## NURISEL 1



urisel is the principal seat of the Earl of Nurisel and the second largest settlement on the island of Melderyn. The settlement has a well-deserved reputation as a center of learning. Earl Sunoril Thabel is an insightful, intelligent man with a reputation for coldness and formality. He is an influential advisor to the King of Melderyn.

## **HISTORY**

The first settlers at Nurisel were Jarin who moved into the area some 2,000 years ago. There is some evidence in the form of standing stones and other structures to suggest that the mysterious people of the Henge Culture had occupied the region much earlier.

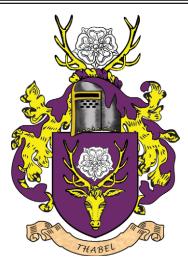
It is certainly true that the culture of the Nurisel Jarin quickly came to dominate the immediate area. Ancient legends speak of the "witch kings of Denedos" who ruled "from the fanged waters to the whispering sea." Denedos has been identified as an archaic name for Nurisel, the "fanged waters" are undoubtedly the Indatha Straits, and the "Whispering sea" appears in other Jarin tales as a reference to the sea of Ivae. A Lyahvian chantry was established at Nurisel about 1000 BT and these early mages may have ruled a small kingdom; however, there is no record of this in the chantry archives.

By 215 BT, Nurisel was the capital of Bradene, one of the five kingdoms that predated the foundation of Melderyn. When Erebir established the Kingdom of Melderyn, the line of the kings of Bradene continued, although by the first century TR they were commonly called the Lords of Nurisel. By 200 TR, the title had become formalized as Earl of Nurisel, although most earls have also styled themselves King of Bradene.

From 84 to 93 TR, Nurisel was home to Lothraem Halmaenth. This man, a powerful Gray Sorcerer, was allowed to build a tower near the town. He rose high in the councils of the earl and was a trusted advisor. When the earl died suddenly in 92, Lothraem was named regent of the earl's infant son. Governing in the name of this child, Lothraem instituted a reign of terror. Various friends of the deceased earl disappeared or met untimely and grisly deaths, and the populace lived in fear of the regent's unpredictable

Continued on page 10.



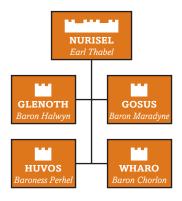


Location: Dathshire, Kingdom of

Melderyn, M10

Holder: Earl of Nurisel, Clan Thabel

**Liege:** King of Melderyn **Population:** 2,040 (approximately)



## **CREDITS**

**Writers:** N. Robin Crossby, Tom Dalgliesh, Edwin King

**Illustrations:** *Eric Hotz* 

Maps: Richard Porter, Dave St-Pierre

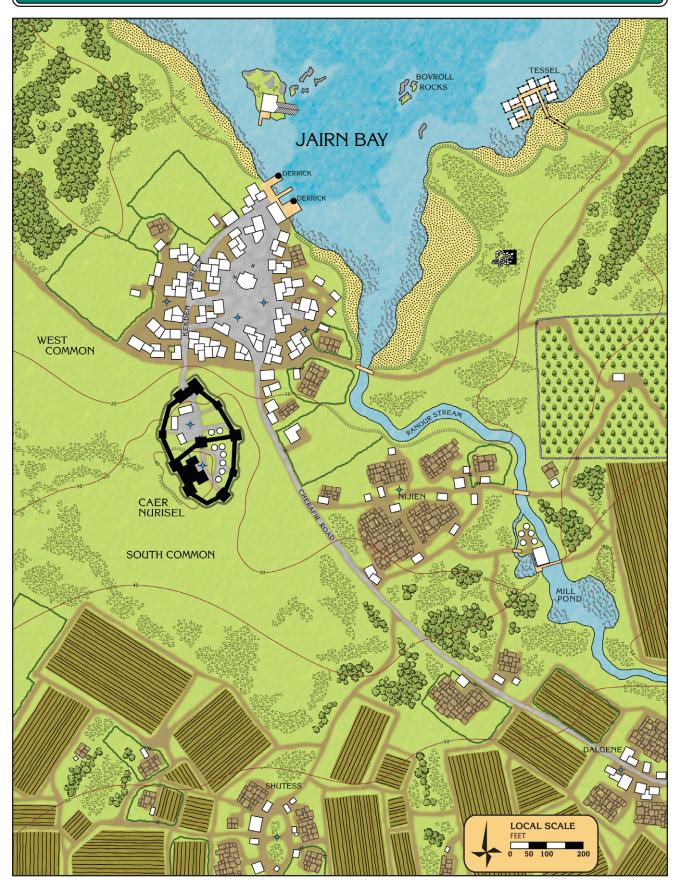
Heraldry: Matt Roegner

Editors: Brent Bailey, Tom Dalgliesh

**Layout:** Brent Bailey

This article was originally published in 1987 as part of the *Melderyn Kingdom* 

Module.



Copyright © 2012, Columbia Games, Inc.