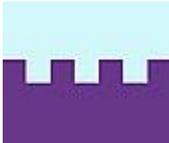


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## 1. Ariselle

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As the most dominant naval power on the continent, Ariselle's influence and trade pervades the civilized world. Though its army is typically small, the island realm is protected from invasion by its mighty fleet, and with it, can strike an offensive blow anywhere at any time. Abroad, Ariselle pursues a "balance of power" foreign policy that opposes the rise of any dominant continental power, thereby maintaining its own position of isolated supremacy. Most Realms would like to ally with Ariselle, though are frustrated by its lack of true commitment.

### Special Features

- North Head is Ariselle's main naval base. It is fortified against naval attack, and features a Landmark called the **Shipbuilder's Quay**.
- Braddock is the main trading harbor of Ariselle, though it does maintain smaller dockyards for the navy, and is the site of naval exhibitions when rulers come to visit.
- Ariselle quietly maintains a "gentleman's agreement" with the pirates of the Azure Isles. As long the two Realms are not at war, the pirates steer clear of Ariselle's merchant shipping, and in return, Ariselle's navy does not interfere with pirate raids against other Realms.

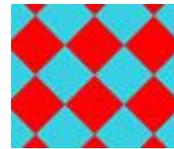
### Advisors:

**Diplomacy:** Your majesty, Ariselle is a lone island nation with a small army, among many great continental realms. Should any other realm become so powerful as to dominate the others, then it will surely turn upon us. Therefore, may I strongly urge that we pursue a Balance of Power policy, being vigilant against any one realm becoming more powerful than the others. We must exploit the natural animosities of other realms to keep them occupied with one another, and if need be, come in on the side that thwarts the leading power on the continent. This position will place us in good diplomatic standing as defender of the downtrodden, while simultaneously maintaining a controllable strategic position that allows us to extend our influence across the sea.

**War:** My liege, our navy is second to none and can destroy any invading army before it lands upon our shores. This is a strategic advantage we can never concede. We have a small army, but with our fleet, we can be anywhere at any time. No great army can

defend all shores and still wage war along a major front. If need arises, we may pick and choose where and when we strike, establishing powerful beachheads from which to conduct operations.

**Economy:** Your majesty, we draw upon extensive trade partners on the continent and benefit from a "gentleman's agreement" with the pirates of the Azure Isles. So long as they do not prey upon our merchant vessels, our navy will overlook their, shall we say, "activities" on the high seas. It is a most agreeable arrangement that keeps other realms off-balance while granting us clear voyage. May I suggest that we not upset this arrangement and leave the Azure Isles well alone.



## 2. Calland

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Historically, Calland is a realm of settlers, survivors and renegades from both Myrmont and Ariselle, who have since mixed to form a culture of their own. Militarily, Calland sports a good mix of army and navy, but is situated on precarious geography. Moreover, its navy does not match Ariselle's, and its army cannot compete with neighboring Myrmont. Rulers of Calland know, they must play both of those Great Powers to their own gain.

### Special Features

- Gull is a rough seafarer's quay. Though not piratical, it is an unsavory port, where naval crews mix with locals in grimy taverns. It is a city of shady dealings and back alley justice.
- Mandale is a small capitol, unimpressive to visitors, though it does field some excellent barracks and training grounds, particularly for skirmishers, for which Calland is noted.
- Barrington is a larger city than Mandale, a center of commerce and crafts.
- Drybeck is noted for its natural hot spas, and has a Landmark called the **Dawn Baths**.

### Advisor

**Diplomacy:** Your majesty, our two great neighbors are Myrmont and Ariselle. We can contend neither with Ariselle's navy, nor with Myrmont's armies. It would therefore be wise to attempt alliance with at least one of them, thereby off-setting the other. Odenheim and Bereska are rather backward and isolationist, of lesser concern in any case. If we can diplomatically secure our flank, we might well entertain expansionist adventures to the South.

**War:** My liege, we must take care where we give battle and only fight the battles we can win. Though our forces are well-balanced, Ariselle commands the seas, and we cannot match Myrmont's power on land. Moreover, we have a long, exposed coast, prone to naval invasion. If it comes to war, our skirmishers are some of the best available, and our

strength is in mobility and hit-and-run tactics. Be ready to give ground, away from the main force and strike where the enemy is vulnerable.

**Economy:** Our economy is growing slowly, but Barrington, rather than Mandale is our economic center, while Gull also conducts an energetic commerce. These are critical provinces to protect. We should also consider trade with powerful Ariselle or Myrmont. A trading partner is less likely to invade, if he can profit with us peacefully.



### 3. Bereska

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Bereska is a realm of majestic mountains, bright springs, beautiful woodlands, and plentiful hiking trails. It is a scenic paradise...slightly manicured for aesthetic purposes. Its people are very outdoorsy in a sportsmanlike style—a civilized love of nature. Bereskans are as advanced as any western power, but they have a distinct knack for surrounding their industry with woodland and rustic charm.

#### Special Features

- Bereskan troops are well-adapted to defending their forest and mountain home.
- The Hunden Highlands are peppered with hidden outposts and watchpoints, which can hide troops. It has the Landmark, **Hidden Outpost**.
- Freyda is the picturesque capitol of Bereska and home to the Landmark, **Heroes' Hall**. Buildings are brightly painted, with rustic carvings in archways. It has the highest population of any of Bereska's provinces, but one never gets the sense of being in a big congested city. One leaves Freyda with a feeling of goodwill.

#### Advisors

**Diplomacy:** Your majesty, we are a neutral and inoffensive Realm that avoids meddling in the interests and affairs of others. Though we seek no allies, few realms are actively hostile towards us. So long as we keep to ourselves, most simply leave us alone, preferring to squabble with each other over one contrived slight or another. Beware of Calland. Its bloodline is rather shallow and opportunistic. But you may find a ready friend in Evengaad.

**War:** My liege, our armies may be small, but we are well-trained to fight in both mountain and woodland, using our terrain to advantage. Few realms see us as an offensive threat, and yet few realms would relish the thought of throwing their armies against our natural defenses. We do not seek battle, but if battle comes to us, we are ready.

**Economy:** We are a people of the woodlands, and we keep more to ourselves. Trade is of passing concern. Carvings, handicrafts and typical Bereskan charm are our primary export. It brings in a small bit of revenue to keep us comfortable, and that's all we really need.



## 4. Odenheim

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In Odenheim, the scenic paradise of Bereska gives way to a more down-to-earth lifestyle of goat-herders, farmers and craftsmen. Towns and forts dot the land, and children are expected to grow up strong. Odenheim's population is not high, but it is prepared, should war cross its borders.

