

THE WESTERMARK

The Westermark is a prosperous, civilized duchy at the westernmost part of Morien. Jutting out into the sea toward Lengoth-Ytame, it was for almost two centuries the duchy of Fitzlan, ruled by the powerful Fitzlan family. However, just 12 years ago the 9th Duke of Fitzlan was deposed and exiled when the Long-Lost Princess Celethien Rialus was discovered by a group of adventurers and saved from her mystical imprisonment. For over 200 years, Celethien lay in enchanted slumber and faded into legend, with many stories swirling around her sudden disappearance overnight long ago.

When the princess returned, the Duke refused to recognize her authority and several barons rallied around his flag. A war erupted, which became progressively messier as the disgruntled High Elves led by a powerful mage wielding a false Golden Tree icon picked this as a time to regain power over the region, and a horde of goblins swarmed up from the south. The king, nervous of the sudden appearance of the princess who preceded him in rank for the crown was reluctant and slow to send assistance. The barons turned on Fitzlan, hoping to usurp his weak position, and only through great heroism and the assistance of the dwarves of the region and the wood elves of the Loftwood was peace finally regained.

Now, 5 years after the end of the war, Celethien has worked with the Mages Guild and the loyal elves along with dwarven craftsmen to rebuild and heal a wounded, torn land that has seen war all too often. Content to rule the duchy rather than Morien, Celethien has worked for years to forge a better, safer land than the Westermark has seen for almost a century. Yet the upheaval of war and its destructions are slow to erase, and the incompetence of the previous Duke has left the area more wild and less settled.

TIMELINE (most dates approximate)

- 500 Years: Dwarven Engineers finish the Gondesgal (now called the Dwarfhenge) for their High Elf Overlords.
- 250 Years: Humans wrest control of the area from the Perelen, one of the last regions to win independence. Elencal relenquish control to humans with little animosity after human magic fells one of the mighty Yggdrassil trees as warning.
- 200 Years: Princess Celethien is given the area to rule by Rialus Rex.
- 190 Years: Princess Celethien vanishes without a trace from her balcony one night.
- 100 Years: Lengoth-Ytamian warlord Nong'Yi attacks the coast with a huge armada when the aged fourth Duke of Fitzlan insults him.
- 95 Years: A duel is held the Lengothian Shukenja and the mysterious caster known only as the Archmage on Marton Island. Both die in a battle that rends the island to pieces, flipping some completely over, sinking others. Remains of this battle are now known as the Shattered Isles.
- 90 Years: Inlyr Island is populated by former residents of Marton Island.

Warlord Nong'Yi dies and his son Chan'Yi takes over, but is not the strategist his father was. The war does not go well for Lengoth-Ytame from this point forward.
- 80 Years: Inlyr Island declares its self an independent city-state.

The Aged Duke of Fitzlan is killed by a ninja, and both sides have had enough. Chan'Yi takes the Lengoth-Ytamian forces across the ocean after suing for peace with hundreds of thousands of gold pieces.

- 75 Years: The king challenges Inlyr's independence, but due to Dwarven walls and high cliffs around the island city state, the attempt is aborted. Diplomats are sent to Inlyr by the king, who is apparently amused by the concept. Work on the Pevensy Canal begins
- 20 Years: The 8th Duke of Fitzlan dies, leaving his son Arnas as successor at age 26. Arnas raises taxes and cuts expenses such as patrols and maintenance on roads. He levies taxes on towns of their most beautiful woman to fill his harem and empties almost all of Arundel to rebuild it into a fantasyland park and amusement for himself.

The Sword Valley after mining both from above and below for centuries collapses into a vast underdeeps cavern. Horrors from below swarm up and the area becomes the Sword Cleft canyon, an unstable ruin with quakes, geothermic activity and half-exposed underdeeps features. Work on the canals finishes.

