

Living Greyhawk



The Principality Of Innspa

and

The Marchland Of The Adri Forest



In the north of the former Great Kingdom, a nomination now claimed by Overking Xavener's United Kingdom of Ahlissa, lies the Principality of Innspa, formerly, prior to the devastating Greyhawk Wars, part of the Prelacy of Almor and for long an independent part of the Flanaess. Only recently has Princess Karasin of House Garasteth elected to give in to Xavener's advances and become a part of Ahlissa... not totally of her free will, some say.

Facts about Innspa

Innspa (pop. 12,200) is a unique city in Aerdy. It is located just within the edge of the westernmost border of the Adri, about five miles away from the fringes of the Forest. It has a walled core ("Old Town"), but the rest of the settlement, down the Harp River, is unwalled, with the outer dwellings protected only by a small, semicircular ditch. Most houses in Old Town are built of stone, and many reveal the handiwork of dwarven or gnomish stonemasons – though dwarves are very rare here now. As befits the second part of its name, the town is a place of bubbling springs. Besides these baths and centers that promise various sorts of invigoration and cures, the city place has more hostels, taverns, and inns than most other communities across the Flanaess – hence the first part of its name. Innspa also boasts more than a half-hundred religious buildings, ranging from small shrines to large temples and great cathedrals, owing to the multitude of religions found in the region. Travelers often marvel at the intricacies of Innspa's gnomish aqueduct which, running for some 40 miles, provides Innspa with fresh water from the Flinty Hills.

East of Innspa lies the Marchland of the Adri Forest, which has become the name for the portion of the Adri Forest east of the Harp River. While all parts of the Forest west of that river are claimed by Innspa, the Marchland has been given by the Overking to his cousin, Prince Molil, who is determined to bring all of the Adri under Ahlissa's banner.

Facts about the Adri Forest

This vast, ancient broadleaf forest is filled with game animals and fine woods. Resources from the Adri include: fine wood for shipbuilding, homes, furniture, and weapons; game animals hunted for furs, food, and trophies; and gathered foods and fish from the Harp River. The only settlement of note within the Forest is Elversford (pop. 1,000), on the eastern bank of the Harp, about 85 miles east-southeast of Innspa. The woodsmen of the Adri, living in scattered communities around the forest, hold antipathy for the Great Kingdom and its successor states, and groups led by rangers have begun to resist incursions into the woodlands, both by Ahlissa and the North Kingdom. A legendary ancient elven city is said to lie at the ancient, dark heart of the Adri, in a dangerous region called the Coldwood. No elf will ever go there, or allow anyone else to do so. Other parts of interest within the forest include Ettin's Mound (reputed to be home to an unusually large tribe of Ettins, and shunned by most), the elven ruin of Erianhrel, the haunted gnomish mines of Yellowretch, and the dangerous region of Goldchasm which is rumored to be full of valuable ores and minerals. Recently, rumors have arisen of ancient dragon worship in the area, and some - although derelict - temples have been found.

This is the setting into which your character is thrust, should she choose to adventure in the Adri Forest or its surroundings, say, the southern Flinty Hills. This is disputed land, and opportunities for adventures abound. Most of the people living in the Adri Forest reject the rule of the Great Kingdom, even nominally, as staunchly as they once resisted advances by the Kingdom of Nyron. Many things are afoot both within the walls of Innspa and the wide expanse of the Adri Forest.

Some of these are rumored to include:

