

Introduction

MECC4: The Realm of Imlar details the greater realm of Imlar, the kingdom in which the Valley of Karaccia lies. This supplement is intended to be used by Game Masters to run a “hex-crawl” style of game, using Imlar as their sandbox. Player Characters who began a campaign with MECC1, MECC2, and MECC3 should easily be around fifth level and ready to head off into the wider world outside of the relatively sheltered valley. Alternatively, GMs can kick off a new campaign either in one of the towns in the Notable Locations section and detailing it how they see fit, or by creating their own small village and starting area somewhere in the realm that strikes their fancy.

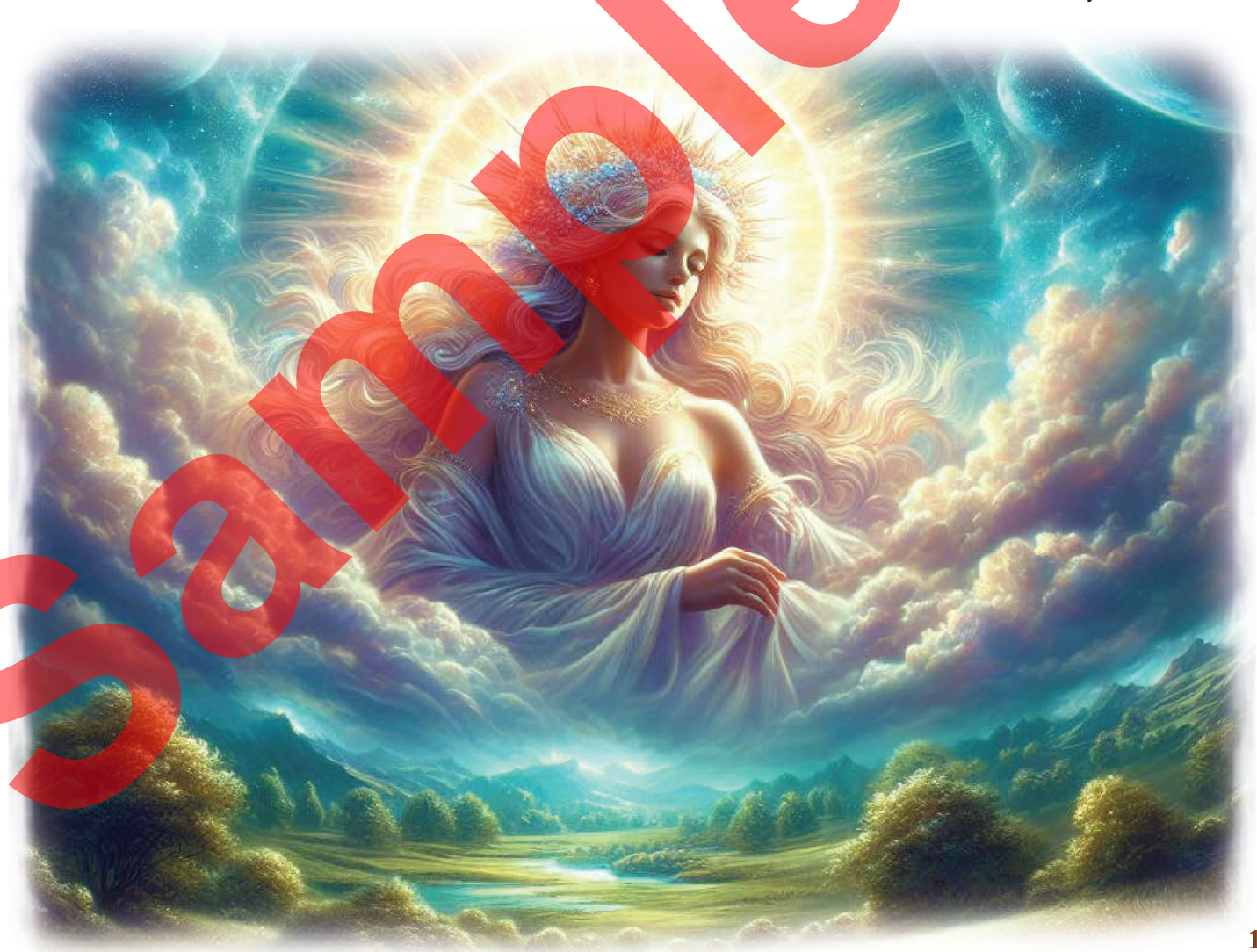
In the following pages you’ll find a short history of Imlar and the world upon which it lies; information on its creator being, as well as the other “gods” known to appear there; brief descriptions of the major settlements throughout the kingdom as well as on its outskirts; summaries of Imlar’s people, including their traditions, dress, and holidays; information on weather patterns of the region and how to generate daily weather as your players adventure through the wilderness; and finally, procedures for exploring throughout the realm, including random encounter and location generation.

The Creation of the World

Imlar lies on the world of **Vaedz’Eb**. In ages past on a different world called **Aratsym**, there lived a devout cleric named **I’crenhellem**. She was a faithful and ambitious servant of the immortal **Terra**, and ascended into immortality herself with Terra as her patron. Driven to create a place that both paid homage to *and improved* upon the world from which she came, I’crenhellem devoted all of her time to gaining power so that she could create her new world, and its own plane in which to reside.

