

Killdeer at a Glance

in the fighting and some still stand empty. Unlike most places in Onnwal, Killdeer's population has actually increased by several hundred with refugees and members of Destron's court flowing into the new capital.

Most of these "immigrant" Onnwalons are to be found here. Many taverns and hostelrys can be found within Main Town. The most (in)famous of these is The Slumbering Wurm. Run by Megaera Varn and Cair Eirnalroe it is a wild place suitable only for those with a liking for rowdiness and adventure.

In recent months wild rumours have circulated of Brotherhood agents again operating in Killdeer. Fear of this reached such a level that in Readying of 591 cy an Ahlissan merchant was lynched simply for wearing a red cloak. Thankfully one Brotherhood safehouse has been found and its occupants driven off.

Templeside: In Killdeer all the temples are clustered in Templeside. Most of the major faiths of Onnwal have places of worship here, many of which were damaged or destroyed during the occupation. Marya Jernal the leader of Osprems' faith has reclaimed her temple but to her chagrin she has lost much of her congregation to the faith of Procan. Procan's faith led by Holshend Wildren is rebuilding its temple. Work has progressed quickly and the new edifice is near completion.

The Zilchians have been reduced to worshipping in a small makeshift shrine while their shattered temple is rebuilt. Followers of Pholtus led by Shining Paragon Purcend Kerondas have also returned here, and are rebuilding their charred place of worship. The worship of Trithereon is enjoying rapid expansion in Killdeer as it is throughout Onnwal. The temple has been rebuilt and its sacred bell once again rings out over the town. Nialle the Wanderer leads the followers of The Summoner in Onnwal but defers in many things to Sarlem Freeman.

Religious tension here is high as the many lawful and chaotic faiths of Onnwal are forced to coexist relatively close together. Although bloodshed has so far not been avoided several worshippers of rival faiths have attempted to disrupt other's services.

Local Lore

The Fall: The invasion in Killdeer did not go well for the Scarlet Ones. The Vergannin Guard, an elite company of dwur dating back to the liberation of Onnwal, foiled an attempt on Duke Coriell who rousing his household troops repulsed the Brotherhood's advanced guard. Savage fighting raged most of the night and, alone of the four provincial capitals, Killdeer still stood by noon on the first day of the invasion. That morning the invaders began to disembark assault troops several miles north of the town with skirmishing almost immediately being reported.

The full scale of the disaster that had befallen Onnwal rapidly became evident to Coriell and he decided to evacuate the town before encirclement made this impossible. Leaving the traitorous temple of Xerbo burning Coriell withdrew into the hills. Leading his household guard, the remnants of the marines and regular forces left to him and many refugees Coriell fought his way eastward to Irongate. Those who attempted to escape by sea however fared much worse, most of the vessels falling prey to prowling Brotherhood warships. Only a few ships, packed with refugees managed to reach Nyronnd.

The last to quit the town, the small priesthood of Trithereon buried their sacred bell under their temple before retreating into the Headlands and waging a guerrilla war against the Brotherhood. Others, like Delvan Gasporen fought to the last. Sending the rest of Procan's faithful into exile, he summoned a huge wave, which swept away himself, many Brotherhood soldiers and part of the waterfront of Templeside.

Occupation: Repression in Killdeer and the rest of the Eastern Marchlands was must severer than elsewhere in Onnwal. The populace, being of almost pure Oeridian decent, was a prime target for the Brotherhood's oppression. Oeridian faiths, predominant here before the invasion also suffered greatly at the hands of the Brotherhood. The faithful of Pholtus were sealed into their temple before being burnt alive. Followers of Pyremius then claimed the spot and dedicated it to their dark god. Other temples including those dedicated to Zilchus and Trithereon were also destroyed.

Liberation: The liberation of Killdeer was the signal for the Brewfest Rebellion of 586 cy to begin. The Brotherhood forces occupying Killdeer fell to tactics similar to the ones they employed during the invasion.

Small groups of Wreckers, aided by many spellcasters, and some say led by Chert himself infiltrated key areas of the citadel and neutralised the defenders. Detachments of elite marines were then admitted to the main islands that after a night of hard fighting were back in rebel hands. When morning broke the defenders of the town were bewildered to see the green and gold of Onnwal and the blue and green of the Eastern Marchlands flying over the islands. The arrival of the rebel flotilla, and the sinking of the only Brotherhood vessel in the harbour, fed their panic, and by mid afternoon a full-scale rout was in progress. The Kesh of Killdeer, Rodus Soron, was captured during the exodus and hung by vengeful marines before he could be interrogated.