



SOLAMNIA

Capital: None; Solamnia is a collection of independent city-states

Population: 720,120 (Humans 92%, dwarves 7%, other 1%)

Government: There is currently no central government in Solamnia. Each city and town more or less rules itself.

Religion: None (though some Knights still revere Paladine, Habbakuk, and Kiri-Jolith)

Languages: Solamnic, Common, Dwarven

Trade: Timber, cattle, horses, ships, textiles, beer

Alignment: LG, NG, CG, LN, N

Solamnia is a once-great nation that has splintered into several city-states only loosely affiliated with one another. Before the Cataclysm, Solamnia was ruled primarily by the Knights of Solamnia. In the aftermath of the destruction caused by the fiery mountain and the departure of the gods, the people of Solamnia turned on the Knights, believing them to be responsible for the Cataclysm. In the 300 years since, the Knights have played only nominal roles in the affairs of the country. The people have rebelled against the Knighthood, and nothing currently holds the people of Solamnia together.

LIFE & SOCIETY

The quality of life in Solamnia varies from region to region and city to city. In most cities, the average person does okay for himself and his family. The same cannot always be said of those who choose to live in the rural areas. The worry of bandits and monsters, coupled with sometimes difficult to acquire resources, makes life in the country hard. Many people choose to live near castles and strongholds, though nowadays many of these are deserted.

Solamnics are generally hard-working, trust-worthy people. The Knights of Solamnia ruled here for many generations, instilling their honor and ways into society. Years of hardship and lack of national pride have left many Solamnics bitter and cynical, though they are still a good people. Rumors of war have many people on edge and looking for someone, or some group, to turn to for leadership and guidance.

MAJOR GEOGRAPHICAL FEATURES

The largest and most geographically varied region of Ansalon is Solamnia. From the dark and stormy coast on the Straits of Schallsea to the sandy deserts of the Northern Wastes, Solamnia spans 500 miles of northern Ansalon. It boasts three mountain ranges (Vingaard, Dargaard, and Garnet), the longest river in Ansalon (the Vingaard), and the most fertile river basin (the Plains of Solamnia).

Before the Cataclysm, Solamnia was a largely land-locked state that bisected the continent. The land shifts that occurred when the fiery mountain struck Krynn set seas on three sides of the nation. The northwestern region of Solamnia contains the vast and rugged Vingaard

Mountains. The broad and verdant river basin around the Vingaard river produces enough grain and meat to feed the entire continent of Ansalon. South of the Plains of Solamnia stand the Garnet Mountains, a major source of iron and steel and home to the dwarven kingdom of Kayolin. Forming part of Solamnia's eastern border with Estwilde are the Dargaard Mountains, the northern half of which are generally avoided because of the evil that is said to reside there.

BRIEF HISTORY


During the Age of Dreams, Solamnia was a part of the empire of Ergoth. In the year 1801 PC, the people of Vingaard had enough of the Egothian emperors' brutal rule and rebelled against the empire. The emperor sent his highest general, Vinas Solamnus, to crush the uprising. Vinas arrived at Vingaard with a huge army, but, instead of crushing the rebellion, he met with the rebels and listened to their reasons for revolt. He found their reasons good, and he and a majority of his army joined the rebel forces in what would come to be known as the Rose Rebellion. Vinas trained the rebels, forming them into a real army, and marched on the Ergothian capital of Dalitgoth in the winter of 1791 PC. This attack on Ergoth by the rebel forces came to be known as the War of Ice Tears. After laying siege to Dalitgoth, Vinas's army achieved their goal. The emperor granted the rebels' independence. Vinas was crowned king, and the new nation was given the name Solamnia.

Several years after the Rose Rebellion, Vinas formed the Knights of Solamnia, an order of knights devoted to the causes of good. Over the years, the knighthood would come to rule Solamnia in deed if not always in name. Solamnia became synonymous with honesty, integrity, and fierce determination, and the country's influence grew. Solamnia and the Knighthood were key in overthrowing the forces of Takhisis during the Third Dragon War, which caused the power and influence of Solamnia to grow even further.

During the Age of Might, Solamnia allied itself with Istar and slowly came to depend more and more on that 'good' nation. They supported Istar's Proclamation of Manifest Virtue, basically agreeing that all evil should be removed from Ansalon. Because of this close association with Istar, the Cataclysm was arguably harder on the people of Solamnia, especially those associated with the Knighthood.

After the Cataclysm, Solamnia controlled the largest and most fertile lands in Ansalon. All was not good for the country however. The common folk blamed the Cataclysm on the Knights of Solamnia. This caused much unrest and forced many of the noble families into hiding or exile. Without a strong central government, Solamnia splintered into a loose collection of city-states and independent regions. Each still claimed allegiance to a whole Solamnia, but in reality they ruled themselves with little to no outside influence on local politics. It was not until the War of





the Lance that a semblance of the old order came to rule Solamnia again.

WAR OF THE LANCE

At the beginning of the War of the Lance, Solamnia finds itself woefully under prepared to face an opponent as mighty as Takhisis's dragonarmies. The Knights of Solamnia are plagued with infighting and factionalism. Any other military forces are under the direct employ of individual cities and regions, and not capable of fighting off such large forces. In fact, once the dragonarmies turn west and invade Solamnia in the spring of 351 AC, they roll over the unorganized and unready troops sent to meet them. The dragonarmies easily take Kalaman, Hinterlund, and Nightlund, and press on into the Plains of Solamnia and Gaardlund. By the time the Knights of Solamnia are able to gather their forces and present a solid defense, the Dark Queen's forces have taken Vingaard Keep and lay siege to Solanthus.