### Special Features

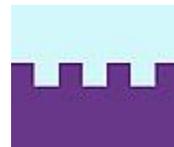
- Goatback is noted for a mountain range that looks like a goat's back and neck. It is also rich in herding, producing goat's milk, cheeses and excellent local wool that is much sought-after by other peoples of other Realms.
- Meckburg is the proud capitol of Odenheim. Its thick walls and high towers dissuade neighbors from attack, and an elite company of sentinels watch through their distinctive slitted helms.
- Loch Los is more of a fishing harbor, with rich catches bringing in ample food and revenue. As a naval harbor it is somewhat poor, though it does service Odenheim's small navy.
- Rogenreft has rugged and windswept hills, famed for its Landmark, the **Spiritgales**.

### Advisors

**Diplomacy:** Your majesty, we are a land of goat herders and craftsmen, and have little gold to devote to diplomacy. We must take special care in choosing our ally. The problem is that we hold no love for any of our neighbors, except peaceful Bereska, and she is neutral and seeks no alliance. But seek friendship we must; our defenses are strong, but to be beset from all sides in war would be catastrophic.

**War:** We are a poor realm by Western standards. To stay free and independent, the majority of all tax revenue goes to soldiering and defense. We are a hill people, born strong and brave, and every healthy young man expects field training. Still, we are likely to face superior forces. In battle, we must use our terrain to rebuff the enemy. Our navy is small and should only be committed where it can decisively support the land war.

**Economy:** We live best in light forest and hill, and are only beginning to make inroads in trade. Our breed of goat fetches a fine wool, much sought-after abroad. Overseas, our small navy should not be stretched too far to protect our merchant fleet. Beware the pirates prowling the warm seas.



## 5. Myrmont

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Myrmont is a strong central realm, proud and haughty of its heritage. But it is also alarmed at Hadrigel's growing military prowess and potential, and sees its larger neighbor as its greatest foe. Myrmont has strong fortifications along its border with

Hadrigel, to dissuade attack, and to provide a strong base from which to launch attacks of its own.

### Special Features

- Helana is the capitol of Myrmont, a city of proud towers, blue pennants and grand avenues. Safe against Hadrigel to the east, Helana's rich trade stretches along roadways south and west.
- Amteln is a popular rest station along the Lavelle River. It offers the last stop of rest, relaxation and good food for boaters before the foreboding stretch of water along Ravengard. The rest station brings in extra revenue, but also has defensive locks which can be raised in times of war.
- Wickham's Crossing is aptly named for many armies have made their crossing here. As such, there is a transient feeling here, not evident in the rest of Myrmont. Development is poorer, and the folk are rougher here.

### Advisors

**Diplomacy:** All Myrmont rejoices at your grace's ascension to the throne. As you well know, brash and militant Hadrigel is our greatest threat. May I advise that our foreign policy fix on encircling this implacable foe through favorable alliance and action, thereby throwing Hadrigel off-balance and weakening it with wars of diversion. As well, we must be cautious in dealings with Ariselle, as she is wont to tip the balance for or against us in any great war.

**War:** Our army is held by many to be among the finest in the lands. As well, our fortified border with Hadrigel stands as a mighty bulwark against their offensive plans. If you have ambition in the East, our own war plans should aim at waiting for Hadrigel to engage elsewhere, and then opening a second front and striking its rear. Should your gaze turn west and south, we must garrison our great wall, keeping Hadrigel at bay, while we expand decisively.

**Economy:** Our provinces are blessed with productive soil, rolling green countryside, and a peasantry with a love of king and country. We also enjoy a healthy trade with our neighbors. While we build alliances that encircle Hadrigel, may we also build trade routes with whom we plan to stay at peace, such that the rich revenue resulting is not upset by war.

## 6. Evengaad



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Settlers of Evengaad and Bereska come from similar origins. Those who landed in Evengaad were fond of the seas and water, just as Bereskans were fond of the wood and stream, and in many ways, their handicrafts, architecture, and customs reflect a similar way of life. Evengaad is a water wonderland. Ships are elegantly crafted, with

sleek, feminine lines. Harbors are tiled. Engineers make every use of water, using the tides to power basic necessities like mills, but also simple mechanical curiosities for the amusement of passers-by.

### Special Features

- Belport bustles with energy. Fishers and explorers intermingle with naval yards. And each fisher has a unique banner, proudly raised as his own. Belport's remarkable feature is a Landmark called, **Farn's Lighthouse**.
- Hennebronn is the capitol of Evengaad, on a hilltop and overlooking the surrounding lands. Remarkably, its engineers have used water power to pump water inland into amazing waterworks in the capitol.

### Advisors

**Diplomacy:** We are a people born of water, and thus it is only through our constant overtures of goodwill that we keep the great sea power, Ariselle, from turning against us. So long as we maintain this policy, we will avert the inevitable war of annihilation upon the high seas. We have friendly relations with Bereska, though our other neighbors cast an uncomfortably covetous eye upon our wondrous works. Take heed that our view to the seas does not turn our back to the perils by land.

**War:** Though on paper, our navy is small in comparison with Ariselle's, the Merfolk and Water Elementals are our friends and come to our aid in times of need. Our units are at home by water, and this is our great strength. In wars of expansion, we should follow river and coast, and avoid inhospitable inlands.

**Economy:** Thanks to our waterworks and extensive irrigation systems, our provinces are rich and fertile. Our engineers have the unique ability to improve any province that touches water. Use this knowledge in all our planning.



## 7. Ravengard

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During the Golden Age of the Boruvian Empire, Ravengard was all but passed over. The area was reputed to be haunted, and Imperial regiments steered clear of it. Instead, the land began to absorb loners, mountain men and dabblers in the dark arts. And as the great Empire fell into decline, Ravengard was established as an independent realm. Today, Ravengard retains much of its early reputation. Travelers avoid it when possible, and much of the land is indeed tainted. And some say, a dark power lies dormant, deep in the earth.

The Baron of Ravengard is not loved by his people, though they do not cross him, and in times of need, they can count on him. Though he is neither cruel nor tyrannical, the Baron's rule is austere in a grim land. And in many ways, this is as it must be. Death comes quickly in the night.

## Special Features

- Sorenkeep is Ravengard's grim capitol. Dark towers pierce the night, and watchful eyes keep vigil over the lands. Ravens roost here, and are spies and scouts for their ruler.
- Rodrin Pale is a woodland of white branches and sickly leaves, pale as death. There is a cold mist here so far in the south, and even on warm days, a dank breeze can send a shiver through hearty souls. It is the site of the Landmark, **Darkwood**.
- The other eerie wood of Ravengard is in Clovendale, and deep in its forest is the Landmark, the **Witch's Cottage**. Heroes, beware.
- Renford offers Ravengard a link to the outside world. It borders Averine and conducts a modest trade with that neighboring realm. Still, relations are cool, and Averiners in Renford take care not to overstay their welcome.
- Axdorf and Pinenotch are small logging communities. Peasants here live lives of superstition and close their shutters by night.
- Old Hill was the sight of an ancient Boruvian defeat that signaled Ravengard's bid for independence. But something stirs in that field. The bones do not rest. It is the site of the Landmark, **Lorentel's Tomb**.

