

Sea-Lord of Mirranor

The Sea-Lord rules the great high-elven port and citadel of Mirranor. His swift galleys and spell-slinging marines patrol, and some say rule, the Inner Sea.

Quote

Swift are my warships, and strongly armed with spell and bow and blade. Mirranor does not fear you; on the contrary, it is you who should be afraid.

Usual Location

In his palace of the Floating Towers of Mirranor, situated on a small island in the centre of the Inner Sea, at least when the fey city makes world-fall within Tolrendor. Few non elven folk have ever seen the heavily guarded and restricted inner port of Mirranor, but those who have describe it in tones of awe. The spiralling translucent towers of the palace seem to hover above the waters of the port, whether by some arcane force, or simply a feature of the paper-thin boundary between the physical world and the Feywild in this location.

Common Knowledge

The Sea-Lord is seldom absent from his city, but his influence is felt throughout the Inner Sea, where his will is carried by his fleets of swift elven war-galleys. Many pirates and sea-lordlings with ambitions in the region have been surprised by the sudden appearance of a squadron of the Mirranor navy, typically accompanied by destructive volleys of arrows and spells. It is well known that the elven fleet has ways of crossing vast distances across the sea in extremely short time periods, almost certainly by sailing the 'fey' sea routes and then materialising back into the material world. Mirranor naval captains are adept at navigating these routes and the shifting portals (such as a sudden sea mist, or a whirlpool at the tip of island or promontory) between the fey realms and Tolrendor.

The Mirranor Navy is also known across the Inner Sea for a haughty and aloof attitude towards non elves. In most major ports, the Sea-Lord has negotiated (demanded?), in return for his policing and defence of the waters of the Inner Sea, a segregated dock for his ships, so in most cases his sailors and marines keep to their own enclave, and do not interact with other city-folk. This suits both parties for the main part.

Adventurers and the Icon

There are few other high-elven settlements in Inner Sea regions other than the citadel of Mirranor, so it is highly likely that high-elf adventurers have some relationship with the Sea-Lord, and may well have once been in the Mirranor Navy. In this case, it is likely that the Sea-Lord's agents and factors will sometimes seek to enlist the aid of such

adventurers, and their companions for special missions.

Allies

The Order owes primary allegiance to the Arch-Pape of Palin, and secondary to the Prince of Camlan. The reality is that the Prince is a lot closer, and the Knights are under oath to defend his lands. The religious politics of the Lorondin states are complex, and the Knights would rather fight evil on the field of battle than engage in such shenanigans.



Enemies

The Corsair Lord is a bitter enemy, whose black fleets have fought many engagements against the Mirranor navy. Other icons such as the Cabal of Higrayn and the Mailed Fist have such opposed goals that they are natural enemies, even if their spheres of operation do not overlap often. The Arch-Pape of Palin is rumoured to be jealous of the sway the Sea-Lord has over the Inner Sea routes, but as yet has not the power to challenge him.

History

The isles and citadel of Mirranor first mysteriously appeared in the Inner Sea lands about 250 years ago, soon after the fall of the Samite Empire, as the Inner Sea lands were plunged into war and upheaval as the former imperial provinces jostled for power and survival as the far-flung empire went through its death throes. Since then, the Mirranor navy has become a significant force the length and breadth of the Inner Sea, policing and protecting sea routes, and combating other sea powers that oppose it.

It is unknown whether Mirranor appeared by random (and fortuitous from some perspectives) world-fall, or at the behest of other powers, such as perhaps the Twilight Queen, ruler of the high-elf realm within the Forest of Ever Twilight. Whichever is the case, the Sea-Lord has certainly become well-known and influential in the affairs of the Inner Sea lands.

The True Danger

Everything will be alright if the Sea-Lord continues to keep the sea routes of the Inner Sea safe from the depredations of the Corsair Lord and other pirates. No-one really knows however whether the Sea-Lord will do this, or whether he and his citadel will fade back into the fey realms.