When she was ready, I’crenhellem spent a week bringing forth her new world. On the **First Day** she created the Sun, **Solnah**, to light her creation. On the **Second Day** she created the Moon, **Gaelah**, to give the Sun a companion. On the **Third Day** she created Water, from which life springs. On the **Fourth Day**, she created the Winds, on which her love could soar. On the **Fifth Day** she created **Vaedz’Eb**, the firmament upon which her creations could live and thrive. On the **Sixth Day**, she created Fire, which gave the spark of life to the plants and to Men, Elves, Dwarves, Halflings, and all good creatures of the world. Finally on the **Seventh Day** she rested, and it was during this rest that **Orcus** planted the seed of Chaos upon this new world giving birth to the Goblins, Trolls, Dragons, and all other vile beings of evil.

This world has existed now for 5,923 years.



The "Gods"

Similar to the plane from which I'crenhellem comes, there are no "true" gods here. There are instead beings known as Immortals. The two most powerful are of course I'crenhellem (of the Sphere of Matter) who created this world, and Orcus (of the Sphere of Entropy) who marred the world with his taint at its creation. While neither of these beings have ever revealed their true selves, both of these Immortals have presented themselves as "gods" to the mortals of the realm.

I'crenhellem manifests in three main ways to the good folk of Imlar. First and foremost, to the Humans and Halflings she appears as the goddess of life and creation, **Erm**. I'crenhellem appeared as Erm often during the first five generations of Men, to guide them in living fulfilling lives and celebrating the world in which they live. She still will manifest from time to time, but generally anymore her presence is known and felt through her clerics and their ability to use magic.

To the Elves, she appears as great Tree Spirits. Most tribes of Elves will have a sacred tree they revere, around which they've built their communities, and I'crenhellem communes with the sylvan beings in this manner.

Finally, to the Dwarves and Gnomes I'crenhellem communes through **Grazdad Stonefather**, a god which is an amalgamation of their ancestors. Though to these folk believe they're celebrating their ancestors, most fail to realize that in doing so they're celebrating the being who brought their ancestors into creation.

Orcus has presented to the mortals of Vaedz'Eb in many different guises. He has and does appear as "himself," in the sense that he has followers who worship what they know as a goat-headed "god" of undeath whom they call Orcus. He has never revealed the true nature of Immortals (and thus himself), though. Some of the other known presentations of Orcus are as the serpent-god **R'aht-Amómn**, the ancestor worship of the orcs, and the goddess of death **Sra'ha**, whose worship was briefly integrated into the Church of Erm before being outlawed in the year 159 PS.

I'crenhellem's original vision of a realm built perfectly around Matter was ruined when Orcus invaded during her rest. Because of this, she has allowed Immortals of the spheres of Energy (**Thor**), Time (**Ordana**), and Thought (**Odin, Frey, and Freya**) into her realm, so as to balance all things instead of fighting against Orcus' Entropy all on her own. While Ordana rarely interacts with the mortals of Vaedz'Eb, when she does it is in a guise similar to I'crenhellem's Tree Spirits. Odin, Thor, Frey, and Freya are regularly worshiped as gods by the people of Skorradalr, a kingdom across the sea to the east of Imlar.

Geography

The interfluvium where Castle Imlar is located was the first area of Vaedz'Eb I'crenhellem populated with Humans. Seven-hundred and nine years ago, those Humans founded the Kingdom of Imlar. Since then the kingdom has grown from occupying only the open fields between the Corkorran and Imlarian rivers, to now spanning the entire region between the Imlarian and Pinehurst rivers.



Located in the northwestern section of the continent of Eucheon, one of three continents on Vaedz'Eb, Imlar is bordered by the Wymcrag Mountains to the north, the Heart Sea to the south, to the east and west it is bordered by the Pinehurst and Imlarian rivers, respectively. The Eagle Peaks, a small branching ridge of the Wymcrag, stand proudly in the center of the kingdom with the Seredina river flowing along their eastern edge. In the northernmost reaches of the kingdom, nestled snugly in the Wymcrag Mountains, is the Valley of Karaccia through which two other rivers flow. One is the Fallflow, which only runs for a short while from its source before it merges with the larger Corkorran, which flows out of Karaccia under the Eagle Peaks and eventually meets with the Imlarian.

In the northwestern corner of the kingdom is a small pine forest called the Sapwood. Three other smaller mixed woods can be found in Imlar: Brinkwood and Stonedurn Grove in Karaccia, and the Shimmerstand along the southern coast between Harborton and Eaglestorm. Dwarfing those are the Autumngrove Chase in the center of the kingdom, and the Pinehurst in the east.

The land to the east of the Pinehurst river is considered free land by its residents (who call the area, aptly, Frilanda), and it is recognized as such by Imlar. Skorradalr views it differently, however, as this region was originally a colony of that kingdom to the east. These cold, windswept lands, lacking the protection the trees of the Pinehurst provide, have bred fierce folk over the generations (even by the standards of Skorradalr). This is a large part of the reason why the settlements of Brenna, Brimnesskogar, Grund, and Leikskalar are usually left to their own devices by the Skorradalr crown.

Though the Imlarian river is the "official" western border of the kingdom, functionally its border is the Great Western Shelf, a massive cliff that spans from the Wymcrag almost all the way down to the sea. Colloquially known as the Cliffs of Insanity, this natural border provides relatively good protection from the marauding, savage tribes of orcs, hobgoblins, bugbears, and gnolls who inhabit the wild, uncivilized lands to the west.

