

Axebjerg at a Glance

Axebjerg (village): Conventional; AL NG; 253 gp limit; Assets 10361 gp; Population 821; Mixed (human 648, dwarf 75, gnome 41, elf 25, halfling 16, half-elf 8, half-orc 8).

Authority Figures: **Lady Tyrinda Malendil**, female human (Countess of the Downs and general of the Shield of Sunndi); **Captain Siolfor "Ironskin" Morndar**, female dwarf (Commander of the Garrison); **Sir Rodrick Rothburn**, male human (Baron of Axebjerg); **Kelleck Uleman**, male human (Merchant Guild Master); **Jacob Hellyne** (Representative of the People of Axebjerg); **Master Gwarr Stoneface**, male dwarf (Master Architect).

Important Temples: **Shrine of the Vigilant** (dedicated to Trithereon, this shrine mainly caters to the soldiers but due to the constant threat from Ahlissa villagers can also be found here regularly - 1x 5th lvl cleric, 1x 2nd lvl cleric and 2x 1st lvl clerics); **The Granite Shrine** (dedicated to Fortubo, though the deities of the dwarf pantheon are also welcome here, the shrine caters to the craftsmen that work on the walls and the dwarven soldiers - 1x 4th lvl cleric, 1x 1st lvl cleric, 1x 1st lvl paladin, 1x 3rd lvl monk and 1x 1st lvl monk); **The Light of Dawn** (dedicated to Pelor, this shrine caters to all the inhabitants of the village, but especially the wounded and poor - 1x 4th lvl cleric, 3x 1st lvl cleric and 1x 2nd lvl paladin).

Outside town: **Silent Grove** (at the banks of the small lake known as Corpse Water there is a small druid grove dedicated to the Oeridian agricultural gods. It also functions as a monument to those that died during the Wars (1x 2nd lvl druid, 1x 1st lvl druid and 1x 1st lvl ranger)).

When the might of the Great Kingdom was at its height, the Downs was a prosperous district with a relative dense population. The area was fertile due to the Greyflood River and it was close to Hexpools. During the decline of the Great Kingdom their prosperity slowly declined as well due to the tax predation by their rulers until it finally completely ended during the rebellion of Sunndi in 455 CY. Suddenly the Downs were located on the border with a hostile nation and it formed one of the few easy entrance points from the Great Kingdom into Sunndi. Many people lost their lives in the countless skirmishes and raids that took place over the next 100 years or so until finally in 577 CY a full-fledged war started: a war that

was fought mostly in the Downs. When peace finally returned no building was left standing in the county.

It would take several years before Sunndi was united under a strong new leader. Until that time the elf leaders of Rieuwood and the dwarf elders of the Glorioles did build a motte-and-bailey at one of the more defensible portions of the Downs close to the Greyflood River. Before the Wars a village and small keep had been located here -the keep of a local baron and the village of farmers and local craftsmen- but to quote the dwarven masons that came here to build a new keep, nothing but a mountain of ash and rubble was left of the old place. Which also became the new name of the village and keep. After several years the local human soldiers corrupted this into Axebjerg and that was the name that stuck.

When Hazendel declared Sunndi to be an independent kingdom in 589 CY, he immediately started an ambitious project to strengthen the borders of the new state by building a string of fortifications. One of the places to build a castle was at Axebjerg, which also became the capitol of the county and hence headquarters of the Shield of Sunndi (the nickname of the 2nd army stationed in the Downs) because of its good defensive position. The arrival of more soldiers and the beginning of the building of a wall around the settlement and the replacement of the motte-and-bailey by a real castle more settlers were drawn to the place. The small hamlet that had already started to form when the motte-and-bailey had been built quickly grew into a large village. For now the growth has stopped, but if Sunndi ever makes peace with Ahlissa and reopens trade it has the potential to grow even further because of its location at the end of a major trail into the Glorioles and its closeness to an area for both a bridge and harbour. If on the other hand the war enflames again this village more then likely will face destruction.

The village of Axebjerg is built on a steep hill in the floodplains of the Greyflood River about 30 miles west of Hexpools. It is surrounded on two sides by marshes and a lake on the third side. There is only one approach to the village and that is from the southeast where a road leads into the foothills of the Glorioles. At this moment the village is surrounded by a rather make shift earthen wall with a wooden palisade on top. On the northwest side at the

highest point of the hill where once the motte-and-bailey was located the new keep is being build. Work is progressing slowly and for the moment the rulers of the town live in the barracks build in a small part of town. Since all the important figures in town are soldiers at heart, they don't mind the state of affairs.

The Keep

Currently most of the building activity is focussed on the keep. Hazendel realized fully well that overking Xavenar of Ahlissa might decide to use force instead of words to get Sunndi to join Ahlissa. If that happens the keep forms one of the first lines of defence and it should be finished by that time. Besides a lot off building activities the barracks of the soldiers and their officers are also in this area.

The Town

The town is mostly made out of wooden buildings with the roofs made out of reed. Only the town hall, which was finished early in spring in 592 CY, and the Granite Shrine are made out of stone. Most of the buildings are two-storeys high, which are build around a few streets. The town is rather new, as is immediately apparent even to the casual observer. It is also a tidy town with merry hard working people.

The Ruins

Axebjerg is being build upon the ruins of an older town and while most of the remains have been cleared to make room for the new building parts are still standing. At the moment there is no shortage of space. Since the ruins give them cover and make it easy to build some make shift houses, the poorest people of the town live here. Respected people avoid the area and the place has a rundown look. There also is a vague smell of ash and some people whisper some of the areas are haunted, though that is more then likely an urban myth.