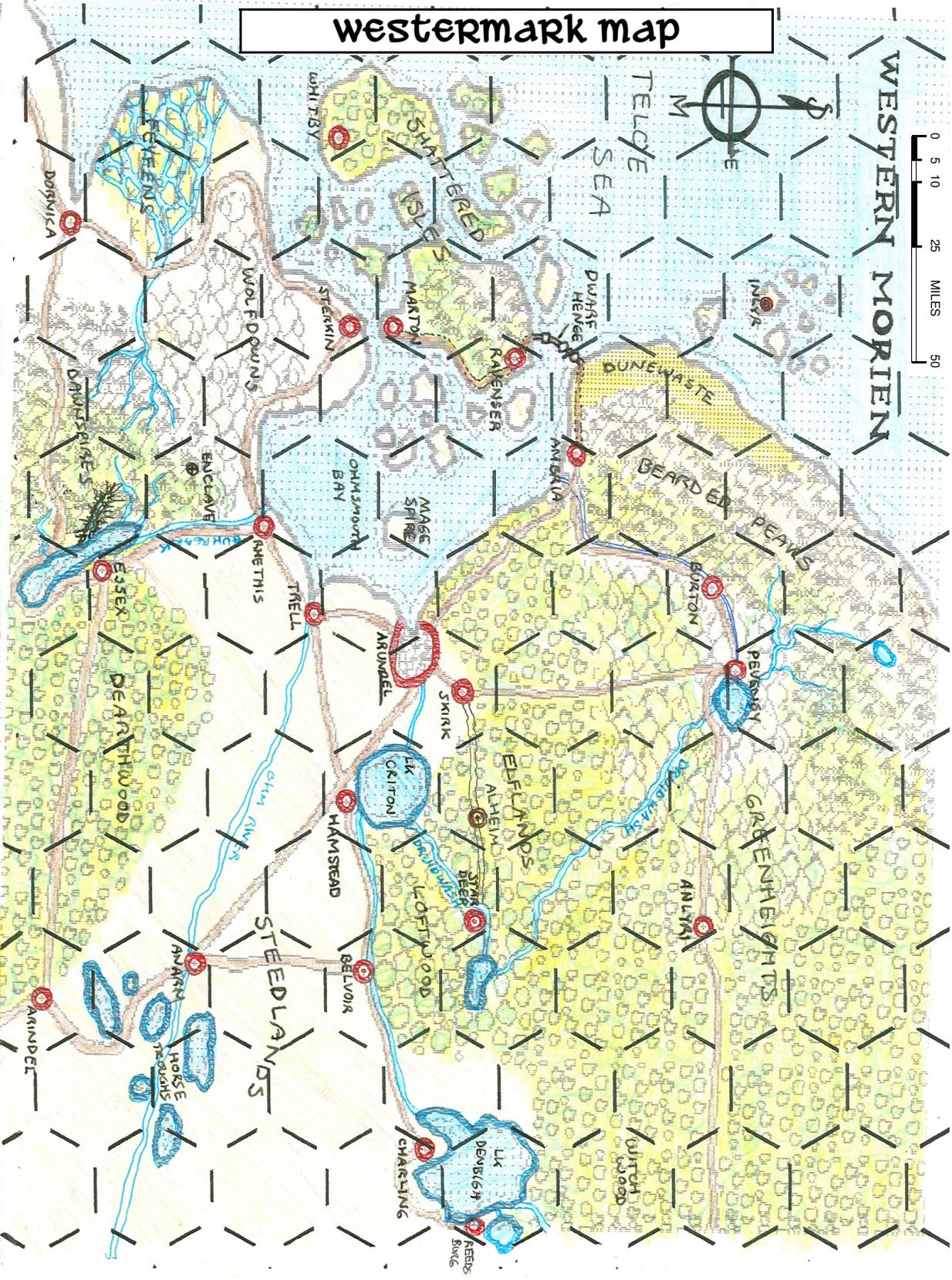
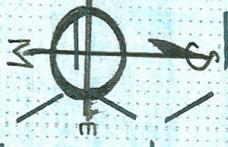
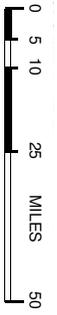
- 15 Years: The barrier between Swordquench lake and the Sword Cleft collapses, flooding the entire area and eliminating almost all the threat from the underdeeps.

Adventurers discover the hiding place of Princess Celethien and fight to return her to the throne. Civil war then a two-front battle against invading Orcs from the south and rebellious Elves from the North erupts

- 5 Years: Peace finally comes to the Westermark.

Westermark map

WESTERN MORIEN



MAJOR TOWNS AND CITIES OF THE WESTERMARK

ALHEIM: A small town in the Elflands, with a population primarily consisting of hunters and trappers. Alheim supplies most of the costly furs popular in Essex and Arundel, and is one of the few places in Jolrhos where the elusive silver ermine dwells. The town is an eclectic blend of dwarves, wood elves, wolven, and humans. Population 1000

AMBRIA: On the fringes of the Dunewaste sits the town Ambria. It is the only glassmaking location in the realm, the town built around the huge glassblowing plants and glassmaking factories. It is here that the Pevensy Canal empties into the Ohmsmouth Bay. Ambria is the Barony Seat for this region. Population 8500.

ANARN: The Horse Capitol. This wild and wayward town is home to the "Horse Barons," wealthy ranchers of the Steedlands. Centaur and human ranch hands and small ranchers ride into town only for supplies, relaxation, and to sell their wares, which makes the town vary in population considerably over the weeks and months. The town is divided roughly in half between the wealthy saloon owner Caz Fastin and the Horse trader Elliot Conalsin, with one side being rough and ready and the other more respectable. The bulk of residents are merchants, horse barons, and former laborers on the canals, which ended at the horsetroughs just a few decades ago. Population 4500

ANLYRI: Deep in the Greenheights, Anlyris supplies both Pevensy and Burton with the strong hardwood they need for mining. Wood from the entire region is shipped to here for seasoning, shaping, and splitting, and from here is sent to the entire kingdom of Morien. The forest here is deep and often wild, which led to the walls being built of stone and patrols heavy along the highways and near town. Population 4200

ARINDEL (ERR in dell): On the edge of Dearthwood stands this city, the barony seat. It is watched over by and spread around the feet of the Stonehold, the second mightiest castle in the realm carved straight out of two stone spires in the middle of town. Arindel is the center of art and leisure for the realm. Population 11,000

ARUNDEL (a RUN dell): The capitol of the Westermark, with Cair Fitzlan standing on a tall peak above the walled city. For more on this city and its area, see page 7.