Weather

The climate in Imlar is mild, if wet. It could generally be compared to the far northeastern United States. To randomly determine weather roll d% plus an extra d10, and consult the following table.

Season	Temp.	Precip.	Fog
Spring	65/45	35	N35
Summer	80/60	45	D20
Autumn	55/40	40	D30
Winter	30/10	25	D15

High/Low Temperatures: The numbers in the “Temp.” column are the average highs in late afternoon and lows just before dawn. Add the result of the extra d10 to Summer and Spring temperatures, and subtract it from Fall and Winter.

Precipitation: The numbers in the “Precip.” column indicate the chance of precipitation (on the d% roll). The type of precipitation is determined by the temperature (rain, slush, snow, etc.). Adding the two d% dice together indicates the duration of the precipitation in hours. The last digit of the percentile roll indicates the intensity of the precipitation, and the extra d10 indicates wind strength (whether precipitation occurs or not). A roll of “00” indicates severe weather; a hailstorm, tornado, or the like.

1d10	Type	Wind
1-2	Drizzle, or flurries	Little/none
3-6	Light rain, or snow	Slight breeze
7-9	Heavy rain, or snow	Strong breeze
0	Thunderstorm, or snowstorm	High winds

For example: In Spring, there is a 35% chance of precipitation. The dice are rolled with a 30 on the d% and a 7 on the extra d10, so rain occurs that day. The duration would be 3 (30 on the percentile die) + 10 (0 on the other d% die) = 13. The last digit is a 0, indicating a thunderstorm. The extra d10 roll of 7 indicates a strong breeze.

Timing Precipitation: Double the result of the extra d10. This indicates what time precipitation starts, if any. Precipitation can carry over to the next day, if it lasts long enough and starts late enough. If this occurs, and precipitation is also indicated on that second day, the timing should be counted from the end of the previous day’s precipitation rather than the beginning of the day (12am). If this happens to move the second day’s precipitation to a third day, then the second precipitation doesn’t occur at all; the sky simply remains overcast during the rest of the second day (after the first day’s precipitation ends). Then, roll for the third day normally.

For example: The thunderstorm rolled above would last for 13 hours, and the score on the extra d10 was a 7, indicating the rain started at 2pm (7x2=14, or 14:00 hours). This would make it last until 3am the next day. So if rain is then indicated again for the next day, its timing would count from 3am instead of midnight.

Fog: A “D” indicates fog during dawn and dusk only, and an “N” indicates fog can also occur at night. The number indicates the percent chance for fog; switch the two d% numbers around for a new number. Multiplying the numbers on both d% dice gives the distance in feet that vision is limited to. Fog usually lasts for 1d4 hours. Precipitation automatically ends any fog. If fog occurs during freezing (below 32) temperatures, it produces frost as well.

Winds: If fog exists, then wind is absent during that time. Otherwise, follow the result on the chart above. High winds always indicate violent weather. For example, if the precipitation rolled is light, but the extra d10 roll was a 10 indicating high winds, then the precipitation is a heavy thunderstorm, not just light rain. Reduce temperature by 1d6+9 during high winds.

Note that even though this method can produce weather on the fly, it’s very useful to have about a month or so worth of weather rolled ahead of time.

Time and the Calendar

Not even the greatest of scholars are certain as to the shape of the world, nor how exactly it is aligned to its sun, moon, nor to the stars in the sky. What is known, though, is that the sun rises each day and sets each evening, with early rises and late sets in the summer and late rises and early sets in the winter. The sun’s position in the sky though is always directly east to west along the equator; it does not waver throughout the year.

A full year on Vaedz’Eb, as measured between winter solstices, is 336 days. The calendar used in Imlar is comprised of 12 lunar months of 28 days, with each month beginning on the full moon.

The year begins on the first of **Newmonth**, which on the Imlarian calendar coincides with the winter solstice. The winter months continue with **Fathermonth** and **Thawmonth**. The first of **Flowermonth** brings us the spring equinox, and **Birthmonth** and **Clearmonth** finish up the season. The summer solstice occurs on the first of the aptly named **Sunmonth**, with **Firemonth** and **Ambermonth** providing warmth as well. Finally, the year begins to wind to an end when the autumn equinox arrives on the first on **Squashmonth**, and **Darkmonth** and **Coldmonth** bring the year to a close.

Months are divided into four weeks of seven days, which are named after the Church of Erm’s creation story (which mirrors the actual timeline of I’crenhellem creating the world; her persona of the goddess Erm is more like her than any of her other presentations). They are **Sunday**, **Moonday**, **Waterday**, **Windday**, **Earthday**, **Fireday**, and **Restday**.

The current year is 268 PS (Post Sceleris). This is numbered from the year when King Henry Elmson of Imlar slew the foul dragon Sceleris.

Another common reckoning of the year is from the founding of the kingdom, in which case the current year is 709 AI (Age of Imlar).

The People of Euccheon

When I'crenhellem created the Humans of Vaedz'Eb she conceived them as four distinct groups, representative of the four elemental forces she used in creating her world (Water, Wind, Earth, and Fire).