The Knighthood makes a final stand at the High Clerist's Tower, defending Palanthis from the oncoming dragonarmies. The Knights, with the help and sacrifice of some of the Heroes of the Lance, are able to rally and give the dragonarmies their first real defeat of the war. From here, the forces of the Whitestone Alliance are able to push the dragonarmies back, taking back Vingaard, now in ruins; Solanthus; and Kalaman. From Kalaman, the Whitestone Forces take the war into Estwilde.

From the ashes of the war, Solamnia emerges as the primary human nation on Ansalon, and Palanthis becomes its capital.

MAJOR SETTLEMENTS

Caergoth (Large City, 24,628): Caergoth is the southernmost major city in Solamnia, and the capital of the Southlund region. Caergoth is a major port city and is the main entry point of goods coming into southern Solamnia. Caergoth is known across Ansalon for its shipyards, timber industry, and quality beer. The Knights of Solamnia still have a major presence in Caergoth and are generally well regarded in this area.

Hargoth (Small City, 9,192): Hargoth is a major port and trading center of the Coastlund region. The Knights of Solamnia maintain a small presence here, but have never directly ruled this city. Hargoth's current lord can trace his lineage back to the founder of the city, and nothing happens in Hargoth that he doesn't know about and approve of. Despite his heavy-handed approach to governing, Lord Hargoth is a good man and supports the Knighthood, even when it isn't popular with some of his people.

Ironrock (Village, 733): The fortress of Ironrock, located near the southern end of the Vingaard Mountains, was built during the Third Dragon War to protect the border of Solamnia. It now houses a small garrison of troops under the command of the Knights of Solamnia. The surrounding village exists mainly to support the

troops and maintain the fortress. It is said that a secret lies beneath Ironrock, but no one has ever been able to discover what it might be.

Palanthis (Metropolis, 30,587): Palanthis is called the "jewel of Solamnia." It is an apt title, because not only is Palanthis a major sea port and entry point for goods coming into northwestern Solamnia, it is also home to a Tower of High Sorcery, Astinus and the Great Library, and, after the War of the Lance, is the city chosen as the headquarters for the churches of the gods of good. Palanthis escaped the destruction of the Cataclysm relatively unharmed.

Solanthus (Large City, 24,237): The city of Solanthus stands very close to the center of Solamnia. This, combined with its exports of cattle and grain, make it a major stop on most of the overland trade routes that wind their way through the country. In the years before the War of the Lance, the Guildmasters of the city led a revolt against the Knights of Solamnia and declared their city free of Knightly rule.

Vingaard Keep (Small City, 10,563): Once the capital of Solamnia, Vingaard Keep is where the Rose Rebellion began in the Age of Dreams. The capital later moved, but Vingaard Keep remained an important city. In more recent times, the citizens of Vingaard Keep rebelled against their lord and claimed independence.

IMPORTANT SITES

Dargaard Keep: Once a great fortress of the Lord of Nightlund, Dargaard Keep burned during the Cataclysm when its ruler, Lord Soth, fell from grace and was cursed by the gods. It is now a husk of what it once was, and is populated Lord Soth and his evil undead minions.

High Clerist's Tower: This imposing fortress, built at the command of Vinas Solamnus in the Age of Dreams, stands on the only land route to Palanthis. Originally, it was just meant to block any unwanted advance on Palanthis. During the Third Dragon War, however, the Knighthood had dwarves modify it to act as a death trap when used in conjunction with a *dragon orb*. This was forgotten during the relative peace of the Age of Might, but is rediscovered during the War of the Lance. The tower currently stands mostly empty, being manned by a token force of Knights. However, it is said that while men of faith defend its walls, the Tower will not fall.

ADVENTURE IDEAS

- During the Age of Despair, the upheaval in Solamnia led to the fall of a number of Solamnic castles. One such castle, Castle di Agrasoff, fell to a peasant revolt in the early years. Lord di Agrasoff and his family were killed down to the last child. Now the ruins of Castle di Agrasoff are said to be haunted by the murdered noble and his family. The family fortune of the di Agrasoff's has yet to be discovered.
- Undead from the realm of Nightlund have been restless of late and villages along the border that long

ago rejected the offers of protection from the Knights of Solamnia in favor of their own militia are now regretting that decision as undead creatures are now arriving in great numbers.

- ☞ Refugees from Throtl are bringing tales of hobgoblin attacks on the city of Throt from the east, but as most Solamnics say “when aren’t they.” Unfortunately, this time there are a rather large number of folk fleeing east and are now easy pickings for a number of bandit groups in the area. Can the adventurers assist in protecting the roads against bandits and bringing the criminals to justice?
- ☞ A new religious movement known as the Believers of the Restoration has settled into a number of villages

across Solamnia. They are calling people to renew their lives, love, and spirits by being reborn and learning to be self reliant with guidance from the church alone. The movement is backed by the political group known as the Sunrisers who are looking to make sweeping changes for the betterment of man across Solamnia by throwing off the shackles of the Solamnic Knights. The recent death of a Solamnic Knight in a local Temple of the Restoration has cast suspicion over the church.

- ☞ As the decline of Solamnic Knights in Solamnia continues, the realm’s protectors are always looking for additional help in maintaining law and order. The adventurers may be hired on as mercenaries to perform various tasks in the name of the Solamnic Knights.