## Advisors

**Diplomacy:** We are alone in the greater world, dread sovereign. The realms view our lands as tainted, and we are cloaked by a mantle of shadow. Our people look inward, and foreign powers have for centuries been content to bicker amongst themselves.

**War:** Historically, foreign warlords have been ill-at-ease when approaching our lands, and their hesitation has served as well any fortification against invasion. But we have long borders, an open coastline, and a small army with which to defend it. Be wary of foreign adventures, my liege.

**Economy:** The whisperings of dark spirits that move by night keep shutters closed and doors locked. Our people keep to themselves and are careful not to ask too many questions. We tax lightly and do not expect much, but our treasury is modest. We must take care where we spend our revenue and use it wisely.



## 8. Averine

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Averine is small but prosperous, part of a belt of three realms known collectively as the "the Three Sisters", which includes Averine, the Valegorn Palatinate, and Elidon. Most of its provinces border the Lavelle River, and it conducts considerable commerce along it. Averine enjoys rich trade, excellent relations, and some amount of "moral protection" from the untouchable Valegorn Palatinate. War is rare among the Three Sisters, and Averine's armies are purely defensive.

### Special Features

- Elo Rance is the capitol, a rich and elegant reminder of prosperity without spilling over into gaud. Wealthy riverboats sometimes make the trip to Ascension in Valegorn, and this link has proven to be a great asset to Averine.
- Tiefington is a province with a foreboding Landmark called **Tanglewood**. It is a craggy forest with sharp branches and winding vines...and some claim the vines move. Travelers tend to steer clear of the province, and when en route to the Valegorn Palatinate, they usually take a detour.

### Advisors

**Diplomacy:** As part of the "Three Sisters", we maintain excellent relations with the Valegorn Palatinate, and this special relationship is something that all civilized realms must reckon with, for the Palatinate has the power to sway world opinion. Because of this, our traditional stance as a peaceful trading realm, and our generally good relations with world powers, we have little need of building alliances that only serve to draw us into war.

**War:** My liege, our armies are purely defensive. Historically, our borders are secure on many fronts. The Valegorn Palatinate shields the East; our sister realm, Elidon protects the South; and forbidding Ravengard rarely stirs from its mists to the West. Of greater concerns are the pretenders for glory in Myrmont, and any war plans must take this realm into consideration.

**Economy:** Thanks to our extensive network of trade, our economy thrives. Our cities are advanced and cosmopolitan. With all that gold, it may be tempting to follow a path of war, but bear in mind that existing trade routes through hostile lands become untenable, thereby severing our revenue.



## 9. Valegorn Palatinate

---

One of the "Three Sisters", including Averine and Elidon, the Valegorn Palatinate was originally settled by the Order of the Crown, a holy order of knights loyal to the old Boruvian Empire. As the Empire began to break up, the Palatinate first fought against the separatists in support of the Empire, but soon realized that the Empire's star was fading. Shoring up its defenses, the Valegorn Palatinate lit a new beacon by embracing the right of all Realms to exist and establishing the Code of War by which all the civilized Realms now follow. As a Realm, the Valegorn Palatinate relies more on the good works of the Temple for its economy. Trade guilds are discouraged and seen as a corruptive influence. Its people are honest, hard-working, and determined, but also loving of the peace which their knightly order extends them.

### Provinces of Note

- Highgate is by far the most impressive province in the Palatinate. It's white walls overlook the Lavelle River. There is simplicity here among hard-working and honest people, but also great works, monuments and libraries dedicated to the permanence of the Order of the Crown. It is site of the Landmark, the **The Silver Tree of Heth**.
- Ascension is a retreat, considered by most as the greatest holy site on the continent. While most of the province is sparsely populated with simple peasants, a sacred monastery is here, as is the Landmark, **the Seclude**, a hall where all rulers may meet in peace, secure in the knowledge that they meet on hallowed ground.
- As the Keeper of the Code, the Valegorn Palatinate is seen by most as untouchable, a holy arbiter above the material conflicts of Realms. It enjoys something approaching diplomatic immunity. So long as the Valegorn Palatinate does not itself pursue wars of expansion, its position is secure, for any usurper foolish enough to invade the Palatinate will face a united front among all realms loyal to the Code—a prospect fearsome enough to dissuade any would-be adventurer on holy ground.
- Periodically, the Council convenes at the Seclude and lays out a decree and judgment upon a single chosen Realm. Whether good or bad, this judgment influences the diplomatic relations of all other Code of War Realms toward that chosen Realm. For this reason, many Realms try their best to stay in good standing with the Valegorn Palatinate.

## Advisors

**Diplomacy:** To us goes the burden of maintaining the Code of War, that written code by which all civilized Realms must wage war with humanity and honor. The Code is more than a rule of war; ultimately, it separates us from the savage. We are the holy arbiter above the material conflicts of others. We do not take sides, yet all seek our favor.

**War:** We are the isle of calm amid a sea of discord. Whilst other realms vie for a mere parcel of land, we rise above them all, secure in our dignity and immune to the greed of others. I beseech you, my liege, covet not other lands, and be not filled with the greed that consumes so many others, for once led down that path, our mantle of esteem shall be cast aside, and the others shall turn upon us, as surely as they turn upon themselves.

**Economy:** Your grace, we rely but on the simple and good works of our temples. Trade guilds are a corruptive influence to be discouraged. As a result, our treasury is modest, and yet our people enjoy the splendor and glory of our age.



## 10. Elidon

The third of the "Three Sisters", including the Valegorn Palatinate and Averine, Elidon is a small, but wealthy realm focusing on trade and industry. It rides the coat-tails of security, thanks to the Palatinate, and so, maintains a small army. Commerce is brisk in

Elidon, and its population is quite dense for a realm of its size. Of the Three Sisters, Elidon wears two faces. Its consistent support of the holy orders is to ensure the continuity of its Three Sisters standing and its continued domestic security. Its friendly face hides a more ruthless enterprise that goes wherever profit may be. To this end, Elidon has quietly cultivated a formidable spy ring, with which to exert Elidon's will abroad.

### Special Features

- Freemeet is the capitol of Elidon, though it has developed its provinces fairly evenly, and development is high. Though bright and clean, there are few monuments or places of beauty here. Instead, marketplaces come alive with wares from around the world. Shady dealings and corruption are kept in check, only because Elidon recognizes their long-term ill effects on trade.
- Elidon bases its sea trade from its sheltered harbor in Mayferry, with strong trade partners in the Sforic Bay. Historically, Elidon has not supported a large navy, but it does build fast blockade runners for merchants who dare the prowling pirates of the Azure Sea.

### Advisors

**Diplomacy:** Put simply, our diplomatic position in the world is wed with our trade, for trading partners are loathe to start wars with us, when we provide such good business. Conversely, official allies tend to complicate business matters and have the rude effect of pitting us against other trade partners. May I suggest, therefore, that we seek an ally only when absolutely necessary.

**War:** Sir, we are quite safe with our sister realms, Averine and the Valegorn, though the hot-heads in Berany do pose slight discomfort. Overall, we can afford to maintain a small standing army to build our treasury. And in times of emergency, we can at any time call up reserves of mercenaries to address immediate disturbances and concerns.