The fjords along the eastern shore of what's now the kingdom of Skorradalr are where I'crenhellem placed the first Water-folk on Euccheon. These fair skinned Humans tower over most others, with their men averaging 6'6" and their women 6'. They generally have blonde or red hair, with sky blue or icy grey eyes. The Water-folk are generally artistic and imaginative, they are very loyal, and are compassionate people. However, this can lead them to being moody and taking slight at the wrong things.

The Wind-folk first appeared in the grassy steppes in the far east of Euccheon. They have hair that at first appears pure black, but will have an undertone of crimson, navy, or indigo when lit. Their skin is a soft sandy hue, with eyes usually lavender, indigo, or black, and they are slight in frame. The Wind-folk are sharp thinkers, acting with logic rather than emotion the vast majority of the time. This can cause them to seem aloof to other, especially the Water and Earth folk. They generally worship Ordana, through veneration of the natural world around them.

The lands in which I'crenhellem placed the Fire-folk on Euccheon are now known as the great Fir-A'gir (Fiery Expanse) desert, which is nestled in a circular range known as the Red Ring Mountains. This land was once a lush, fertile wetland which allowed them to thrive. These stocky, dark complected folk at one point had a civilization which rivaled any to since exist on all of Vaedz'Eb. However, they long ago turned to the worship of R'aht-Amómn and a catastrophe 1,709 years ago transformed the land into the harsh wasteland that it is today. The Fire-folk are passionate and charismatic, and often come off as confident and bold. They also can quickly turn aggressive, selfish, and vain as is wont with those who worship Orcus (whether outright or indirectly through gods like R'aht-Amómn).

Finally, the stock from which the Imlarian people come are those of the Earth. I'crenhellem nestled populations of the Earth-folk along the southern border of the Wyrmcrag Mountains like in Imlar, as well as along the northern border of the Red Ring Mountains in what is now the kingdom of Prywyndd.

Taller than the Wind- and Fire- folk, though still about a half foot shorter than the people of Water, the Earth-folk have ruddy complexions, hair that is brown, blonde, or red, and hazel, green, or blue eyes. Men average 6' in height and 180 pounds in weight, while women stand 5'8" and weigh 130 pounds. They are patient, practical, and loyal folks who tend to appreciate fine food and drink, often to a fault. Their loyalty can also turn into stubbornness.

Culturally and technologically, Imlar is not dissimilar to Europe around the 11th century. Of course there is magic, but while not unheard of it certainly couldn't be considered commonplace. Your players' characters of course will run into magic on a relatively regular basis, but that does not mean that their experience is one of

the common man. Few people are called to become magic-users, fewer still live to reach any level of significance, and those who do *most certainly* don't spend their time flooding the world with cheap magic items and enchanting everything under the sun to replace some modern amenity.

Likewise, while the vast majority of Humans belong to the Church of Erm and are faithful to the goddess, few are called to actually serve the church, and of those who do fewer still become clerics. Most clerics often only rise to a high enough level to help heal their congregation and as such, they generally only reach around 6th level since access to *cure light wounds*, *cure blindness* and *cure disease* can take care of most mundane issues. So, there is often less disease and suffering in Imlar compared to medieval Europe. However, even when a cleric of higher level is available, the casting truly miraculous, life-altering magic the likes of *raise dead*, *raise dead fully*, or using a *wish* to bring someone back from the dead is strictly forbidden by the Church (see the following section, "The Church of Erm"), so other than fewer visits to the doctor, the impact of the more common magic of clerics is still fairly subdued.

One form of magic that could be considered common, however, is alchemy. Potions are generally easy to procure, depending on the size of the market one's searching. And, unlike those often hawked by the unscrupulous type in medieval Europe, those found in Imlar work (usually...).

Common dress for men is a linen tunic with a wool overcoat, linen underpants with wool or leather breeches, and leather boots or shoes. Hair is usually worn shoulder length and tied back, though styles run the gambit.

Women generally wear a linen smock under a wool kirtle, with leather shoes. Hair is usually worn long, parted in the center and braided, with a veil covering the top if the woman is married. Of course, women who are adventurers will likely dress for their job, and not for the court.

The most common colors for clothing in the region are grey, black, red, and green. Quality blue dye is extremely rare in this region and must be imported, so it is almost exclusively worn by nobles and royalty.

Player Characters

Players may make characters of almost any race or class from the *Castles & Crusades Player's Handbook*, with the following exceptions.

Half races do not exist on the world of Vaedz'Eb, be they the relatively mundane half-elf, or the abominations known as half-orcs. The good races (Dwarves, Elves, Gnomes, Halflings, and Humans) are distinct, and are genetically incompatible with each other for creating offspring, and the idea of Erm's beautiful creations being capable of breeding with the vile races created by Orcus is laughable at best. Also, monks are extremely uncommon in Imlar, if not completely absent altogether. The monasteries and sects which produce monk-classed characters are almost exclusively located far to the east, in the lands of the Wind-folk.



The Church of Erm

“Look, and see the world I have made for you! Walk with me to that tree, and rejoice in the comfort of the grass on your feet! I made this all for you for I love you, more than you can ever understand child.

Behold the fruit of this tree. This one is green, and is bitter and unripe. But this one which is purple is sweet and sustaining.

Now look to the fruit which has fallen. Do you see how the unripe fruits which fell have turned purple in their rot? Though they appears as ripe fruit, they are decayed and will make you ill. Such it is with undeath; beware always, my child, the lure of the evil one, Orcus!”

