

## KILLDEER AT A GLANCE

**Killdeer (Small Town):** Conventional; AL LN/LG; 800 gp limit; Assets 100,800 gp; Population 2,523; Mixed (2,355 humans, 65 dwur, 45 noniz, 19 half-olves, 17 hobniz, 12 olves, 10 half-euroz).



**Authority Figures:** **Rakehell Chert** human male (Leader of the Army of Rebellion, Guildmaster of the Wreckers); **Degan Corlennd** human, male (commander of the Killdeer Squadron); **Jian Destron** human, male (Szek of Free Onnwal).

**Important Figures:** **Cair Eirnalroe** half-olven male (proprietor of the Slumbering Wyrn); **Marya Jernal** human female (priest of Osprem); **Purcend Kerondas** human male (Shining Paragon of Pholtus); **Nialle the Wanderer** human male (leader of the Trithereonites); **Sarlem Freeman** human male (aged and blind follower of Trithereonites); **Megaera Varn** human female (proprietor of the Slumbering Wyrn); **Holshend Wildren** human male (priest of Procan).

A fortress has existed on the site of present day Killdeer since the time of the Aerdy. They constructed a large shell keep on the main island which, was finished a decade after the subjugation of the Onnwi.

After the Battle of a Thousand Banners Halend Coriell, first Duke of the Eastern Marchlands decided that Killdeer would make an excellent site for further fortification. Designed to act as a check to Imperial ambition and constructed with dwur aid it was built to be virtually impregnable. Dwur engineers diverted the path of the Jelald River to a low-lying marshy area that abutted Dunhead Bay flooding the area. Additional works opened the whole area to the sea, finishing the fortresses formidable water defences. A small village, that grew into a town sprung up servicing the needs of the garrison and so in 504 CY additional fortifications were completed protecting the settlement.

Capital of the Eastern Marchlands, and the traditional seat of the Seneschal of the East, Killdeer is now the official capital of Free Onnwal. Jian Destron and Rakehell Chert are rumoured to spend much of their time here by street-gossips. Jian has been occasionally seen stalking the ramparts of Killdeer Castle with his advisors. Chert's exact whereabouts however remain a mystery.

Whatever the truth of the matter Killdeer is certainly one of the most well defended parts of Free Onnwal. No less than four warships – over half the rebel's

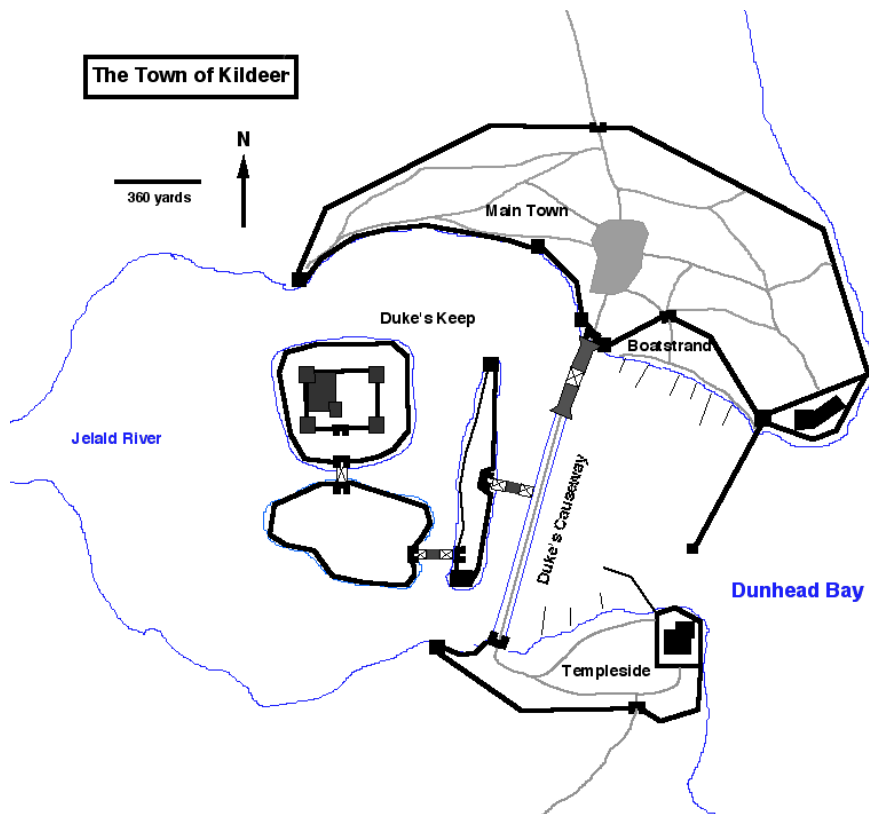
total strength are based here under the authority of Degan Corlennd tasked with defending the approaches to Killdeer and with keep the Dunhead free of enemy shipping. He commands the galleon *Revenge*, the caravel *Fury* and the galleys *Vehement* and *Relentless*. He also controls the caravel *Indomitable* and the cog *Valorous*, both of which are converted merchantmen on loan from the Carbani family.

Killdeer is also well garrisoned with troops. The Hillstalkers are based here and elements of Jian's personal guard defend the central citadel. Survivors of the retreat to Irongate have also returned and assisted by the local militia garrison the outer defences. Duke Coriell has not yet returned to his town. Ordered to remain in Irongate he constantly agitates for an increase in the free city's aid to his beleaguered nation.