**Economy:** We have little interest in being drawn into the other people's conflicts, but we can certainly help finance their wars and profit thereby. And there's nothing saying we can't finance two realms that are fighting each other. War is such a flighty thing. Enemies today may be friends tomorrow, but there remains always one constant. Gold.



## 11. Hadrigel

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A young and virile realm, Hadrigel exudes military confidence and precision. Its troops are widely regarded as the finest in the lands: disciplined, expertly-trained, elite. Monuments of heroes and kings dot the provinces. And there is pride here, in king, country, and honor. The roads are clean. Watchmen and officers are respected. Crime is low. But for all this outward confidence and power, Hadrigel also harbors deep

resentment and fear. It is beset on all sides by troubles. It is encircled by foes or those who resent Hadrigel's growing power, and its glorious army is divided on many potential fronts.

### **Special Features**

- Eisenheim, capitol and most impressive province in Hadrigel, is in many ways symbolic of the realm as a whole—well ordered without being sanctimonious, men of action and few words. Great monuments dedicated to heroes are laid out along main thoroughfares. City parks are well-kept, and academies dot the province.
- Morgenhall is Hadrigel's highland. The mighty Landmark, the **Temple of War** has been built here to overlook the borderlands. Tradition holds for Hadrigel's soldiers to come here and pay their respects for honor and war.
- Hadrigel's army is its pride, but its diplomatic corps consistently lags behind those of other realms. When at war, it has been historically difficult for Hadrigel to keep border disputes from spilling into larger conflicts, forcing the otherwise powerful realm back on its heels in wars on two, and sometimes three fronts.

### **Advisors**

**Diplomacy:** We find ourselves positioned in a strategic nightmare, encircled by foes. In the West, Myrmont masses its forces from behind the safety of high walls. Ariselle, uncommitted, quietly threatens our shores. Orcish raiders press at our north, while to the south, ambitions rise in Berany. And Sirucil lies poised like a black dagger at our heart. We do have a friend in the old Boruvian Empire, but propping up a dying empire taxes our fighting spirit, while letting Boruvia fall could very well collapse our eastern frontier. We must find a cohesive policy that secures our flank, and allows our glorious army to deal with threats on a single front.

**War:** My liege, the Army is our greatest strength and is loyal to you always. We face many foes, but we have always had to. Therefore, we cannot become locked in long wars of attrition, or the wolves will gather and snap at our heels. Instead, we must mobilize and deliver a decisive knock-out blow, before anyone can react. As well, the Army would dearly like to launch a campaign that destroys Sirucil once and for all, but our diplomats dither and complain about such action breaking the Code of War and turning the world against us.

**Economy:** Our people are hard-working and industrious, and we rely on ourselves before others. Our corps of engineers is on-hand to quickly rebuild damage to our provinces or to claim new territories in all but the most inhospitable lands.



## 12. Sirucil

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Sirucil is a small but fierce forest realm of the Night Elves, a painful thorn in civilization's very center. The Night Elves are viewed as a malevolent race of elves, who raid in darkness and weave dark magic. However, the line between good and evil is not so hard an edge. During the Golden Age of the Boruvian Empire, Men swept north and west, claiming hereditary lands of the Elves. In the face of this relentless advance, the High and the Wood Elves favored appeasement and reconciliation. But a small and violent sect among the Elves defied such measures and swore to fight a war of annihilation. And to fight this relentless invader, they steeped themselves in hate and dark magics and came to be known as the Night Elves. Today, Sirucil harbors great and ancient wounds. When the Elven Nations needed unity above all to carry on the fight, the Night Elves were betrayed by their fair cousins and left to fight alone.

### Provinces of Note

- Sirucil's lone province goes by the same name. It is a dark and thick Old Forest of shadow and dark fey. There is beauty here, but it is a dark beauty, like the fine edge of a poisoned blade. By day, thin shafts of sun barely penetrate the thick boughs overhead. Dark moss lines old stones. A cold stream trickles. And here and there, malice stirs. Giant spiders watch from treetops. Old Mandrakes, poisonous treants twisted by Night Elven hatred, still walk. Night Elven scouts and raiding parties lie in ambush. Banshees and bogeys dwell here. And in the dark heart of the wood, the magnificent capitol of Sirucil rises like ebon shards, glittering in the moonlight. The landmark, the **Moon Well** shimmers at the city's center.
- The Night Elves have not forgotten the ancient betrayals of their elven cousins. Their racial wars against humanity would ultimately see every man, woman and child slaughtered or driven from the continent. But they also look to the day when there will be a reckoning with their Elven cousins. On the surface, they scorn the High and Wood Elves as spoiled, frivolous and gone soft. But deep down, and in quiet moments, there is a soft glimmer of hope in many Night Elves' hearts that the Elven peoples will one day rise as one again, that Wood, High and Night Elf will once again join together as one, as once was a thousand years ago.

### Advisors

**Diplomacy:** We stand alone against the human avalanche that has swept across our ancestral lands. When we raised the banner of war, our cousins in Sonneneve and Aevinwode chose appeasement over honor and left us to fight alone. We have not forgotten their ancient betrayal, but for all that we have bled for our people, we do quietly long for the day when the elven peoples will stand together again as one, as once was a thousand years ago.

**War:** Sire, the last thousand years of war with Man and the pathetic appeasement policies of Sonneneve and Aevinwode have forced our retreat to our final woodland refuge. But deep in the heart of our dark forest, we gather our strength for the day when

we shall emerge again to drive the humans from our homelands. For now, we must content ourselves with lightning raids, not to grab at territory we cannot hold. We'll sap their strength, while using the raids to train our warriors for the coming Day.

**Economy:** As the great boughs cast long shadows, we steep ourselves in the dark magic of our ancestors. We are shut off from the rest of the world. Encircled and isolated, we have no trade. Instead, the forest provides all that we need, and we return to it what we take. It is at once our lifeblood and our fortress against the human tide.



## 13. Berany

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Berany is among the newest-established realms on the continent, having sundered from the Boruvian Empire barely a decade ago. The resentment of the Empire is still strong, but Berany has militarized to protect its claim of independence. Its cavalries in particular have risen to fame, and the overall quality and morale of its army is high. For all its diligence in establishing a new state, secure from wars of reclamation, Berany's rule has been marked by a distinct lack of public works and welfare. Anything of beauty in Beran was built in an earlier age by the Empire. The Beranese are quick to prove themselves...perhaps a bit too quick. A heightened sense of honor has made duels unnervingly fashionable, and ambassadors of surrounding realms brace for Berany's next move...