-Lessons of the Mother, Book 3

The morning on which the Earth folk awoke upon the face of Vaedz'Eb, they were greeted by the Mother of Life, Erm. The Blessed Mother appeared as a magnificently beautiful woman with radiant ivory skin, glowing golden hair which flowed down to her waist, shimmering sapphire blue eyes, and clothed in fluid robes of white and deep forest green. When she spoke, her voice sounded like music, and her smile gave off the warmth of the sun on a summer day.

She taught them of the world she created for them, how to farm, how to hunt, how to build and craft what

they needed from the materials She provided around them. How to care for their family, how to care for their neighbors, how to care for the world in which they lived. Since the beginning, Erm has been close to the Humans of Imlar and as such, they have been close to her.

Though the worship of Erm has been with the people from the beginning, the Church of Erm as it exists today was founded in the year 3 AI. Prior to this, although the worship of Erm was the common religion there was no central church, and methods of prayer and ritual could vary wildly from one village to the next. The first king, Imlar Elmson, realized that his people would be stronger and more unified if he were to bring them together in the worship of their Blessed Mother. So, beginning almost immediately after assuming the crown, he gathered holy men from all the villages across the region, those who had joined the kingdom and those who hadn't yet, and over the course of a year they debated holy texts, compared prayers and rituals, and compiled the doctrine which would establish the official, unified Church of Erm.

The Church believes that all acts against life are sins; abuse, assault, torture, murder, and the like are all considered to be delivered upon the goddess in addition to the victim. As such, punishments generally are swift and harsh.

The Church believes that all life should be celebrated and cared for, as life is a direct and powerful gift from the Blessed Mother. However, it also believes that the evil races and creatures are a mockery of Erm's gift, and should be snuffed out.

The Church, above all, reviles the undead and those who worship the Prince of Undeath, Orcus; these vile beings should always be sought out, and destroyed when found.

In the year 23 PS, after the discovery of what was thought to be a sacred text, the Church of Erm incorporated the worship of a second goddess, one of death, Sra'ha. According to the text, Sra'ha was the sister of Erm, and venerating her became part of funerary rituals. Over 100 years later, in 159 PS, it was discovered that in fact Sra'ha was no more than a manifestation of Orcus; everything from the "sacred" text to the appearance of Sra'ha herself was a ruse by the Prince of Undeath to trick Erm's faithful into worshipping him.

Resurrection magic is *strictly* forbidden by The Church. For thousands of years, the spells *raise dead* and *raise dead fully* weren't even known to the clerics of the world, be they followers of Erm, Odin, Thor, Frey, or Freya. The spell *wish* is only known to have been used thrice in history by the faithful of Erm to try and bring back someone from the dead, but all three times it ended with unintended results and after the third time Erm herself appeared to decree to her followers that though done with good intentions this manner of trying to cheat death was an affront to her gift of life, as death is a natural part of life. Thirty-nine years ago, in 229 PS, an archbishop of the Church succumbed to the allure of power Orcus promises after finding old, hidden relics and texts related to Sra'ha.

While he knew he'd be unable to revive the worship of Sra'ha within the Church, he found another way to subvert Erm's faithful. During his studies, Orcus revealed to the archbishop the spells *raise dead* and *raise dead fully*. He began teaching the spell to clerics of Erm, under the guise of having been revealed the spells by Erm herself. Most regarded the spells as miraculous. Unlike the magic of *wish*, these spells seemed to bring the dead back to life without any horrific side effects or consequences. And, after almost forty years of these spells being used, Erm never appeared to tell her followers otherwise. Only very recently was the archbishop revealed for the evil man that he'd become, and was it learned why Erm never put a stop to resurrection magic. The Church has since quickly put an end to its use. (See the module *MECC3 – The Knaves of Nefford* for more information on this).

The vast majority of Humans and Halflings belong to the Church; adherents may be lawful or neutral, clerics must be lawful. However, though the population of the Church is numerous, only a rare few find they have been blessed with the gifts required to act as actual clerics. And, although most settlements in Imlar are ecclesiarchies, most head priests are priests strictly in the religious sense. Those few who *are* clerics are rarely higher than 6th or 7th level.

"Foul, horrible abomination," hissed the valiant priestess Eilonwy. "May this stake pierce you as your fangs pierced the innocent!"

The vampire howled in agony. "I've lived long enough to expect much... but I never expected... the Imlarian Investigation..."

Nicolae Lacusta, who had sown evil for the last 328 years, was finally dead.

-The Investigation of Chaos

Heraldry of Imlar

It would behoove characters to become familiar with the liveries commonly flown throughout the kingdom, as a way to easily tell from a distance those who should be friends, and those who could potentially be foes.