### BOATSTRAND

The Boatstrand, a small, densely-packed part of Killdeer, is the portion of the town into which waterborne trade good used to flow. Many warehouses are located here. Walled off from the rest of the town to guard against invasion this part of the town was comprehensively looted by retreating Brotherhood forces in 586 CY. To compensate for the lack of space buildings here tend to be higher than the norm – some warehouses being over three stories in height.

The Duke's Causeway runs from the Boatstrand to Temple side. The causeway also provides the only overland access to the central islands, and as such is heavily guarded. The Thane's Passage, a dwur-constructed bridge, links the causeway to Boatstrand and therefore controls access to the central islands. The central part of it can be retracted in times of need sealing off the castle from the rest of the town.



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### MAIN TOWN

Main Town is by far the largest part of Killdeer. Home to the majority of the population most of the businesses to be found in Killdeer are also here. The courthouses can be found overlooking Killdeer's marketplace, which is little more now than a muddy field. There has not been sufficient time to repair all the buildings damaged in the fighting and some still stand empty. Unlike most places in Onnwal, Killdeer's population has actually increased by several hundred with refugees and members of Destron's court flowing into the new capital.

Most of these "immigrant" Onnwalons are to be found here. Many taverns and hostleries can be found within Main Town. The most (in)famous of these is The Slumbering Wyrn. Run by Megaera Varn and Cair Eirnalroe it is a wild place suitable only for those with a liking for rowdiness and adventure.

In recent months wild rumours have circulated of Brotherhood agents again operating in Killdeer. Fear of this reached such a level that in Readyng of this year an Ahlissan merchant was lynched simply for wearing a red cloak.

### TEMPLESIDE

In Killdeer all the temples are clustered in Templeside. Most of the major faiths of Onnwal have places of worship here, many of which were damaged or destroyed during the occupation. Marya Jernal the leader of Osprem's faith has reclaimed her temple but to her chagrin she has lost much of her congregation to the faith of Procan. Procan's faith led by Holshend Wildren is rebuilding its temple. Work has progressed quickly and the new edifice is near completion.

The Zilchians have been reduced to worshipping in a small makeshift shrine while their shattered temple is rebuilt. Followers of Pholtus led by Shining Paragon Purcend Kerondas have also returned here, and are rebuilding their charred place of worship. The worship of Trithereon is enjoying rapid expansion in Killdeer as it is throughout Onnwal. The temple has been rebuilt and its sacred bell once again rings out over the town. Nialle the Wanderer leads the followers of The Summoner in Onnwal but defers in many things to Sarlem Freeman.

Religious tension here is high as the many lawful and chaotic faiths of Onnwal are forced to coexist relatively close together. Although bloodshed has so far not been avoided several worshippers of rival faiths have attempted to disrupt other's services.

### LOCAL LORE

#### THE FALL

The invasion in Killdeer did not go well for the Scarlet Ones. The Vergannin Guard, an elite company of dwur dating back to the liberation of Onnwal, foiled an attempt on Duke Coriell who rousing his household troops repulsed the Brotherhood's advanced guard. Savage fighting raged most of the night and, alone of the four provincial capitals, Killdeer still stood by noon

on the first day of the invasion. That morning the invaders began to disembark assault troops several miles north of the town with skirmishing almost immediately being reported.

The full scale of the disaster that had befallen Onnwal rapidly became evident to Coriell and he decided to evacuate the town before encirclement made this impossible. Leaving the traitorous temple of Xerbo burning Coriell withdrew into the hills. Leading his household guard, the remnants of the marines and regular forces left to him and many refugees Coriell fought his way eastward to Irongate. Those who attempted to escape by sea however fared much worse, most of the vessels falling prey to prowling Brotherhood warships. Only a few ships, packed with refugees managed to reach Nyronnd.

The last to quit the town, the small priesthood of Trithereon buried their sacred bell under their temple before retreating into the Headlands and waging a guerrilla war against the Brotherhood. Others, like Delvan Gasparen fought to the last. Sending the rest of Procan's faithful into exile, he summoned a huge wave, which swept away himself, many Brotherhood soldiers and part of the waterfront of Templeside.

### OCCUPATION

Repression in Killdeer and the rest of the Eastern Marchlands was must severer than elsewhere in Onnwal. The populace, being of almost pure Oeridian decent, was a prime target for the Brotherhood's oppression. Oeridian faiths, predominant here before the invasion also suffered greatly at the hands of the Brotherhood. The faithful of Pholtus were sealed into their temple before being burnt alive. Followers of Pyremius then claimed the spot and dedicated it to their dark god. Other temples including those dedicated to Zilchus and Trithereon were also destroyed.

### LIBERATION

The liberation of Killdeer was the signal for the Brewfest Rebellion of 586 CY to begin. The Brotherhood forces occupying Killdeer fell to tactics similar to the ones they employed during the invasion.

Small groups of Wreckers, aided by many spellcasters, and some say led by Chert himself infiltrated key areas of the citadel and neutralised the defenders. Detachments of elite marines were then admitted to the main islands that after a night of hard fighting were back in rebel hands. When morning broke the defenders of the town were bewildered to see the green and gold of Onnwal and the blue and green of the Eastern Marchlands flying over the islands. The arrival of the rebel flotilla, and the sinking of the only Brotherhood vessel in the harbour, fed their panic, and by mid afternoon a full-scale rout was in progress. The Kesh of Killdeer, Rodus Soron, was captured during the exodus and hung by vengeful marines before he could be interrogated.

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