### Provinces of Note

- Beran was historically the site of the first settlement that would one day grow into the Boruvian Empire. Beran itself was eventually eclipsed as greater provinces rose inland. Still, it retained important historical significance, the proud birthplace of the Empire. Because of this, Beran is a particular sore spot for the Boruvian Empire, a province the Empire would dearly like to reclaim.
- Steedham is home of some of the finest horse breeding stables in the realms. It too was once a pride of the Boruvian Empire. Today it supplies Berany's prized cavalries.
- St. Leo has strong influences from the Valegorn Palatinate. Temples are numerous here, and corruption low. It is the site of the **Sanctuary of Eren**.

### Advisors

**Diplomacy:** While others still call us "newly established", we have held our own against Great Powers for the last decade. By our deeds on the battlefield, we have shown ourselves as reliable allies. The Boruvian Empire remains our implacable foe and has not forgiven our war of independence. For now, they pay lip service to peace, but we know all too well their ambition to destroy us. Pay heed, the Valegorn Palatinate recognizes the Boruvian claim to their traditional lands. That means that the Empire is considered "within rights" to destroy our capitol of Beran.

**War:** Sire, we are in a constant state of war-readiness, due to the Boruvian Empire's claim to Beran. Boruvian troop concentrations on our borders should be recognized as mobilization, and mobilization can only mean war. Our army is highly mobile and disciplined. We must use this advantage to strike the first blow, before the enemy has a chance to fully organize its invasion.

**Economy:** My liege, all of our resources are spent on military preparation, and our economy is stretched. There is precious little to be spared on luxuries such as social projects. But our people understand the sacrifices we make, for what land is as secure as one protected by the sword?



## 14. Boruvian Empire

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The history of the Boruvian Empire is the History of Man: an inexorable rise to greatness, an age when entitlement replaces ambition, and the inevitable decline that follows. In its Golden Age, the Boruvian Empire covered the entire South, and stretched from the coasts of Calland to the great woodlands of Riesental. But today, the Empire is a shadow of its former glories. Four centuries of weak rule have decayed the Empire from within. Sensing inaction, separatist movements have relentlessly carved up the Old Empire, backing it into the corner it is in today. Now newer, hungrier realms like Hadrigel, Berany and Crivia view the Empire as the "soft underbelly" of the world. Yet for all its woes, the Boruvian Empire still remains the largest of Realms. It is a place of great civilization and tradition, of old wealth, established families and trade. It is also the seat of the only Emperor on the continent, and the Great Hall of Light is still very much alive with the murmurs of far-flung ambassadors. The sense of greatness in its twilight is very much a part of the Boruvian consciousness, an odd mix of fatalism in their Great Fall, and yet a thinly-concealed derision for the adolescent kingdoms around them. The Boruvian people will always consider themselves superior to their neighbors, a point all the more poignant to them, because they know how far they have fallen. Thus they see themselves as the keepers of civilization. If they fall, so too goes civilization, and so they must hold the line and guard hope for the coming of a great ruler who will once again restore their rightful place in the world.

### Special Features

- Goldenspire is Boruvia's resplendent capitol. Centuries of rule have melded defenses with art. Reliefs are carved into bulwarks. Gates are flanked by statues. And public parks, museums and wonders have been given to the people. Yet for all its splendor, Goldenspire reflects the overall decline of the Empire. Years of neglect have soiled some of the sculptures. Slums are expanding. And perhaps most telling, among the populace there is a growing tolerance to the decay.
- The Devil's Garden is a wooded borderland with Sirucil, typically a favored target of Night Elven raids. Yet human villagers struggle to make a living while

bracing for the next raid. Boruvian garrisons here are beleaguered, and morale is low.

- Braverock is a historic dwarven site. In its golden age, the Empire scored a great victory against the dwarves here, considered the province's name apt for the bravery of their own troops, and kept the name. The dwarves are jealous of this province but have long since gone. There remains an old Landmark here known as the **Ruins of the Dwarf Lords**.
- Heilendale is a picturesque vale, rich in springs. Many folk make long pilgrimages to the province, for its waters are reputed to have healing properties. The Landmark, the **Fountain of Youth** is here.
- Sommerlodge is an Imperial retreat, a place of rest and relaxation in a manicured woodland setting. Gamekeepers control wildlife for royal hunting expeditions and an imperial yacht docks at Adel Lake for languid holiday cruises.
- Chalice is the site of a secondary palace, and its temple is the traditional place of coronation. The city here is a more of a showpiece, than an actual thriving city. Many statues, fountains, museums and memorials here are dedicated to Boruvian glories, and people come far and wide to view spectacles, events and places of interest.
- Griffintor is a major fortress and stongpoint. The bridge crossing the Willowflow is flanked by manned towers and gates. The fortified hillsides, sweeping down to the riverbanks create a formidable line.
- Boruvia's diplomatic position may be at a turning point. The more expansionist realms would surely like to see to the Empire's final collapse. At the same time, smaller, more traditional Realms view the Empire's continued prosperity as a necessary stabilizing force, and they support the Empire for fear of the rise of more rabid Realms. "As the Empire goes, so too does civilization," makes a strong impression, and they would not see the lands thrown into chaos for the greed of upstart militants. Thus, many of these realms would rally to prop up the Empire, should it fall on hard times.

## Advisors

**Diplomacy:** Your most glorious Majesty, we are the very center of civilization, and all the world sees us as such, as surely as the sun warms the summer field. As long as we remain always a Great Power, we will enjoy the special favor that civilization brings. Myrmont, Hadrigel, Mardoba, Crivia, Averine, Riesental, Cragenwaste, Dragonhold and the Valegorn Palatinate may all be counted on to support our rightful place as a Great Power. We would be well advised to maintain good relations with these Realms.

**War:** Your Majesty, we inherit two major war objectives: Galeni in the South and Berany in the West. Both were born of separatist rebellions under your predecessor's reign, and the people expect both to be brought to heel. The Valegorn Palatinate supports our rightful claim to our traditional lands and will not interfere, should we annex the upstart Capitols, Maltessa and Beran. Be advised, Galeni seeks to establish legitimacy through its knightly orders, a move that has not gone unnoticed in Highgate. Should Galeni achieve legitimacy, our claim to Maltessa will be forfeit.

**Economy:** Your Excellency, all roads lead to Goldenspire. We are a realm of Old Wealth, established families and refined taste. Trade across the Realms is abundant and firmly founded. The pirates of the Azure Isles pose an increasing irritation, but many of our guilds have simply turned to easier routes overland.



## 15. Mardoba

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Peninsular Mardoba is a dry realm of majestic, sun-bathed mountains that sweep down to the seas. Mardoba is a wealthy mercantile realm, benefiting from two major trading harbors and a very profitable overland route through the Boruvian Empire. Mardoban troops are some of the best-dressed and least disciplined in the West. The realm is weak militarily, but it can afford to be. It typically enjoys good relations and open trade with the Boruvian Empire, and has a locally strong navy to dissuade sea invasion. As a result, its standing army is largely ceremonial; in times of war, it relies heavily on mercenaries. These are Mardoba's two principal strengths: trade revenue, and its ability to quickly raise a great Mercenary army from nothing.