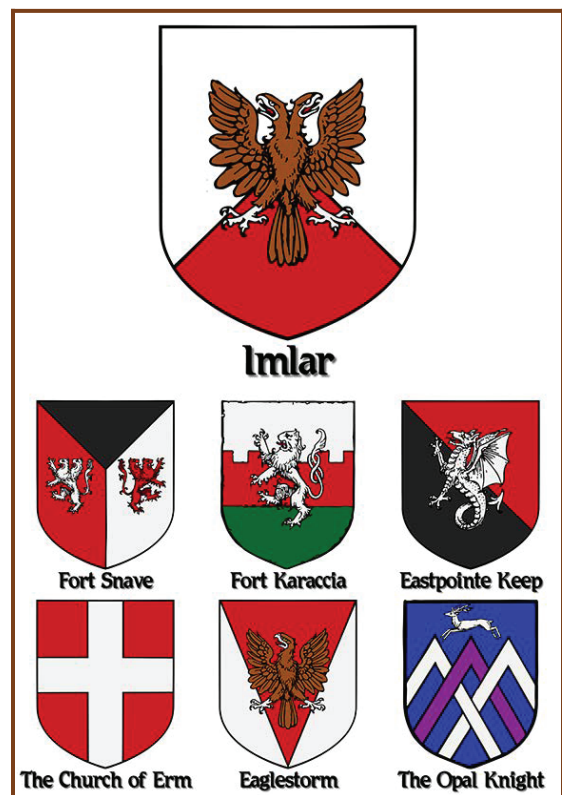
First, and most importantly, is the heraldry for the Kingdom of Imlar.

The argent field above the chevron symbolizes peace and the sincerity of the royal family's charge to secure and hold peace in the realm. The red of the chevron symbolizes the might of the Imlar forces, necessary to ensure peace. The charge of a double-headed eagle represents the vigilance the kingdom keeps over watching its borders to the east and west.

In addition to the kingdom's heraldry, each of the kingdom's forts (Fort Snave, Fort Karaccia, Eastpointe Keep, and Eaglestorm) have their own designs, as does the Church of Erm.

Much rarer to see, though one characters should be aware of, is the livery of the Opal Knight. Depending on what they've heard (or their intentions), when these banners are seen folks will either give them a wide berth, or charge foolhardily head on.

For more information about all of these locations, see their entries in the following section, "Notable Locations."



The Nobility

The kingdom of Imlar was named after its first king, Imlar Elmson, and the Elmson line still sits on the throne to this day. The current king of Imlar is **Vander Holton Elmson III**, who only recently assumed the crown eleven years ago after his father, Vander II, was slain during the onset of the Greenfeather Incursion. Relatively young at 42 year, King Vander rules his kingdom like the warrior he is. After forcing back the Greenfeather hobgoblins, Vander ensured that his forces at Fort Snave were tripled, increasing patrols between that fort and the city of Eaglestorm; he wishes that none of his subject ever have to feel the pain of loss because of the savages to the west like he has. Though fierce in war (before accepting the crown he had reached 12th level as a paladin of Erm), Vander holds his people and their kingdom in the utmost regard, and is fair and just when it comes to the treatment of his subjects.

Vander's queen is **Anadawn Elmson**, with whom he has three children: prince **Vander Holton Elmson IV**, princess **Daphne Elmson**, and the youngest, prince **Connor Elmson**.

The large city of Eaglestorm is lead by **Baron Folcard "the Mighty" Graham**. Folcard was a prominent warrior under King Vander II, and has served as Baron of Eaglestorm for 28 years now. Though now in his mid-60s, Folcard is still a formidable force in service to the crown, as he is a 23rd level fighter. His wife is **Lady Ellawyn Graham**, and together they have three daughters, **Lilly, Rose, and Daisy**.

Eastpointe Keep is charged with maintaining the crown's order in the far eastern reaches of the kingdom, with **Duke Gerhorn Elmson** at its command. Gerhorn is the younger brother of the late King Vander II, and has watched over Eastpointe Keep for the last 46 years. Gerhorn and his wife **Twynna** have no children.

Finally, there are the castellans of **Fort Snave** and **Fort Karaccia**, **Sir Jon Cotte** and **Sir Travis Webster**, respectively.

Holidays

There are many holidays which are widely celebrated throughout the kingdom, and many more which are various local observances only celebrated in specific villages or locations. Those which are most likely to be acknowledged throughout Imlar are described below.

Winter Solstice/Year's Birth

Celebrated on the 1st of Newmonth, this holiday not only marks the beginning of Winter, but that of a new year as well. Houses and buildings are decorated with evergreens and red ribbons, spiced liquors and mulled ciders wash down honeyed hams, and room is always left for apple and pumpkin pies.

Exchanging gifts and tokens of friendship is common, and children who have been good for the year prior find that Erm has left chocolates in their shoes overnight.

Saint Rehck's Day

The 17th of Fathermonth is a day of remembrance for Saint Rehck of Pinewich. Rehck was an incredibly devout and faithful cleric of Erm, and Patriarch of the town of Pinewich when in the year 291 AI he battled a vile green dragon called Skogardauthi. Though Rehck was successful in slaying the foul wyrm and saving the town of Pinewich (and indeed, the entirety of Pinehurst forest), it cost him his life.

In Pinewich itself, large lizards from far off are imported and roasted for dinner. In most other parts of Imlar, roasted boar is more often the dish served.

Spring Equinox/Erm's Freckles

The 1st of Flowermonth marks the beginning of Springtime, and is known as Erm's Freckles as the flowers dotting the fields and meadows look to be freckles on the face of Erm's creation.

Light fruity wines, tart cakes and confections, rabbit stew, and confessions and acts of love among the young folk mark this holiday.

Saint Coldmante's Day

A very recent addition to the Imlarian holiday schedule, the 13th of Birthmonth is now known as Saint Coldmante's Day, in honor of Father Stevyn Coldmante from Brink, who gave his life during the events of MECCI.