BELVOIR: Most of the buildings and the bulk of this city is hewn out of a fallen Yggdrassil Fir, originally over 2900 feet tall and 200 feet thick. This fallen colossus is the reason the wood elves didn't make much fuss over the human takeover. The city is a clearinghouse for herbs from the forest and the Steedlands, taking in herbs from Lake Criton and Denbigh. Huge warehouses of drying and preparing herbs stand along the roads, and from here they are shipped to Arundel and out to the rest of the world. Population 4700

BURTON: The extensive mines nearby prompted this town to be built around supply depots, bars, and other useful businesses. The Bearded Peaks are mined for their riches in large mines owned by the Baron or King and independent mines, then the weary miners stumble into town to spend their hard-earned wealth. On a cliff about fifty feet above the main town is a university of sorts. The engineers, scribes, linguists, mages, and cartographers responsible for the work on the Pevensy Canals and the larger mines took up residence in a large, abandoned mine. Above the dirt, noise, and crime of Lower Burton and overlooking the spectacular view of the Greenheights school is held for these specialized areas of scholarship and over the decades it has grown in prestige and size. A set of elevators or a perilous cliff road connects the two towns. Population 5800





INLYR: Found high atop a hundred-foot plateau five miles across, Inlyr is the only independent City-State outside the Barbaric Wastes far to the south. Inlyr was formed when the infamous Mageduel demolished Marton Isle. Upon hearing the mages planned to use their home as a battleground, thousands fled in boats and most eventually reached this island in the horrible storms stirred up by the magical conflict. Now the city has high Dwarven walls thanks to free trade with the Island kingdom Dwarn to the north. A huge elevator reaches the sea, as do two winding and exposed roadways up the cliff side. Docks at the base have inns and homes carved into the solid rock. Free thinkers, artists, and a famous library find their home at Inlyr, and the place is famous for Dwarven goods. Population 33,000

CHARLING: Stretched out across Lake Denbigh a half mile on piers, Charling is a good example of a very large fishing village. It is a calm, backward sort of place that supplies herbs and fish to the realm. However, under the piers is another town entirely., Mostly consisting of ratmen, a shanty town is crammed beneath the enormous dock system and the lake's surface. The average clearance is six feet, and all the considerable filth and decay from Charling is left to fall through the cracks to the poverty below. Docktown, as it is called, is a good place to look for people hiding out or find assassins and thieves. Population 7000

MARTON: The few hundred surviving locals who were too poor, too stubborn, or too remote to flee Marton Isle before the Mageduel looted the remains of their home. Gathered by the strongest warriors, they built Marton, in homage to their demolished former home. In sight of Sterkin, the town was soon entrusted to guarding the Ohmsmouth with their sister city. Now the small village has grown due to a fortress and extensive, large docks for warships. Population 8500

DORNICA: This wild and rough town is a haven for smugglers who hide in the nearby Feyfens as well as pirates who prey on the shipping in the channels around the Shattered Isles. Dornica is a hive of scum and villainy, but is an important port for shipping out of the Dawnspires. Dornica is the Barony seat for the area, but no Baron has lived longer than 5 years for the last 10 Barons. Population 9500

PEVENSY: This mining town is the Barony seat for this region. Local rich mines produce the bulk of coal for the Westermark and outlying realms, and silver is also pulled from the hard rock. The town is actually rather small for a barony seat, but the castle extends into the solid mountain rock for several hundred feet. Pevensy sits at the shores of a large lake and is the final point that the Pevensy Canal reaches. Population 3200

ESSEX: At the edges of the Dearthwood, up against the abruptly jutting Dawnspires, and on the shore of the Swordquench lake lies Essex. A rich Barony, Essex produces the finest iron on in Western Morien, although the rich Sword Valley mines are now lost under the lake. Essex is the barony seat for this area and is well-patrolled. Population 15,000

RAVENSER: Back when Marton Isle was shattered and blasted by the Mageduel, one town was utterly untouched by the devastation. Whether due to luck or some strange magical law is unclear, but it and the Dwarfhenge was left safe and undamaged. The residents who live here feel the town is safe and protected by the Lord. Other than this quirk of history and its proximity to the Dwarfhenge, Ravenser is unremarkable. Population 8500

HAMSTEAD: The Westermark's source for cloth and textile. There is a near-constant flow of barges and caravans exchanging fiber, cotton, and dye for cloth running two and from Hamstead. Surrounding the town are thousands of acres of cotton, flax, and hemp farms. Population 1400

REEDSBURG: This small town is actually built **on** Reedlake, the buildings and huts set on reed mats ten feet thick. Back during the wars for independence from the elves (Edaincal War), the locals wanted to be left out of the conflict and extended their fishing town onto the lake. The land portion was destroyed by marauding bands of soldiers out for food, and was never rebuilt. Once per year there is a big festival where the reed mats are woven and added to the top, while the bottom rots out. Population 1200

RHETHIS: At the mouth of the Buhrgark river (literally bloodgutter, often running quite red from iron content) stands the largest salt producer in the realm. Huge, blinding flats of salt evaporation pools surround the town and head up the coast in both directions. Huge Dwarven Pumps pull salt water out of the Ohmsmouth bay and spread it for evaporation, then collected and bagged in town. Salt from Rhethis is shipped as far as Morien City and even Lengoth-Ytame for its clear, clean content and savor. Population 5500

SKIRK: Once a mining camp, Skirk grew and grew until it is a small town not far outside Arundel. Skirk is distinct in that it has no real mayor, sheriff, or leaders. Instead it is totally democratic, with everything decided in town meetings by voting with white or green stones. Some local lumberjacks bring their wares here for cutting and shaping, although Anlyri is the primary milling site of the Westermark. Population 1300



STARDEEP: The elencal city, or at least their equivalent. Built 200 or more feet off the ground in the vast Yggdrassil forest called the Loftwood by humans, the city is literally carved out of the trunks and interlocking limbs of two titanic oaks with a spread that is miles across for each tree. Although elencal live in small settlements throughout the Elflands and up into the Greenheights, this is where their most revered teachers and elders live and is treated as the capitol of the wood elves by the human government. Population 10,000?