For all its economic fortune, there is a strong sense of corruption here. Pay-offs are made to secure one's ends, and loyalties last only so long as the next payment. Mardoba is a gambling center, and overall, everyone's out for themselves.

### Special Features

- Casci is Mardoba's affluent (and corrupt) capitol. Mercenary companies have their headquarters here. Merchant princes are also strong. There are few truly public works here, yet Casci is a center of art and beautification. These were built primarily by rival princes, each trying to outdo the other in public displays of splendor. As a result, art and architecture tends toward the frill and gaud that may beautify a street but actually celebrates one the magnificence of family or another. Casci is also a major trading harbor, though its fast warships regularly dock here as well.
- Vista is the highest peak of the South and presents a daunting climb. It practically separates the realm, and much travel from one side to the other is by sea. Vista is the site of the **Sirens of Iridess**, a Landmark.
- Chevalese is a border province reputed for its excellent fencing schools.

### Advisors

**Diplomacy:** Your most noble Excellency, we are committed to trade and commerce, and realms that share our view are natural partners. Alliance should be seen as an opportunity to safeguard our routes and realm, and not to drag us into the conflicts of others. Where alliance commits us unduly, we should not preclude breaking it. The Boruvian Empire provides us with magnificent buffer against invaders, so let us keep them in good stead and look to the seas for defense...or adventure.

**War:** Your grace, our troops are now magnificently festooned, the envy of the known world. And still, we maintain bountiful reserves in our treasury to hire great mercenary armies, should war touch our golden shores. Further, the Mardoban banner flies atop the masts of our great ships commanding the southern seas. Was there ever a force so admired? Let us not soil their finery, nor besmirch their reputes with hasty military commitments.

**Economy:** A great stream of revenue flows into Casci every day. Commerce is our love and our lover. It touches all of our lives, from the works of art that bedeck the Great Houses of our noble families, to the streets where anything, even virtue, can be bought or sold. What cannot be subdued by force, can be seduced with gold.



## 16. Galeni

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With Berany, Galeni is among the youngest of Realms having sundered from the Boruvian Empire in the last fifteen years. It is perched precariously on two hostile borders. To the North, Boruvia (still smarting from Galeni's separatist claim) is a mighty menace. And to the East, something foul stirs in Maledor. At the same time, Galeni inherited profitable sea trade and a tradition of productive provinces. As a result, Galeni adopts a fairly balanced mix of trade and war readiness. It has worked hard to fortify its lands, particularly against Boruvian invasion.

### Special Features

- Maltessa is Galeni's principal province and capitol. Until 15 years ago, it was a secondary Boruvian port city. But as a trade and population center (and the stronghold of Galenite rebels), it quickly took on the mantle of Capitol City. As a capitol, Maltessa pales in comparison to the splendor displayed in other realms, and this has in part held back Galeni's prestige and legitimacy in the West. That prestige is growing, though slowly, and Galenite rulers have instead sought to gain favor through honorable trade, full support of the Code of War, and a strengthening of its defenses.
- Bunero is a poor province of rough and jagged outcroppings amid scub brush. It borders Maledor, and on occasion, a breeze kicks up and carries with it the stink of that foul realm. Galeni often garrisons troops here, but its long border with Boruvia is more vulnerable, and the threat every bit as real.
- On the diplomatic front, Galeni is one of the strongest proponents of the Code of War. It does this partially as a means of self-preservation, and partly to court the diplomatic favor of the distant but influential Valegorn Palatinate. As a result, knightly orders are given state support, and though Galeni is not yet cozy with the Palatinate, relations are gradually warming since the initial revolt that split Galeni from Boruvia.

### Advisors

**Diplomacy:** My liege, the Boruvian Empire still harbors ambition to rob from us the independence we won fifteen years ago. The Empire has made no secret of its intent to annex Maltessa itself, and so far, the Valegorn Palatinate has accepted the Boruvian claim as legitimate and outside the Code of War. However, we continue to support the knightly orders at home and are slowly gaining favor in Valegorn. Moreover, we must not forget the secret aid that Crivia lent us in our bid for independence.

**War:** Sir, our borders are long with the hostile Boruvian Empire, but we have worked day and night to fortify the provinces. We are terribly outnumbered, but our troops are well-trained to deal with our overstuffed neighbor. As well, we do maintain a light garrison on Maledor's frontier. Her borders are closed, and her reputed rituals offensive, but her long quarrel with Boruvia is the greater, and for now, her malice is turned upon a common foe.

**Economy:** My liege, we are slowly building our merchant marine and naval base to secure our trade overseas. Overland routes, except to Crivia are untenable as we would be forced through enemy territory. Our provinces are productive and our people hard-working. There is a palpable stir to action among the common folk, for all are keenly aware that we build for a better life, and that the threat of the Empire is all too near.



## 17. Crivia

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Crivia is a wealthy but small Realm, comfortably situated at the mouth of the Willowflow. It enjoys trade roadways into Boruvia and sea lanes into the West. Crivia is an old Realm, which maintained its independence of the Boruvian Empire for centuries as a "Free City" by providing the Empire with spy and intelligence services, assuring its continued independence as those services came to be viewed as indispensable. As Boruvia began its long decline, Crivia began playing "both sides" to its own mysterious ends. It would be unfair to say that Crivia's machinations hastened the break-up of the Empire, for many times its spies worked to obstruct insurrections. However, as the Empire began to break apart, Crivia was often there to profit thereby. And most recently, while Galenite separatists fought victoriously for their independence, Crivia's political manipulations behind the scenes made it possible. To this day, Crivia maintains friendly relations with Galeni, which it now views as a buffer state against Boruvia and Maledor. Impressively, Crivia has managed to maintain cordial relations with Boruvia. Just what Crivia's ultimate goals are, remain open to speculation.

### Special Features

- On the surface, Crivia is affluent with some of the finest entertainment around. The **Arena of Bolgara** Landmark is far-famed for its live spectacles.
- Beneath the show of affluence, Crivia is secretive and shadowy, a center of intrigue. It supports the Code of War because the Code grants it protection, and Crivia can use it to dumb down other realms to its own advantage. Neighbors should not underestimate Crivia's small army nor its ambition, as it is poised to stab the unsuspecting in the back should circumstances prove favorable.
- Despite its isolated geographic position, Crivia is far from being "locked in". Crivia's spy network is vast, and it uses this to spread its tendrils through unsuspecting neighbors. Moreover, it has a formidable fleet for a Realm of its size, which it can use to attack at long distances.

## Advisors

- **Diplomacy:** Your Excellency, beneath the show of affluence, Crivia is a center of intrigue. We play both sides better than any realm. Both Boruvia and Galeni see us as friends, though we are not. We have diplomatic missions in Maledor and the Azure Isles, and yet we remain in good stead with the Valegorn Palatinate. Officially, we support the Code of War because the Code grants us protection, and we use it to cloud the judgment of other realms to our own advantage.
- **War:** Sire, despite our isolated geographic position, we are far from being “locked in”. We maintain a formidable fleet for a Realm of our size. Neighbors should not underestimate our small army nor our ambition, for we are poised to stab the unsuspecting in the back should circumstances prove favorable.
- **Economy:** We are a small but affluent realm, with some of the finest entertainment around. Our improved relations with the Azure Isles minimize shipping losses. Trade is strong, and we have many options, both overland and by sea. May I advise therefore that our trade routes coincide with our military planning. Curtail overland trade, if your grace covets provinces in the North.