Of course, this day may vary in your personal campaign depending on when your players completed that adventure. If, however, you have began an Imlarian campaign of your own design, the 13th is the "official," canon date from my home campaign.

The Brightbloom Festival

Originally this celebration was local to the town of Brink, but over the last couple of decades, it has spread from that small town in Karaccia to other parts of Imlar. Held from the 15th through the 21st of Birthmonth, this festival celebrates the height of Spring, and is full of dancing, games, music, shows, food, and other entertainment.

On the third day of the festival (the 18th of Birthmonth) an event is held crowing the "Princess of Petals," a ceremonial title given to a girl aged 13-16 every year. Sat upon a "throne" (a chair decorated with flowers), she's carried through the town before being crowned with flowers on the steps of the church.

Summer Solstice/Solnah's Glory

The 1st of Sunmonth is known as Solnah's Glory, celebrating the arrival of Summer and the height of the sun's strength. Ice cold ales, savory summer sausages, elaborate puppet shows, and merry dancing fill the towns and villages of Imlar during this celebration.

Solnah's Wane

The last day of Firemonth, known as Solnah's Wane, celebrates the waning of the sun and the promise of cooler days after the hottest month of the year. Spending the day picnicking and swimming is how most folk celebrate this holiday.

Remembrance of Erm's Gift

Another new addition to Imlar's holiday calendar, this solemn day is spent reflecting on the wondrous gift of life which Erm has bestowed upon the world. It is celebrated on the day Erm appeared to the good folk of Nefford after the traitor and heretic Hagen Reid was brought to justice.

Like Saint Coldmantle's Day, the exact date of this holiday will vary depending on when your players completed MECC3, however the "official," canon date from my home campaign is the 22nd of Ambermonth.

Autumn Equinox/Gourdlantern

The 1st of Squashmonth is known as Gourdlantern. Marking the beginning of Autumn, it is traditional for folks to carve faces (both scary and silly) and decorations in hollowed-out gourds, and decorate their porches with them. At night, most folks place lit candles in their gourds, though those who forget to often find the gourds smashed by ornery children come morning.

Thinveil

Directly in the middle of Autumn, on the 14th of Darkmonth, is a holiday known as Thinveil. It is known that the power which separates the realm of the living with that of the dead is at its weakest on this day. Most folks find themselves indoors before the sun begins to set, spending the evening hunkered in their homes praying for and honoring their forebears.

Undead encountered on this day have their hit die type shifted one higher (d4s become d6s, d6s become d8s, d8s become d10s, d10s become d12s, and d12s become d20s), and appear with max hit points.

Durnacht

The 25th of Coldmonth is known as Durnacht. While children who have been good for the year will find themselves rewarded come Year's Birth in three days' time, those who have been bad are said to attract the ire of Dur, a creature who in life was good of heart, though incredibly dumb. In the afterlife, Dur's spirit became agitated while watching children act terribly, since even he, with his slow mind, knew the difference between right and wrong.

These bad children will often wake up in the middle of the night with a jolt of pain, finding a red mark across their backside as if having been lashed with a switch as a punishment.

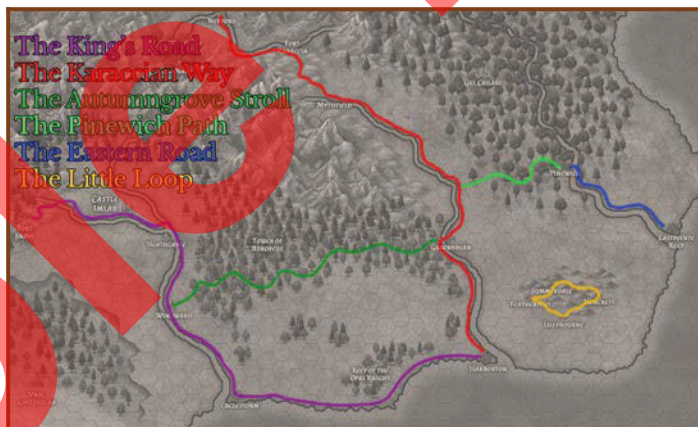
Notable Locations

Much of the world will be created and discovered through play (see the following section, "Hexploration"), allowing you and your friends to bring Imlar alive and turn it into a place of your own. However, this doesn't mean that Imlar is a complete void with nothing already there to explore! As such, this section details a few dozen of the more notable locations throughout the kingdom and its surrounding lands which your players are likely to come across or hear about during their travels.

In general, enough information will be given to provide a feel for the location while still giving the GM plenty of wiggle room. Some exceptions of course are towns like Brink or Nefford, which have been detailed in previous modules.

The Roads of Imlar

Connecting most of the major locations throughout the kingdom are a network of half a dozen main roads. Though not always well maintained in all (or most) sections, they will at least keep one from getting lost.



Along the western and southern borders of the kingdom, running all the way from Fort Snave to Harborton, is the King's Road. This is unquestionably the most well maintained highway in the kingdom, being paved over 90% of its length and regularly patrolled by several small groups of the King's Guard.

The Karaccian Way is the second largest of the roads, running down the middle of the kingdom from Nefford to Harborton. Though often traveled and relatively well patrolled, the road itself isn't as nice as the King's Road, with large portions of it between the major settlements being only dirt trails, leaving its condition up to the whims of Mother Nature.

