

Sophos and Nerilim Region

This region northeast of the massive Great Stonewall range, has seven political entities, discussed below.



The human population mainly derives from migrating Erithians

(Celtic-like people) from Caer Saes in Berenur, the continent to the west of Kentoria. They chose the regions north of the great Stone Wall, as it was an area not controlled by the Glorious Everlasting Kentorian Empire (though the latter still assumed it ruled those lands – hahaha). Their first priests (Drù) set up their temple on the Isle of Anio, just off the coast of Llum, where some of the first migrants to this region settled, prior to their ‘colonization’ (aka conquest) of the mainland areas. Ever since, Anio has been the site of pilgrimage for the Erithian peoples.

Kingdom of Nerilim, (pop 100,000), ruler Queen Nimrothen (age 47) - Halfelven.

Predominantly human with some half-elves and dwarven folk

Cities: Nimfaroth (capital) pop 15,000

Iselreth pop 10,000

Thinberas pop 9,000

The monarch’s seat is in the mighty sprawling castle of Caer Aedil, added to in many different styles over the last 459 years of the Kingdom’s history.

The main geographical features are the rolling plain watered by The Tamari River and its two main tributaries, the East and West Eskior rivers. In the east of this fertile plain is the great Grimholt Marshes, teeming with medicinal herbs, tasty fowls and exotic fish and crustaceans, along with the dreaded Green Mutant Turtles, able to bite a man in half (women too, believe it or not!). The plain is broken up by grassy hill country, very suitable for grazing cattle and goats – the Kingdom makes the best goat milk cheeses and yoghurt!

Generally a reasonably pleasant place to live – for a feudal system, with a strong monarchy.



Autarchy of Sophos (pop 75,000), ruler Lord Magnadir (age

138) – Human Mage.

Predominantly human with some half-elven.

City: Sophodun (pop 8,500) – a bustling town built around a grim citadel

This is a hilly valley split almost in two by the dense forest of Taure-o-Ungo, with a largely rural population and many small villages and only one sizable town. It is watered by the swift flowing Moraril River flowing down the west side of the mountains to the sea.



Unlike Nerilim, this is not such a nice place to live, being under

the rule of a very autocratic dictator, who wrested control from the now exiled ducal family 85 years ago. Magnadir is actually a powerful mage using life-extending spells. He loves dominating, and even deriding, women, and thinks he is a marvellous leader, ridiculing any who raise any objections to any of his often erratic policies. In fact, the population is falling steadily, with the majority emigrating to the Free Cantons of Mordori.

Free Cantons of Mordori (pop 35,000), ruler – Council of the Five.

Mostly human with some elves and even more half-elven.

Canton Free Towns: Aelendir (pop 3500)

Galenrion (pop 3,000)

A long thin coastal land, with Lake Ibemari, a large and very beautiful coastal lagoon, being the major feature of the western region. Additionally, it takes in a number of coastal islands.

Once a vassal of the Duchy of Sophos, it is now fiercely independent. It is divided into five cantons, each ruled by an elected Mayor by all married adults over age 30. The five form the ruling council, and developed quite a reputation for trade, banking and

manufacturing timepieces.

Isle of Llum (pop 50,000), ruler Laird Ossian McTuard (age 36) – Human Warrior.

Predominately human

Capital: Moberatory (pop 4,500)

This was once the biggest Canton of Mordori (in population) but broke away within 10 years of Mordori's independence from Sophos. It is a fiercely self-reliant country, with great loyalty to its elected Laird. The Laird is elected from among the male members of Clan Tuard by all men over age 17 of the Clan, and they reside at Caer Tuard.

[This will be further detailed in the Map of Llum.]

Fay Queen's Realm (pop 25,000), ruler Queen Morgaridel (aged 468) - Elven.

Exclusively elves except as below.

Capital: Tar-o-Mòre (pop 12,000) – a beautiful city, nested in the lee of the Gaikol Mountains and by the shores of the deep dark lake referred to as the Esgad.

A secluded Elven dominion, dedicated to protecting the forest. 80 years ago. The Queen welcomed the exiled heir to the ducal throne of Sophos 80 years ago, enabling him and his family to settle after 5 years of hunted exile. His son, Fergus MacAilen is now head of the family, and his brother, Conall, has taken up residence in a previously abandoned tower in the southern part of the Forest, and as a powerful Enchanter, is known as the Grey Enchanter. He aids the downtrodden folk of Sophos where he can do so discreetly, and to his brother's dismay, enables them to flee Sophos for the lands of Mordori and Nerilim.

Balinak-dum (pop 35,000), ruler Thane Dundor Greybeard. (age 217) - Dwarf

Exclusively Dwarves.

This is a huge under-mountain realm of industrious dwarves with the impressive gates on the shores of the deep blue lake of Elberoth. They are divided into three clans, the Greybeards, the Redarms and the Blackhammers. At present the Greybeards are ascendant, but when their elderly ruler dies (which should be soon), it is likely that the Redarms will pose a serious challenge. They trade with Nerilim and Sophos equally and remain totally out of the politically tense situation.

Tribes of Baluk (pop 11,000), High Chieftain Gargush the Scarred – Half-orc Werecoat.

Predominantly half orc, with a few werecreatures.

The tribal lands comprise the wild regions of the northern Gondirammas (Stone Wall range), and are divided into the Zil, Drak and Jeg tribes. They meet at each tribal land every year at a great fair, where they trade goods and wives. The tribes are

polygamous, but treat their offspring well. They hate the dwarves and are afraid of the elves. Humans they regard indifferently. Most of the leading positions are taken by lycanthropic halfbreeds, usually were-goats.

Political tensions

Nerilim is concerned about the possibility of war with Sophos, and is involved with competing claims to the island of Caleb in Harshant Bay with the Free cantons. They also are alarmed by the increasing competition from the Cantons in matters of trade and finance.

The Cantons not only have their eyes on Caleb, but also wary ones on their southern neighbour Sophos, whom they fear is planning a campaign against them, at the connivance of Nerilim. They also are still smarting over the loss of Llum, and therefore guardianship of the Holy Isle of Anio. Finally, there is friendly but serious rivalry between the five cantons, and the Council of Five is often at odds with each other. They look to the Fay Queen for aid against Sophos, and have taken in considerable numbers of asylum seekers from Sophos. Recently they have begun to detain them in designated centres till they ascertain whether any are actually terrorists under the orders of Lord Magnadir.

Llum is not sure about the intentions of the Cantons, and are very possessive of their guardianship of the isle of Anio (supposedly independent, and a site of pilgrimage from all the human realms). They look to Nerilim as their ally, and oppose the claims of the Cantons to Caleb island.

Lord Magnadir is indeed planning expansionist moves, and has a trained group of assassins, the Red-headed league, who carry out terrorist acts against the Cantons and to a lesser extent Nerilim.

Finally, the Fay Queen is trying to remain aloof, but utterly detests the usurper in Sophos, and gives covert aid to the exiled Duke's family and the Cantons. She is disappointed in the new policy of detention of asylum seekers, and is using her alliance with the Cantons to leverage a better outcome for those she calls refugees.

The dwarves and Baluk tribes are too busy skirmishing with each other (and themselves) to care about the rest.