## 18. Maledor

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Centuries ago, there arose within the Boruvian Empire a new sect calling itself the Cult of the Worm. It was a cult of Death that worshipped an undead dragon as a god. For years, the Cult was tolerated within Boruvia, but eventually its repugnant practices set off a series of purges that drove the Cult into exile. Its members settled in the deserted hellish pits of the East, and Maledor was born. Today, much of Maledor remains unsettled. The few human outposts here are the great and isolated Necropolises at Sallowcoil and Netherwell. It is here that the rituals of the Cult go on, patiently preparing to unleash their undead horde.

### Special Features

- Deep within Netherwell may be found the Landmark, **Keshite Catacombs**, a vast repository of corpses from which Maledor is quietly raising an undead horde.

## Advisors

**Diplomacy:** Your eminence, though our ways are not appreciated by the world at large, a day of reckoning will come, and then the mortals shall come to know the power and the permanence of Death. A few human realms such as Crivia and the Azure Isles do

quietly seek our favor. We shall entertain their childish whims for the moment. But it will not be long before they too bend to our will.

**War:** Our rituals never cease, and we quietly gather an undead horde with which to harvest the living and swell our ranks. As the horde builds, we shall be quiet. And as our neighbors quarrel, we shall remain quiet. We are patient. We can wait until our strength swells. And then the dead will march.

**Economy:** We are sealed from the world and choose to be. As sulfur and haze vent from the earth, we are hidden from the prying eyes. Our practices are in secret, for as we are quiet and the world turns its gaze, we grow every day.



## 19. Riesental

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The great forests of Riesental were originally home to the Wood Elves of Aevinwode. But in the glory days of the Boruvian Empire, the Elves retreated, and the humans laid claim to these verdant expanses. For centuries, the Empire did little to develop this region, content to maintain light ranger patrols along its eastern flank, while pushing westward. The rangers lived off the land and came to protect it as the elves once had. But as the weakening Empire became embroiled in the religious schism that formed Maledor, opportunity arose, and Riesental made its bid for independence alongside Dunmar. Today, Riesental continues as a sparsely-populated human woodland realm of small, quaint towns tucked in forests. The rangers remain, but new settlers have arrived, and the realm is ruled by a merchant prince who has ramped up the local logging industry. As a result, Riesental has emerged as a major lumber exporter, and the economy has grown. And this has created an odd mix here of forest rangers and loggers, a tension between those who would preserve the land, and those who would exploit it.

### Special Features

- Oakdale is the seat of power in Riesental. It would be hard to call it a city, but it is growing rapidly, and the forest road to Rennendale opens trade and has fueled the economy. Logging operations have cleared many trees here, and there is certain a sense of transience, with migrant loggers swelling the region, closely followed by cheap entertainment, gambling houses and red light districts.
- Ashengrove has been virtually untouched by the logging. The province is overgrown by a tangle of thorns and vines, a Landmark called **Briarwood** deemed by most companies as "more trouble than its worth." Some believe that deep within Briarwood is a secret base of rangers sworn to protect the wood, and bent on overthrowing the current rule.

- Wooddorf a quaint wooded province, home of hearty travelers, traders and hunters. It is a favorite stopover for rest and recuperation and is the site of the landmark, the **Hunter's Lodge**.

### Advisors

**Diplomacy:** We are a mercantile realm, our primary export being lumber. As such, we find ready partners in realms that could use our resources. Ariselle and Boruvia figure highly with us, though the Aevinwode is a natural enemy, as the elves would steal from us, that which we've rightfully taken. As well, the human-haters of Cor Vilaad pose a menace, though thankfully the dwarves are none too fond of forest fighting.

**War:** Sir, we are positioned upon a wild frontier. We face two racial foes in Cor Vilaad and Aevinwode and a malignant power in Maledor. None of them recognize the Code of War, and so we must prepare against surprise attack. Our army is light and mobile, given to rapid redeployments within our forest realm. A further push into the deep forests of Aevinwode is desired by our logging companies, though it must be said, an assault by river crossing into the elven stronghold would cost us dearly indeed.

**Economy:** Our entire economy rests upon our lumber companies, and we advocate expansion into further provinces ripe for logging. Aevinwode in particular offers us the finest potential yield in the region, if your Excellency will show the mettle to take what is rightfully yours.



## 20. The Aevinwode

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**Banner:** Sky blue Unicorn rearing on a deep green field

While the Wood Elves once called the majestic forests from the orcish borderlands to Riesental home, they have since retreated to the Aevinwode. Here the trees themselves are alive with enchantment. Clear streams bubble and sparkle, and a distant song and flute is sometimes heard through the great boughs. For years now, there has been peace. The Boruvian Empire respected its borders along the Willowflow, while the orcs and dwarves viewed the dense forests with fear and superstition. But today, trouble rumbles on the horizon. The guilds of Riesental campaign for better logging grounds, while younger orcs grow restive and seek adventure. Far off, the High Elves of Sonneneve counsel for conciliation with the civilized humans, while the Night Elves quietly seek an Elven alliance to drive the humans from the continent.

### Advisors

**Diplomacy:** Your grace, long have we been silent in the shrill noise that is world politics. We have retreated to the sacred wood and let the young races spill their blood for the land that we have allowed them. Here there still remains the tranquility and joy of a bygone age. For how much longer though, I cannot say. The loggers of Riesental have

turned their gaze to our forests, and younger orcish warriors are keen to taste elven blood. Sonneneve counsels us to pursue diplomatic avenues to avert human avarice, while our cousins in Sirucil call upon all elves to throw off our shackles and drive the humans to the seas. Tread lightly here. The appeal to freedom is strong, but take care that pride does not lead us to extinction.

**War:** Sire, the threat of war is distant, and our hearts are never so dour as to wish for it. Here, along the glitter of the Willowflow and under the dappled sun, a lazy day is well spent. Still, any invader so foolish as to trespass will find no swifter arrow and no sooner death. Our scouts are the finest in the lands, and the Unicorn and Master of the Hunt watch over us all.

**Economy:** We have no word for "Economy" in elven. It falls gracelessly off the tongue, a human term for human needs. Here in the wood, there is no want, no envy, no greed. All is shared freely, and we cannot understand so much energy spent elsewhere on hoarding and possessing. It is a great irony that the short-lived races squander their few years on these blind pursuits and set aside so little time for joy.