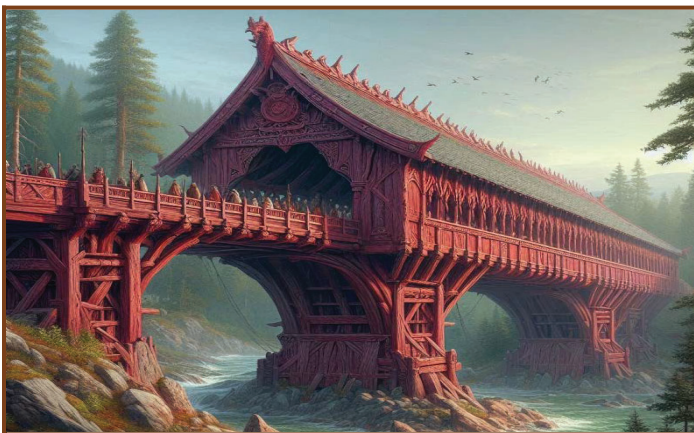
Cutting through the Autumngrove Chase connecting Windward and Greenbreak is the Autumngrove Stroll. This road is little more than an overgrown trail, and is seldom traveled as these woods are known to be dark and dangerous.

The Pinewich Path connects the town of Pinewich to the Karaccian Way, while the Eastern Road continues from Pinewich on to Eastpointe Keep.

Finally there is the Little Loop. This pleasantly landscaped cobblestone road circles through the area known as Bryndale, the gently rolling hills the Halflings of Imlar call home, connecting its four towns.

Alston Bridge – Hex 18.26

A stunning structure constructed of crimson-stained oak, this covered bridge gives the quickly-growing town of Heathgable easy access to the King's Road.



Passage is free to residents of Heathgable; all other traffic must pay a 1gp toll each way. Toll collection is handled by royal guards on the east side, and town guards on the west side.

Brenna – Hex 63.06

Brenna is the smallest of the four settlements in Frilanda, mainly due to it having the worst climate of them all. Only about 500 people live there, the bulk of them hardworking fishermen. Brenna is a neutral town, as are all of the Frilanda settlements.

It isn't common knowledge, but Brenna has established a friendly relationship with a Dwarven settlement 80 or so miles north up the coast. The Dwarves have taught the people of Brenna a simple (to the Dwarves) method to create enchanted fishhooks which allow them to fish successfully without needing to bait their hooks.

Brimnesskogar – Hex 56.11

In contrast, Brimnesskogar is the largest of the four settlements in Frilanda (though it still only has a population of about 1,500 people). They have a healthy trade relation with Eastpointe Keep to the south in Imlar, as well as with the town of Kalfa on the island of Vestskogen to the east, in the kingdom of Skorradalr.

The fishermen of Brimnesskogar are excellent whalers, and the majority of their trade exports are goods reflecting that.

Brink – Hex 18.11

This small, lawful farming village is led by Sister Ariabelle Rosefall of the Church of Erm. It is further detailed in the module *MECC1 – The Valley of Karaccia*.

Castle Imlar/Imlarham – Hex 15.25

Once a modest wooden longhouse built on a low, flat hill along the Imlarian river, Castle Imlar is now an imposing limestone keep surrounded by 15' high stone walls with five towers spaced evenly around, and with a sprawling city – itself protected by 10' tall walls – surrounding it.

Imlarham is unquestionably the largest settlement in the kingdom, boasting a population of some 30,000 people. Though far from the coasts, the amount of trade that passes through Imlarham is astonishing, and easily on par with that of Eaglestorm and Harborton (though the prices are usually a bit higher in Imlarham, as the goods have had to travel that much further).

The city is patrolled by some of the finest men in the King's Guard; the streets here are without a doubt the safest in the whole kingdom. Crime is almost nonexistent, as is dealt with swiftly when it does occur.

Eaglestorm – Hexes 21.36 & 22.35

Eaglestorm is the second largest city in the kingdom, with just slightly fewer folks than Imlarham (25,000). Sitting on the shore of the Heart Sea, this bustling port sees all manner of rare and wondrous things pass through it on any given day. While a large portion of running the city is handled by the various merchant guilds, Eaglestorm is overseen by Duke Fernand Reuter. Fernand is a pompous, bad-humored man. He has, however, kept the city prosperous and presents a pleasant facade around King Vander, which has kept him in his position for decades now.

However while on the surface Eaglestorm is indeed a marvelous metropolis, hiding in the shadows of its seedy underbelly is the headquarters of The Sect of Twilight. This vile organization not only is full of slavers, thieves, murderers, and other such types, but at its heart is a front for a large cult of Orcus.

Eastpointe Keep – Hex 51.26

This keep was originally no different than Fort Snave, being an outpost built at the easternmost border of the kingdom. Over the centuries it has grown to be a sizable port, though. Led by Duke Gerhorn Elmson, Eastpointe Keep now boasts a population of 15,000 and sees its fair share of trade coming and going. It is also the location of Eastpointe Academy, the training grounds for the elite Imlarian King's Guard.

Featherpost – Hex 42.29

Out of the four towns in the Bryndale region, Featherpost is the largest (though this doesn't mean it is large, with a population of only 1,250). Generally, the Halflings of Bryndale keep to themselves, though there are some traders and merchants in Featherpost who regularly do business with shippers and suppliers in Harborton. The mayor, Crassus Hogpen, doesn't much care for this much outside meddling, but he can't argue with the money it brings in via taxes.