STERKIN: Originally a wayside for travelers along the Old Sea Road, Sterkin grew swiftly from Old Man Ster's Inn to a bustling town. When the duke designated this hamlet, along with Marton, to guard the inlet to Ohmsmouth bay, the town suddenly surged in population. Fast attack boats for fighting piracy were put in a newly expanded harbor, and a fortress to match the one at Marton faces the inlet. Population 9500

TRELL: Built on an artificial hill, Trell straddles the Ohm River. Long ago, centaur in the area built a stone covering for the thirty-foot wide river, and over that they piled dirt until a hill was form. Now the town has a river running under it with a tunnel 200 feet long large enough for small merchant shipsts to row under. Population 3200

WHITBY: A city founded in memory of the green forests and hills of Marton Isle, Whitby was constructed with all the best of intentions in mind. Sadly, smugglers and pirates began to take advantage of the many channels and coves in the Shattered Isles. They chose this town as a restock and transfer point, and it quickly decayed to a lawless frontier zone. When the war for the realm ended, Princess Celethien cleaned up this town and chased the pirates south to the Feyfens. Now the town is a bustling repair dock for ships and a common point of departure for adventurers who are exploring the Shattered Isles. Population 9200

AREAS OF INTEREST IN THE WESTERMARK

BEARDED PEAKS: Rising up to 14,000 feet, the Bearded Peaks are the tallest mountain range on the west coast of Morien. Rich in precious metals, ores, and gems, they are worked by mines and are home to many dwarves. In these jagged, pointed mountains are said to be dragons, pegasi, giant Winhere eagles, griffins, and wyverns. The old high elf civilization was strongest in this mountain range, and ruins of their once-fine city and lands can still be found in the forests and peaks. Although the elf lands were sacked and looted by humans, there are still said to be hidden valleys and untouched riches to be found.

BEOLL DUR: Carved out of the Dawnspires is this dwarven school for axe mastery, and clustered around it is a small dwarven settlement. Human miners also live in the area, working the mineral-rich mountains. When the Swordquench lake flooded the Sword Cleft canyon, the waters flooded Beoll Dur as well, cleaning the stone structures and annihilating the lava-dwelling salamanders that had risen from the earth in the collapse of the Sword Valley. When the waters settled, the shores of Swordquench were just below Beoll Dur, creating a scenic setting for the school.

DEARTHWOOD: This is a haunted wood, seventy miles across. The road from Essex to Arindel runs through this dark wood, and the ride is never easy. Long ago, it is said that a human kingdom had it's main city in the depths of this wood, living in peace with the elves, on the shores of a crystalline lake. But some catastrophe overtook the kingdom and it's mines. Now horrors stalk the darkness under the trees and rot spreads from it's heart. No trip through this dark and dangerous land is safe.

DAWNSPIRES: Although a smaller mountain range than the Bearded Peaks, the Dawnspires are a lofty pile of mountains against the Swordquench lake, rising up to 12,000 feet. It's spires are the home to a large number of Winhere eagles and pegasi, and at least one dragon. The Dawnspires are a rich source of ores, especially the more rare, enchanted ores such as mithril. The Perelen never controlled this area as well as the Bearded Peaks, and there are few ruins except at the passes.



DUNEWASTE: This is a massive sand dune, stretching for miles along the Teloe Sea coast. Up against the Bearded Peaks, this area is arid and dead despite commonly having rain because the sand is so thick and extensive. A few oases can be found, and small towns, but for the most part it is wilderness, dotted with odd ruins.

DWARFHENGE: The Gondesgal, as the high elves called it, was built centuries ago to bridge the gap between Marton Isle and the mainland. More than a bridge, the stone structure is over twenty miles long and a hundred feet wide at the top. The arches stand over one hundred feet over the sea, allowing the largest ships to pass through, although massive chains made of links of iron 3" thick can be lowered to block off the arches. Atop the Dwarfhenge a small town is gathered, with shops, inns, repair for carriages and wagons, smithies and more. The total population is 1500, although this swells to more than double when the final battle for human independence in the area is celebrated on the Dwarfhenge one week a year.

ENCLAVE: The Enclave of Adepts, a monastery of sorts for mages is tucked into the Dawnspire mountains. Although the Enclave was isolated and hermetic, during the war for the Princess to regain her throne they became increasingly involved for their own reasons and were critical to her victory. Once rumored to snatch and keep young promising students, they now are a site for young mages to travel in hopes of learning. Although they are not part of the mageguild, they are on friendly terms with the guild and agree on most ideas and philosophies of magic and teaching.

FEYFENS: This huge swamp is formed by the Lothril-len River delta. It covers over 1200 square miles and has deep enough passages for those in the know to hide larger ships. Pirates that stalk the Shattered Isles hide here and are said to even have large bases and even towns in the mire. It is also rumored that there are old ruins and temples from a lost human cult long ago in the swamp.

