

# The Fair Realm of Oelvane & Surrounding Lands

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The Fair Realm once bridged the lands from mountain to sea, stretching far beyond its current borders. The Great Lurian Forest is fading. The Dreamwilde, created as a buffer to the Blight is slowly replacing the redwoods. There are whispers among the elves of a lost legend that might yet save their home.

## Elf, Human, & Halfling Settlements

**Oelvane**, small city, capitol of the Fair Realm. Here sits the court of the elven king who is assisted by the Lords of Five. Dwarves, men, and all other peaceful races are welcome within its confines but many find that its once legendary mirth now carries a melancholic note.

**Aerifel**, large town. A port ruled by the elves; after the fall of Heldred Hall many dwarves found refuge within this city swelling its population to twice its historic size. Over time many dwarves have taken earned the respect and an equal place in affairs of the city.

**The Ports Samra & Aubella**, large towns. A key link in the Golden Route allowing trade between the Astrian Sea and the Great Sea. Many consider these cities thralls to the merchant leagues. Aubella hosts ships from the distant Pearl Kingdoms while Samra often sees ships from as far away as the Caliphate of Burning Sands and the Isle of the Witch-King.

**Barlo Keep**, large town. Built atop a dwarven ruin it has had no success in reopening the mines sealed by the dwarves. Its best trade goods are what was scavenged by adventurers from the tunnels below and whatever their free-captains might claim as prizes from Glimwick.

**Glimwick**, large town. Founded long ago by a curious gnome who arrived across the Great Sea, Glimwick's fortunes have risen and fallen many times over the years. The city has settled into a comfortable level of corruption becoming a host to brigands, thieves, ne'er-do-wells, and other sorts of adventurers.

**Tamythel**, large town. Ancestral home to several halfling clans, it is ruled by the Prince of Kin. Save for the foreign quarter, most buildings are built to a slightly smaller scale. Ever vigilant against gnoll raiders, the knight-sheriffs have earned a reputation as both clever and fearless warriors and many count the halfling archers as some of the best in the land save elves.

## Other Places

**Kradak**, small town. Once a small fishing village along the elven coast, the town was captured by the Orcs of the Scarlet Sail. Since that time it has been repopulated by orcs, half-orcs, a small number of humans, and others. It survives by the strength of those who dwell within its confines and on the sweat of the slaves in its pens.

**Webhold**, once called Heldred Hall by the dwarves, was overrun by Hex Spiders nearly 100 years ago. Only recently have scouts begun to realize that the spiders and the goblins may not be true allies. What's worse, strange mummies that seem resistant to the will of gods have been seen roaming the wilderness.

**Azkidare** was once the center of worship and sacrifice for an ancient cult. Legends say the lands nearby were once green before the fall of the city. Now only shadows and unnamed monsters are thought to prowl its ruined streets. Still some claim that lost treasure may be recovered by the brave and foolish alike.

**The Dreamwilde** is a vast plain of grass that stands as tall as a man. Those who travel within its confines often experience vivid nightmares and report feeling as if they were being watched by day. Many become confused and lost within its tall brush. It is known to be the home of stag, elk, dire wolves, owl bears, deadly snakes, and possibly even a sphinx. Griffons have been known to fly out of the mountains to snatch prey.

## Rumors & Lore

**The Dwarves** once ruled over a thanedom called Marcrag that laid under the mountains between the areas now known as Webhold and Barlo Keep. Little is known about the fate of the dwarves and none from their under realm have been seen in a century.

**Merfolk** have been known to trade goods from sunken ships for certain rare items they cannot make. Some say they found the wreckage of Lost Fleet of King Teniel.

**Idols of the Ape** have been found scattered across the region, frequently guarded by golems shaped in the image of the Ape himself. Carved of ivory, amber, and cast in gold; it is said the more valuable idols place curses upon unworthy treasure seekers.

