Throne of the Lion to the marshes, and he took one of these abandoned forts near the heart of the swamp for himself. A magical catastrophe that later destroyed the mage resulted in the eerie glowing green beacon that can be seen for miles and still bears his name. Secretive cults are now thought to have taken residence in this part of the marshes, many of them drawn to the malevolent light.

In 590 CY, after years of internal conflict in the Scarlet Brotherhood-controlled Hold of the Sea Princes finally weakened that realm, forces of the King of Keoland recaptured the fortress city of Westkeep. This effectively stretched the kingdom's southern border to the banks of the Javan for the first time in more than a century. Now fully a third of the Hool Marshes fall within Keoland's claim, though this is a tentative one at best, given the dangers of the interior marshes. Westkeep, with its high warding walls, has been made the capital of a military government which directly serves the Throne of the Lion. King Skotti's generals in Westkeep rely on naval support for reinforcements and supplies. Keoish warships now regularly patrol the great meanders of the Javan, between the Yeomanry and the Azure Coast. However, any efforts to secure anything more than the fringes of the marshes have been met with swift resistance from its denizens.

## Other Provinces

Even Keoland's smallest and least influential provinces hold ancient secrets and ambitious lords. A wise traveler learns as much as she can about not only the high and mighty, but the low and meek, as well.

### Earldom of Gand (4)

Gand was once a province of Gradsul, but centuries ago became an independent province in the kingdom. The town of Gand (pop. 2,840) is a noted haven to rogues, many of them escaping justice in Gradsul. The province is also infamous for being the headquarters of a meddlesome though flourishing cult of St. Cuthbert, brought back to Keoland by soldiers during the occupation of Veluna two centuries ago.

### Earldom of Linth (5)

Linth, located south of the city of Nirole Dra, is an old province dating back to the founding of the kingdom. While the population is primarily of Oeridian descent, the earldom is the home of the House of Linth, an obscure Suel house generally considered to be in decline. The capital is the town of Segor (pop. 4,540), on the Sheldomar River. The northernmost plains of the province, near the tower of the Silent Ones, is decidedly desolate.

### County of Nimlee (6)

The lands of Nimlee extend directly west from the outer precincts of the city of Nirole Dra all the way to

the main north-south road of the kingdom. The **Countess Lissen Rheyd** (NG female human Clr8 of Lydia/Ftr2), of Oeridian descent, benefits greatly from the trade that passes through her province and its capital, the town of Craufield (pop. 1,740). Goods from Middlemead and the other western marches travel primarily through Nimlee to the capital.

### County of Marlbridge (7)

The way to the Gran March passes through the lands of the Count of Marlbridge. This county was once a province of the Duchy of Dorlin, but became independent following the Short War with Furyondy. The town of Marlbridge (pop. 3,160) on the northern border derives most of its revenue from the traffic over the great stone bridge that spans the so-called "Rushflow" on the road to Shibolet.

### Good Hills Union (10)

Demihumans have ruled these hollowed halls since before the arrival of the Suel and Oeridian migrants in the Sheldomar Valley. It was during the first century following the formation of the Kingdom of Keoland that humanity and the demihumans of these highlands were able to come together in peace, largely through the intercession of neighboring Oeridian settlers. The many enclaves of these hills now elect speakers to argue their interests in Nirole Dra. These various speakers, who are typically more than a dozen in number, gather together in council at Black Top (pop. 760). There they elect one of their own to act as First Speaker in the Court of the Land. Currently this office is held by **Blaif Rinnar** (NG male gnome Ftr6/Rog2), a gnome from Plim's Delve.

### March of Mandismoor (11)

Located in the far northwestern corner of the kingdom, distant Mandismoor guards the road to Geoff. The lord of this frontier province is a renowned Knight of the Watch who is on constant vigil for incursions and other attacks from the north, particularly the Rushmoors, which are a constant bane. The infamous fortress of Ravonnar marks the northernmost extent of the march.

### March of Sedenna (13)

The fair province of Sedenna is ruled by **Margrave Erlich Derwent** (LN male human Ftr11) from his capital at the town of Plampton (pop. 1,920). Sedenna is located north of the heart of the kingdom, between the Good Hills and Nirole Dra and is famous for its vineyards and the wines they produce. Sedennan wines are exported as far as Perrenland and Ahlissa. The small Zol river flows down from the heights in the west, forming most of the southern border between Sedenna and Middlemead. ✨

### The New Kings

488-510 CY Nyhan IV of House Neheli (The Listless)

510-539 CY Senestall II of House Neheli (The Dilettante)

539-564 CY Trevlyan III of House Neheli (The Afflicted)

564- CY Kimbertos Skotti of House Lizhal (The Commoner)



**LEGEND**

-  HILLS
-  SWAMP
-  MOUNTAINS
-  FOREST
-  TOWN
-  CAPITAL
-  KEEP

# KINGDOM OF KEOLAND PROVINCIAL KEY

- |   |                         |                             |
|---|-------------------------|-----------------------------|
| 1. Royal District and City of Niolo Dra | 10. Good Hills Union    | 19. Barony of Riverwatch    |
| 2. Duchy of Dorlin                      | 11. March of Mandismoor | 20. Barony of Axewood       |
| 3. Duchy of Gradsul                     | 12. March of Mareman    | 21. Barony of Mill Creek    |
| 4. Earldom of Gand                      | 13. March of Sedenna    | 22. Barony of Dilwyth       |
| 5. Earldom of Linth                     | 14. March of Middlemead | 23. Barony of Raya          |
| 6. County of Nimlee                     | 15. March of Blerfield  | 24. Viscounty of Salinmoor  |
| 7. County of Marlbridge                 | 16. Barony of Sayre     | 25. Viscounty of Nume Eor   |
| 8. County of Flen                       | 17. Barony of Grayhill  | 26. Dreadwood Preserve      |
| 9. County of Cryllor                    | 18. Barony of Westgate  | 27. Hool Marsh Protectorate |