- *Almost two centuries ago, Firan Zalfhonan, better known as Azalin the Lich, former ruler of Knurl who had carved his own empire straight out of the Great Kingdom centuries ago, disappeared in the ancient, deep forest woodlands. Why did this happen, and where did he go? And why did the Great Kingdom never really challenge his ambitions? One being wants to find out...*
- *For the last five years, dragon statuettes recovered from temples in the Forest have been getting into Innspa - only to disappear mysteriously. Some blame this on the reclusive mage, Olafsdottir, while others claim knowledge of a mysterious organization working in secret. And an ancient, elusive tome tells of even more temples, closer to the heart of the Adri...*
- *There have been stories about a druidic duel that happened in the autumn of 595 CY. It appears that Tansy Treeewe was victorious over Immonara, former Archdruid of the Adri. However, witnesses report unexpected attacks by powerful monsters, and disturbances by equally powerful magic. And yet, the Great Druid seemed to accept the final result of the duel. Who was responsible for all these disturbances, and why did the Great Druid not counteract them? And how is Tansy going to fill her role as new Archdruid of the Adri?*
- *What is the dark secret behind the City of Summer Stars, one of the oldest elven cities known to man? What dreadful secret does the Coldwood hide concerning Darnakurian's legacy? And why does there seem to be increased interest in this part of the Adri in recent times?*
- *Is it true that the Knight Protectors of the Great Kingdom are not really disbanded? Rumors talk of occasional appearances of armored figures within the Adri Forest. Could the legacy be still alive?*
- *Before the Greyhawk Wars, Prelate Kevont of Almor had been replaced by Prelate Anarkin, somewhere in 578 CY. However, when the Wars reached Almor, Kevont was again in charge. What happened to Anarkin, and why? Might he be still alive? And what might the mysterious Eldan Arkion, recently disappeared into Innspa, have to do with it all?*
- *Innspa's joining of the United Kingdom of Ahlissa was proudly celebrated with a whole year of festivities. However, not all is bliss behind the scenes, and there is talk of insurrection in various places. The foresters in Innspa's portion of the Adri have never really yielded to Karasin's rule, and there are rumors of an order of holy liberators having set their sights on the regime in Innspa. And there is also the Scarlet Brotherhood, obviously up to no good...*
- *Prince Molil's threat to take by force what he believes to be his right in tithes from the people in the Adri still looms large. He has already tried once, although he was beaten at the Druid's Well by an alliance of the Adri people and a gathering of adventurers. But what will happen if he tries again?*

Character Creation

While the Living Greyhawk regulations allow you to choose any character of any race and class combination listed in the PHB, we have drawn up some guidelines

on creating characters appropriate to adventuring in the Principality and the Marchland.

While your character will be adventuring in this region, this does *not* mean she has to be born there! Thus, you may ignore the suggestions below if your character hails from another part of the Flanaess. However, she should have a good reason for coming here and spending the larger part of her adventuring career (and thus, her life) in and around Innspa and the Adri!

Innspa is predominantly populated by humans of Oeridian stock. Within the city, gnomes play a prominent part, though, having an entire quarter to themselves. Other demi-humans can be found in smaller numbers; dwarves, however, are rare. In the Adri, again the majority of woodsmen is human, but there are also elven and gnomish communities in the Forest (as well as gnomes in the southern Flinty Hills), and half-elves are possible. It is important to note, though, that there is not a single halfling settlement within the entire forest! There is a small amount of humanoids scattered throughout the Adri, but these beings are usually regarded as 'tree-killers' and thus, rather disliked.

As for character classes, basically everything is possible within Innspa. Due to the Principality's official ties to Ahlissa, paladins and priests of good-aligned gods will have to operate in secrecy, though. Monks are possible, but you should beware of the Scarlet Brotherhood!

In the Adri, the most likely classes are rangers, forest barbarians and other types of wood-dwelling fighters, nature priests, and druids. Forest-dwelling hermits (mages, sorcerers, priests) are certainly possible. Rogues will be having a hard time in the Adri, but bards are well-liked.

As far as religion is concerned, Zilchus is favored by the state of Ahlissa. Other important gods include Hextor, Xerbo, Fharlanghn, Olidammara, Kord, Norebo, Ralishaz, Kurell, Boccob, Wee Jas, Delleb, Syrul, and Rudd - and let's not forget Heironeous, former Almor's state deity, now disliked by officials but far from being extinct. Within the Adri Forest, there are small numbers of followers of half a dozen nature and druidic priesthoods. A handful of priests of Beory, Atroa, and Phytton have taken refuge here over the years, but the most important priesthoods are those of Obad-hai and Ehlonna.

The Innspa and Adri Forest Triad:

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