LOFTWOOD: A collection of Yggdrassil, trees standing over ten times their normal equivalent's height. This copse numbers several hundred trees, making it one of the largest in Jolrhos. Within this forest dwell thousands of wood elves, patrolling the area well. Little danger is found in this area, unless you annoy the elves.

MAGESPIRE: One of the most powerful mages the world has ever known lived in this spire, high above the waters nearby. This spike of sheer black Narstone extends 3000 feet above the ocean that roars around the small island at it's base. From here the reckless and powerful Archmage would study and practice his craft, and it was from here that he battled the Shukenja in the infamous Mageduel. The spire is sheer and slick, unclimbably smooth and without feature until the very tip. Not only is the side without purchase, it is damp from sea spray for hundreds of feet and enchanted to prevent flight nearby it. For almost a hundred years the tower has stood empty and holding unknown treasures, and dangers.

OLD SEA ROAD: This is the trade route between Dornica and Arundel, a long treacherous avenue that circles the Fayfens and wanders through the Wolf Downs, along the Ohmsmouth Bay to the cities. The road is notorious for danger, and few merchants take it without great numbers or capable guards.

PEVENSY CANAL: A long canal carved from the mountain rock by engineers in a project that took decades. Locks carefully crafted by human and dwarven engineers lift barges and boats up the mountainside until they reach Pevensey. The entire project was a royal command to make the free flow of gems and ore from the rich Bearded Peaks mountains move more smoothly.

SHATTERED ISLES: Once a single island—Marton Isle—in the war between the 4th Duke of Fitzland a duel between mighty spellcasters demolished the single island. Now it is formed of over 50 smaller islands, some of which are completely flipped over and even some floating on the water by some magical property. The sheer power and volume of magical power exerted on these islands for months was enough to cause all manner of odd mystical effects, and few journey to the deeper interiors or sails the passages except pirates and adventurers.

STEEDLANDS: These plains are the range of enormous herds of free-ranging mustangs, considered by many the finest in Morien. Centaur and humans ranch and capture these horses as needed, and sometimes the borders of these ranches and lands are disputed or unclear.

SWORDQUENCH LAKE: Although the Sword Cleft canyon was flooded over a decade ago, sometimes the horrors from the Underdeeps still find their way to the surface. Sailors and miners tend to avoid the jagged portion of the lake that extends toward the Dawnspires due to this and due to many fears and rumors. Certainly a lot of people died a violent, sudden death in the catastrophes when the valley collapsed and the canyon finally flooded, which is never stable or safe in a fantasy world.

WITCHWOOD: This is the haunt of a huge, brutish witch or hag. Her hut is rumored to walk about on huge chicken legs and her cauldron is said to fly about with her riding in it. This horrid witch is said to eat children that wander into her range, and curse at whim but also is said to be a good source of information and magic for the brave. Certainly she's helped heroes in the past, and was a powerful ally of the princess during the recent battles, for her own reasons.

WOLF DOWNS: These barren hills are decorated only with sparse brushes and rocks. Atop many of the hills are old standing stones, some crude and rough, some smooth and runed. In some starlight, some of the runes are said to glow, but few if any know their purpose or significance. Some have power, some are known to mark old graves, and some are rumored to be markers for buried pirate treasure. Wolves and goblins run in these hills, and werewolves have been known to favor them as well.

YGGDRASSIL: These are titanic trees, vast in their size and scope. Although the leaves and needles are not much larger than ordinary trees, they are over ten times their ordinary equivalent in height and breadth. Such a tree takes centuries to grow, but not as long as one would expect. When young, they can grow several feet in a single day, shooting up until about twice the normal height, then slowing until they stop growing at 8-12 times the normal height. It is not known exactly what causes these enormous plants to grow, nor how they survive in forests without stripping miles around of nutrients and water.



ARUNDEL AREA NOTES

CAIR FITZLAN: Although the Fitzlan family no longer is in control of the Westermark, the name remains for their castle high above Arundel. Cair Fitzlan is a beautiful castle, thanks to the last Duke of Fitzlan, with graceful spires and carvings, the exterior covered with white and silver stones in patterns that make it dazzling bright in the distance and visible for miles. The castle is built on a tall hill overlooking the town and the harbor, with a strong keep and a wall around the entire building. The cliff on the sea side is nearly unclimbable save for a single spidery path along the rock exposed to the castle walls above. The postern gate exits to this cliff path.

GREAT HARBOR: The Ohmsmouth Bay juts in toward where Arundel is founded, and just outside town are a series of islands that curve in forming a smaller bay near the base of Cair Fitzlan's mount. On these Islands the Sea Keeps were built, forming a harbor for shipping to move in and stay safely from storms and hostile forces. This harbor is deep enough for the largest ships and docks line the wa-

arundel city map

HARVEST FLATS: A huge open plain is enclosed by a curtain wall where grains, vegetables, and cotton are farmed. Thousands of acres are enclosed here, patrolled by soldiers, and safe from marauding attackers, fire, and monsters. The Harvest Flats feeds not only Arundel but the granaries that store food for bad times or curse on the crops. The Harvest Flats are worked by large farm owners who hire workers to tend and harvest the crops.

HORSE MARKETS: East of town along the Druidwash River is an area famous for its horse sellers. Originally this was simply chosen because it was close to town but not inside the walls, where the beasts were not allowed in herds. Now a small settlement is built up there, with inns, a smithy, a few leatherwork and tack shops, and several major established ranches from the Steedlands permanently selling horses here, along with independent vendors. Along here the King's Highway is also known as the Steedway.

