

## Caer Saes

The Erithian (Celtic) lands of Erithia are mostly inhabited by Eriths and (fewer) Vragr (Vikings). They form a loose confederation of clans, led by elected Earls (from within the ruling family of the clan), bound together by fealty to the Ard Ri, mighty Finn O'Toolen the Serpent, at the capital of Caer Saes, and Homage to the Sun Druids on the island in Lough Brion where they brood in their mighty fortress of Dun Duvan.

The Erithian Kingdom tends to get into conflicts with the Arthennian Earldom, the free city of Thosan and the Republic of Vyrn. But the extent of the conflicts remain limited because a balance of power has been established between the parties, which keeps any party from gaining the upper hand.

The biggest earldom is that of Ardoss (the O'Fergan's, led by Fergal the Drake), lying to the north-west, through the Gap of Comla. Its position has given it the most independence from the Ard Ri's writ, and may be on verge of declaring independence. The other Earldoms are more dependent on the Ard Ri's pleasure, and are seated at Derdru (the O'Duilan's), Finren (the O'Finvair's), Temeir (the O'Temain's), Brienni (the O' Brion's) and Athramaire (the O'Mathan's), with a sub-earldom at Keiran (the O' Telen's).

At the edge of Avarghin Forest lies the ruins of a strange citadel, called Dun Ronan by the superstitious Eriths. It is the long abandoned capital of the Tuatha de Fionula, the old half-elven keepers of the land, and who are reputed to live in glorious underground mansions.