

## A

Adder Pass twisting pass through the Hollow Highlands Ahlissa, United Kingdom of neighbouring kingdom; former part of the Great Kingdom; ruled by Prince Xavener; distrusted Arnat village, capitol of Starland Axebjerg village, capitol of the Downs B

Battle of Rieuwood final battle where Ossoon defeated the invading Ahlissan army Benefit, the the United Traders of Newkeep for the Benefit of the People of Pelsand, a trading organisation that buys grain from farmers; located in Newkeep Bleak Academy evil alliance of necromancers and undead; headquarters are removed to be located in the Vast Swamp Bren small town, capitol of Brennathar Brennathar County in the north of Sunndi Broken Manacles, the reknown inn in the city of Pitchfield; during the occupation by the forces of Ivid headquarters of the resistance; formerly known as the Sleeping Willow C

Calgen small town, capitol of Corul Contraband Cartels Three loosely allied groups of smugglers and brigands, existing of the Rieuwood Runners, the Iron Band, and the Hestmark Highwaymen. Corul County in the south of Sunndi, at the edge of the Vast Swamp Crystal Castle nickname of Pelor's Keep, after it's tower made of crystal; shattered during the war with Ahlissa; now known as the Shards D

Dalmond county in the north of Sunndi, at the edge of the Rieuwood Deltrees county in the south of Sunndi, at the edge of Menowood Disciples of the Phoenix, the Fiend-hunting adventurers, sponsored by the temple of Pelor. Downs, the county in the north of Sunndi Dullstrand free city state; located south-east of Sunndi; attempts to get Dullstrand to join the kingdom have met with failure Dunshore, barony of barony in Pelsand Dunn village, capitol of the barony of Dunshore E

Emerald Oak, the Organisation of druids, originating from the Menowood Esparithen county in west of the Rieuwood Eyedrinn small town, capitol of Stalward F

Federation of Free Trade a trading organisation; headquartered in Paw's Luck Fandaulo village, capitol of Hestmarken G

Glorioles mountain range in the north of Sunndi; the dwarves rule these mountains on their own, but have sworn fealty to the crown of Sunndi and have a seat at the council Grayflood river that serves as a border between Sunndi and Ahlissa Great Kingdom, the former Oeridian kingdom that spanned the Flanaess; fell during the reign of Ivid the Undying Greenhills county in the center of Sunndi Grey Scouts, the olven army of the Rieuwood H

Hazendel I the Defender of Sunndi;, Protector of the South; olvenking of Sunndi Hestmarken county in the north-east of Sunndi, on the edge of the Hestmark Highlands Hestmark Highlands monster-infested hills east of Sunndi Hestmark Highwaymen Brigands operating in the Hestmark Highlands. One of the contraband cartels Hobrand Castle fortified residence of the count of Ralsond Hollow Highlands, the county in the north-west of Sunndi; named after the many tunnels that were left after mining I

Idee name of the Principality of Naery when it was still a member of the Iron League Intasinudur small town, capitol of Esparithen Iron Band Group of smugglers operating in the Hollow Highlands One of the contraband cartels. Iron League, the former alliance of states against the oppression of the Great Kingdom; used to consist of Sunndi, Onnwall, Irongate, the Lordship of the Isles and Idee Irongate, Free City of allied state; governed by major Cobb Darg; member of the Iron League Ivid the Undying last king of the Great Kingdom; undead; whereabouts unknown, though rumored to reside in the city of Rauxes K

Katram hamlet, capitol of Shildaran Keepers, the officers of the Royal Warders of the Vast Swamp King's Law, the the laws set down by the king, that are the same no matter what county one is in Kroonburzh largest mountain and capitol (large town) of the Glorioles L

Lemrathen/Lonrathen county in east of the Rieuwood Lordship of the Isles, The enemy nation; former member of the Iron League, now occupied by the Scarlet Brotherhood M

Menowood large forest in the south of Sunndi; rumored to be populated with treants, wood elves and fae Mergadrian Wall Fortifications around Newkeep. Build during the occupation of Ahlissa by Eotyn Mergadrin. Molnar village in Pitchfield N

Naery, Principality of political subdivision of Ahlissa; formerly known as Idee Nemoudian Hounds Orphan yourthgangs, supported by the church of Trithereon. Named after Tritheroun's hound, Nemoud. Newkeep large town, capitol of Pelsand; has its own independent counsel; guards the Adder Pass Nondrynn fortified village in Corul; bastion of the Royal Warders of the Vast Swamp Nonzfyr village, capitol of the Hollow Highlands O

Onnwall, Free State of allied kingdom; it's captital is currently held by Scarlet Brotherhood; the rest of the country is in hands of a rebel force; member of the Iron League Osson of Almore commandant that was instrumental in the liberation of Sunndi; dissapeared after the Greyhawk Wars; has a memorial in Osson square in the city of Pitchfield Order of the Green and Gold warband that supports the ongoing war for freedom in Onnwall; erected by the Szek of Onnwall; consists of people from Ahlissa and Sunndi. P

Panther second largest mountain in the Golorioles Pawluck river that starts in the Hollow Highlands and ends in the Vast Swamp Pawluck valley county in the center of Sunndi, located on the Pawluck river Paw's Luck hamlet in Pelsand Pelsand county in the west of Sunndi Pitchfield, City large town, capitol of both the county of Pitchfield and Sunndi itself Pitchfield, County county in the north of Sunndi Q

Queen's Halls, the college of lore; maintains a library in Newkeep R

Ralsond county in the east of Sunndi Rieuwood large forest in the north of Sunndi; populated mostly by grey elves; contains the counties Esparithen and Lemrathen Rieuwood Runners Group of smugglers operating in the Rieuwood One of the contraband cartels. Rocktop thorpe in Hestmarken Royal Warders of the Vast Swamp, the Organisation that serves to protect Sunndi against threats from the Vast Swamp S

Scarlet Brotherhood enemy state, located on the Tilvanot Peninsula; its doctrine teaches superiority of the Suel race and propagates slavery of others Sanon village, capitol of Greenhills Shards, the remains of Crystal Castle; located in Newkeep; rumored to be haunted Sherrifs, the highest ranking officers of the Royal Warders of the Vast Swamp Shield of Sunndi nickname of the 2nd army stationed in the Downs Shildaran county in the center of Sunndi Sinnacar hamlet, capitol of Dalmond Solar Shields knightly order sponsored by the clergy of Pelor, focused on fighting undead Stalward county in the south of Sunndi, at the edge of the Vast Swamp Starland county in the center of Sunndi Stillwater thorpe in Stalward Sunndi, Kingdom of governed by olvenking Hazendel I; member of the Iron League; population 125,000 Sunndi Irregulars warband of freedom fighters, founded by Cohen the Barbarian; allied with Onnwall and the Order of the Green and Gold T

Taruk village, capitol of Deltrees Tem'sethental village in Lemrathen Trastol county in the center of Sunndi Trodden Adder, the reknown inn in Gate district in Newkeep V

Vast Swamp large swamp in the south of Sunndi; a bugger between the kingdom and the Tilvanot

Peninsula; home of the cult of Wastri Veil of the Sun a semi-secret organisation that is allied with the Iron League Viceroc, barony of barony in Pelsand Viceroc mining village and capitol of the barony of Viceroc W

Wastri, Cult of evil (and outlawed) religion worshipping the hopping prophet; preaches intolerance against demihumans; located in the Vast Swamp Y

Yeshara hamlet, capitol of Pawluck valley Ymmon village, capitol of Trastol

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