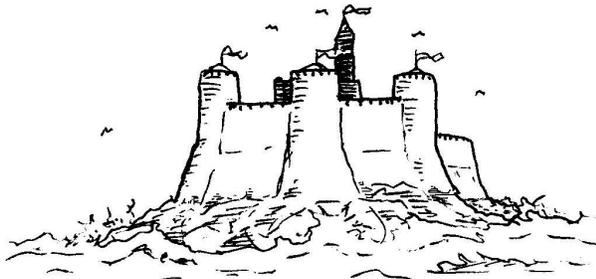
INNER HARBOR: A section of the harbor is walled off again with strong inner walls, and this area is the Inner Harbor. Here are the shipyards and docks for the king's navy and the Westermark navy. Only ships passing inspection in the Outer harbor can get to the shipyards of the Inner Harbor. None but warships can get to the cave harbor beneath Cair Fitzlan. Beneath the mount that the keep sits upon is a huge cave, big enough for the towering masts of the warships to sail into and dock, for the Druidwash River runs beneath the mount and out to the sea. Inside this enormous cave several warships and their tenders all can stay in great safety.

MERFOLK TOWN: The Merfolk have long had a settlement against the seaward sides of the islands, building among the coral and shaping it over decades to form dazzling shapes and buildings beneath the waves. The Merfolk here fight any enemies the humans might have, the humans help fight the mer enemies, and between the two peoples is considerable trade.

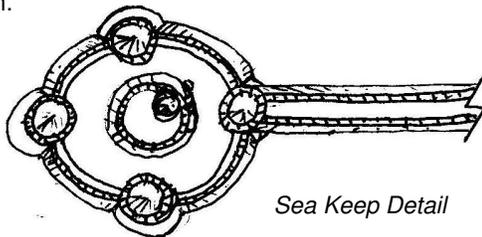
NECROPOLIS: This cemetery is aligned against the palisades and is walled off with the powerful Dead Keep to keep the bad in and the enemies and robbers out. The dead are laid to rest with great care and Priestly blessing, to keep them at rest. The rich are laid in crypts burrowed into the side of the cliff, and the Dukes are laid to rest at the top of the cliff in Mausoleums.

THE PALISADES: A miles-long series of cliffs along the south side of Arundel. Part of these cliffs are used for burying the dead in the Necropolis.

RIVER KEEP: A fort straddles the Druidwash to guard it's approach to the city. Chains hang into the water and ships are allowed into the city only after passing inspection in times of danger. Huge dwarf-built gratings can be lowered to block off the river traffic entirely as well. The River Keep has several dozen as a garrison, although they work in shifts and no more than a dozen are usually present.



SEA KEEPS: Twin keeps on the small islands outside Arundel guard the harbor. A curtain wall runs between them, forming a solid barrier across the harbor, the towers 40 feet high. Towers at the edges of the sea have huge chains that can be raised between them, blocking off sea traffic completely while the towers rain death from siege engines at the top of each.



Sea Keep Detail

SOLDIER'S GREEN: This walled in area is used for training soldiers and holds the barracks for the city garrison that is not working in the castle, or on the walls. Tournaments are held here twice a year.

SEATOWN: Clustered at the shore of the Ohmsmouth, along the Old Sea Road is a small settlement called Seatown. This is a poorer, more wild and lawless area than the well-regulated Arundel. It is also outside the protective walls of the city. A similar, less organized settlement has sprung up north on the Ambria road as well.



THE GATES:

AMBRIA GATE: North along the Ohmsmouth Bay

DEAD GATE: Protects the Necropolis, also called Dead Keep

FOREST GATE: (not pictured) On the outside wall of the Harvest Flats Northwest of town is the Forest Gate leading to Skirk and the great woods of Westermark.

HARVEST GATE: The main gate out of town northwest on Forest Lane to the Harvest Flats.

KING'S GATE: For the King's Highway (also called the Steedway) along the River Keep, out of Soldier's Green into the Horse Market.

KNIGHT'S GATE: The initial gate out of town into Soldier's Green

SEA GATE: South of town this gate leads to the Necropolis and Seatown, along the Old Sea Road.

THE ROADS:

AMBRIA ROAD: This well-tended, paved road leads to the city Ambria up the Ohmsmouth coast north along the beach.

FOREST LANE: This dirt road leads through the Harvest Flats northeast into the Elfwood and to Skirk

HARVEST ROAD: This is what Palisades Road becomes when it intersects with the Steedway and curves north through the Harvest Flats

THE KING'S HIGHWAY: This is the main road through Morien, connecting all major cities. It is enchanted to never wear or grow grass and very carefully constructed, with a rounded grade to direct water off to the sides and well-fitted paving stones for a smooth ride.

OLD SEA ROAD: The Road south to Dornica, along the Ohmsmouth and the sea shore.

PALISADES WAY: The road around the Palisades and Necropolis. When it intersects with the Steedway, it becomes Harvest Road.

STEEDWAY: This is what the King's Highway is called from Arundel to Belvoire, a local name for the lands it runs along side.

NOBLE HOUSES OF THE WESTERMARK

These are the noble houses that have members living in the Westermark. Most of these houses actually come from other regions, but have lands or family present in these realms.

