

(Ahlissa) The Principality of Innsa and The Adri Marchland (Germany)



In the south of the former Great Kingdom, a nomination now claimed by Overking Xavener's United Kingdom of Ahlissa, lies the Principality of Innsa—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.

West of Innsa lies the Marchland of 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 Innsa, 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.

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 Nyrond. Many things are afoot both within the walls of Innsa and in the wide expanse of the Adri Forest. Some of these are rumored to include:

- Centuries ago, Firan Zal'honan, better known as Azalin the Lich, 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. . .
- Archdruidess Immonara seems to be tiring of her duties. And yet she has to stand watch, keeping the quarrels between Obad-Hai's druids and Ehlonna's nature priests in check and defending the Adri from both ancient and quite recent threats. Who, then, is the mysterious Tansy Treewee who seems to be in search of Immonara, and what are her aims?
- Who is the secretive and elusive mage by the unlikely name of Olafsdottir? Is it really true that he once tried to join the Circle of Eight but failed miserably? Why has he come to the Principality of Innsa?
- 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 who is the strange elf who, in search of both, might bring doom to the Adri?

- Why does there seem to be an increasing amount of unnatural animals at the fringes of the Adri Forest? Could it be that someone is actually tampering with nature? If so, who? And to what end?

Facts About Innsa

Innsa (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 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 demihumans 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. Innsa also boasts dozens of 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 Innsa's gnomish aqueduct.

- Before the Greyhawk Wars, Prelate Kevont of Almor had been replaced by Prelate Anarkin, sometime 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?
- Rumor has it that a great nobles' ball is about to take place in Innsa, to "celebrate" Innsa's joining of the United Kingdom of Ahlissa. However, much more is going on behind the scenes, and plots within plots are woven behind Innsa's walls. . .
- Prince Molil has vowed to bring the whole of the Adri into his grasp. Rumors are spreading about a large army being drafted, an army intent on entering the Adri and bringing down all resistance. . .

Facts About the Adri Forest

This vast, ancient broadleaf forest is filled with game. Resources from the Adri include: fine wood for shipbuilding, homes, furniture, and weapons; game 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.

Character Creation in the Adri Forest and Innspa

While the **LIVING GREYHAWK™** campaign regulations allow you to choose any character of any race and class combination listed in the PH, 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 human-populated. Demihumans can be found in smaller numbers; dwarves, however, are rare. In the Adri, again the majority of woodsmen are human, but there are also elf and gnome communities in the Forest, and half-elves are possible. It is important to note, though, that there are no halfling settlements within the Adri! There is a small amount of humanoids scattered throughout the Adri, but these beings are usually regarded as “tree-killers” and thus, are 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. While monks are possible, you should take into account that there is some Scarlet Brotherhood activity in the Principality, thus probably making your monk character a defector from the ranks of the infiltrators.
- 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. Thieves will have 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, and Rudd. Within the Adri Forest, there are small numbers of followers of half a dozen nature and druidic priesthods. A handful of priests of Beory, Atroa, and Phyton have taken refuge here over the years, but the most important priesthods are those of Obad-hai and Ehlonna.

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