Each house is listed with basic information, such as the names of the adult members, their interests or power bases, the coat of arms, and any alliances. There are also notations that depict various aspects of the house's power and influence.

Key:

*=Baron

+ =Influence (the more the better)



AGATHION+++
Arathor, Eries
INTERESTS: Knights, Soldiers, Weapons dealing
ARMS: Crossed swords over red sun
ALLIANCES: Fitzlan



AMRAS++
Orbos, Rathe
INTERESTS: Harbormaster, sailing, and foreign trade
ARMS: Gray anchor chain over white and purple wave on blue field
ALLIANCES: Amras



BHULE+
Yan, Arabs, Sultue, Kuldos
INTERESTS: Fishing, Shellfish, Pearls, Salvage
ARMS: Silver fish on blue field
ALLIANCES: Amras, Funduin



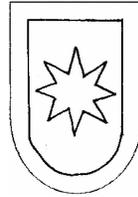
CAMBAL+
Tresh, Ninthor
INTERESTS: Weaving, textiles
ARMS: White lines on orange field
ALLIANCES: Lloranth, Thrain



DORNICA++
Ameris (Baron of Dornica), Lolans, Carloe, Soladine
INTERESTS: Mining, Navy, Foreign Trade, Herbalism
ARMS: Black crossed bars on a red field
ALLIANCES: Agathion, Harastin, Funduin



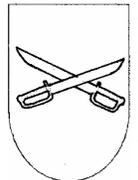
DUNMARDO++
Thule, Boroldan, Golyn, Fenlahf
INTERESTS: Mageguild (Thule is the Westermark Guildmaster), Sages and Seers Guild (Goyln Guildmaster), Alchemy (Fenlahf Guildmaster)
ARMS: White pyramid, gold star and eye on purple field
ALLIANCES: Lloranth



ELENA+++
Keseth Fitzlan ne Elena (in exile), Irling, Crasmere
INTERESTS: Gems, Jewelry, Mines, Moneylending
ARMS: Gold sunburst and white border on black field
ALLIANCES: Fitzlan



EREBOR+
Horst, Caine, Rost
INTERESTS: Hostlers Guild (Horst guildmaster), Inns, Breweries
ARMS: Silver cup, blue chevrons on white field
ALLIANCES: Rhethis, Thrain



***ESSEX+++**
Cane, Seridan, Syrstal, Olanin (Baron of Essex)
INTERESTS: Mining, Weaponsmithing, Armsmithing
ARMS: white crossed swords over black field
ALLIANCES: Fitzlan, Rhethis



FITZLAN+++
Arnas (in exile), Keseth (ne Elena, in exile), Rasmela, Mllorial
INTERESTS: Art, Mining, Smithing, Foreign Trade
ARMS: White lion rampant on red field
ALLIANCES: Agathion, Elena, Essex



FUNDUIN++
Lylar, Yrbul, Thesp
INTERESTS: Exploration, Mapping, Foreign Trade, Shipbuilding (Yrbul Shipwrights Guildmaster)
ARMS: Brown ship, white sail, purple water on blue field
ALLIANCES: Dornica, Bhule



HARASTIN+++
Marius, Lylette, Mellorie
INTERESTS: Galdiators, Prostitution, (alleged Piracy, Slavery, and Smuggling)
ARMS: Silver mailed fist, black chevron on red field
ALLIANCES: Mirabar



KYLARA++
Chastity, Daphne, Highleaf, Komart
INTERESTS: Adventure, Magic, Arts, mostly leisure
ARMS: Black bar sinister over green and brown tree, two gold stars on white field
ALLIANCES: Lloranth

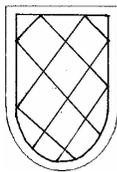


LLORANTH+
 Ciireth, Elhien, Tirallor, Arawyn (Baron Pevensy)
 INTERESTS: Timber, Herbalism, Textiles, Dyes
 ARMS: Three silver stars, green chevron over blue field

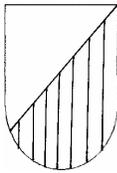
ALLIANCES: Cambal, Dunmardo, Kylara



MIRABAR+++
 Olanhar, Thrace
 INTERESTS: Information, teamsters (Olanhar Guildmaster), Beggars (Thrace Guildmaster), (alleged protection and spies)
 ARMS: White crossed bars over red field
 ALLIANCES: Harastin

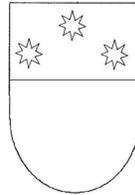


RHETHIS+
 Primary Lords
 INTERESTS: Salt, Salvage
 ARMS: Blue line crystal pattern over silver field
 ALLIANCES:



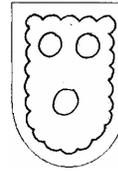
SINDBAR+
 Buldos, Japhyl, Camros, Hildeen, Cesh (Baron Belvoir)
 INTERESTS: Timber, Carpenters Guild (Cesh Guildmaster)
 ARMS: Diagonal brown and black bars lower half on green field

ALLIANCES:



***SORREL++**
 Cairhan (Baron Alheim), Fitzhain, Moss, Jembar
 INTERESTS: Glassmaking (Moss Guildmaster), Dyes, Exploration, Mining
 ARMS: Tan bottom half, three silver stars over dark blue field

ALLIANCES:

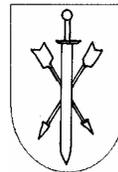


***THRAIN++**
 Torres, Agudar, Gost, Enstone (Baron of Arindel), Huseem
 INTERESTS: Moneychangers, Merchants Guild (Hussein Guildmaster)
 ARMS: Yellow border, three silver coins over blue field

ALLIANCES:



VALAR+
 Ramas, Maskar, "Wands" Ool, Laerlos
 INTERESTS: Horses, Ranching
 ARMS: Grey and black horse on green field
 ALLIANCES:

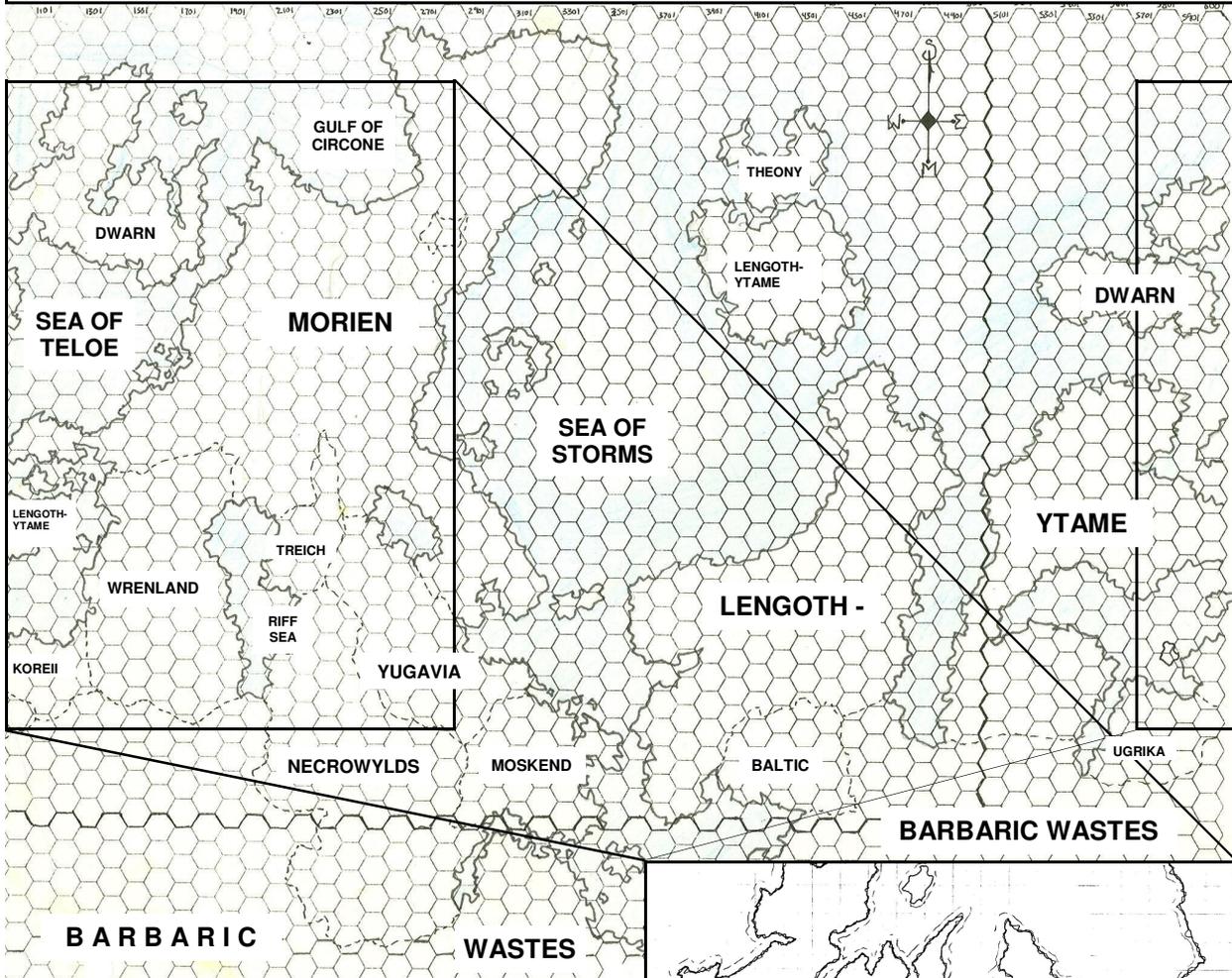


WENDING+++
 Nomus, Thorp, Pelom
 INTERESTS: Mercenaries Guild (Thorp Guildmaster), Captain of the Guard (Nomus), Soldiers, Knights
 ARMS: Gray sword over crossed black arrows over purple field

ALLIANCES:



JOLRHOS WORLD MAP



JOLRHOS

Although Jolrhos is an entire planet, these maps give a quick overhead view of where Morien and the Westermark is in relation to the rest of the world.

Morien is a very large country, the biggest in the world jutting like an enormous peninsula into the ocean. The Westermark is a small region in the south west of this country, near both Dwarn and Lengoth Ytame, as well as the sylvan and fae Wrenland.

The Westermark is a long way away from the capitol Morien City and the King. As a result, it is largely independent, if loyal, and has little interference from court politics other than with the navy, which is very strong due to the excellent harbor of Arundel and the proximity of Lengoth-Ytame.

South of the Westermark is largely unpopulated and wild except along the highways, and Wrenland is nearly totally wild and unpopulated.