## 21. Cragenwaste

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**Banner:** crossed yellow mining picks on a light grey field

The blasted and inhospitable hills of Cragenwaste were once abandoned and forgotten hinterlands of little interest to anyone. That is, until a few intrepid explorers discovered rich ore and copper deposits. The area was quickly flooded with ambitious settlers and prospectors, and came to be ruled by a merchant prince who purchased his noble title. Today, ramshackle towns rise overnight it seems, where new mines are discovered, only to become ghost towns as the ore is mined out. There is little of beauty here. Entertainment is crude, and anyone can be bought for coin. Despite the transient lifestyle though, Cragenwaste has stepped up borderland security to safeguard its property. Trade has been brisk with Hadrigel, Dunmar and Boruvia. But Cragenwaste's exploitation of the lands has earned the enmity of Sonneneve and Brogen Hur, while the orcs of Khazoth view the miners as fresh meat.

### Advisors

**Diplomacy:** Let us be blunt. In this world, an ally is only as close as the next payment. At present trade is strong, and not surprisingly our partners are quick to line up with us, shoulder to shoulder, brothers in arms, strong to the last, and all that humbug. But we have no illusions. A righteous crusade is nothing more than propaganda well spent, an assurance for the soldiering mass to fight and die for lesser pay.

**War:** Few who live in Cragenwaste are from here. Most have come from other lands to get work, start anew and make their fortunes. And some of them find their way to our security forces as mercenaries, guards and engineers. Before we came, the land was inhospitable, but as production has grown, so too has foreign interest...not all of it

friendly. So we make sure the caravans roll, the miners make it home safe, and our employer is kept happy.

**Economy:** In short order, we have built Cragenwaste from a backward hinterland to a thriving economy. The mines are at full production, and Great Powers are ever knocking at our door for iron and steel to fire their forges and arm their troops. Now we are moving to the second phase of development, bringing in skilled blacksmiths and armorers to craft finished product and turn it over for ever greater profit. In a word, the business of Cragenwaste is business. And business is good.



## 22. Khazoth

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**Banner:** Sanguin Orcish clawed hand on an indigo field

By night, fires dot the black hills, and the air is rank with sweat and stink. War chants echo down the hills, and the surrounding lands brace for another raid. Khazoth is the domain of elite orcs who, unlike their cousins in the Iron Barony, do not believe in overwhelming their foes with superior numbers. Instead, they quickly kill off the weak among themselves, for only the strongest and bravest are deemed fit to live. And over the centuries, a new breed of orc has arisen in Khazoth, stronger, larger, and far more terrifying.

### Advisors

**Diplomacy:** The strong are few, the weak many. Kill the weak. Rule over all.

**War:** The war drums beat. The fires forge. We fear no foe. Let us fight today and drink of their blood tonight.

**Economy:** Trade is for the weak. Take what is yours. Kill the rest.



## 23. Brogen Hur

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**Banner:** Silver Great Helm on a red field

In the early years of human expansion, the dwarves of Brogen Hur fought against the rising tide. And in those wars, the dwarves blunted every Boruvian assault on their citadel. But more humans came, and the dwarves knew that their own numbers dwindled with every battle. They knew it was a matter of time. Thus it came to be that Brogen Hur joined Sonneneve to sign a lasting truce, accepting human borders as final. And Brogen Hur went one step further. It recognized and adhered to the Code of War, thereby falling under the umbrella of "civilized realms" to conduct open trade, as well as enjoying the

mutual security that the Code offers. Today, Brogen Hur is considered by most the civilized West as a solid trading partner, if a proper relationship is struck.

### Advisors

**Diplomacy:** We are signatories in the Code of War, and with it, we have bought peace, trade and prosperity while halting the longshank expansion. Sonneneve ignores our hills, nor do we covet their deep wood. The orcs of Khazoth are a terrible foe, but thanks be their numbers remain small. Let us keep Hadrigel in good stead. Cragenwaste remains an open question. We can find a ready trading partner in it. But they do occupy our ancestral lands.

**War:** Our mountain fortresses are impregnable to assault, and Hammerhold stands like a rock against foreign adventurers. We have been at peace for many years, but our troops can still remember greater glories when our realm stretched across the mountains to the east. That is our home.

**Economy:** The generals argued against the Code of War, but while they grumble, the gold rolls in. Where we once fought the humans, now we trade. Hadrigel is key to our success. Itself a strong and stalwart partner, continued peace there opens all our routes to the South.



## 24. Sonneneve

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**Banner:** White swan on a green field

Sonneneve is the wondrous forest realm of the High Elves. The trees are old here and grand, and shafts of sun find their way through the thick canopies overhead and stand like a cathedral of light upon the soft forest floor. Sonneneve is traditionally considered to be the most advanced of the elven nations. It excels in the arts, diplomacy and leadership. Like Brogen Hur, Sonneneve signed pacts recognizing the legitimacy of human expansion as a matter of self-preservation during the relentless advance of the Boruvian Empire. However, unlike the dwarves, Sonneneve did not bend to the Code of War, which the elves simply take to be an institution that legalizes continued human expansion. Sonneneve would dearly love to bring the Wood Elves of Aevinwode to some mutual and lasting policy, and it views the Night Elves of Sirucil with remorse and sadness, as a parent might an errant child.

### Advisors

**Diplomacy:** Your grace, for many moons since the great wars, we have stood proud and aloof from the ravages of the lesser races. We have watched, and we have waited. Our cousins of the Night grow impatient. They have the fire of the young, and do not yet see that Man, in his greed, will spend himself and throw away what we could not take by

force. Let us counsel our cousins in Aevinwode. Choose our time with care, and your reign shall be eternal as the sun.

**War:** No blade sharp, nor horse so swift as that of an elven warrior. Our divisions stand ready cut down any invader. But take care where you commit your forces, for elven blood is not easily replaced. Heed counsel. Be patient, build your forces. And we shall one day ride forth from the wood, shining bright as the day.

**Economy:** It is through peace that we have opened trade. But trade is strictly controlled, for we do not suffer outsiders, and we must take care that we do not strengthen our foes. Let us trade with the enemy of our foe and watch for our moment.



## 25. Palemoor

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**Banner:** Pale (sickly) Goat's Head on a teal field

In legend, it is said that the cold swamp of Palemoor was once part of the verdant forest home of Sonneneve, but that a secret society of elves sought power in dark places. And there they delved too deeply. The land itself revolted and was corrupted. Dead waters rose with an hypnotic call of doom. Today, undead spirits of the drowned stir beneath the shallow waters. Banshees howl through the mists. And a cabal of liches are led by a dark master. Palemoor is no place for the living.

### Advisors

**Diplomacy:** There are many secrets, many ancient mysteries. We covet the elven wood. We shall extinguish their life and bring them across to our domain. And from the ranks of their fallen, we shall raise a mighty host and spread the great cold to the West.

**War:** The dark waters are silent, but beneath, the old spirits stir. They yearn to rise and walk upon this earth again. The Great Night is falling, and the time will come when the living become flesh for the dead, and all the world will bow to the Master.

**Economy:** Gold is the great hoax of Men. It is but a soft yellow metal of no practical use, but Men strike it to coin and say it is worth a hundred swords or a thousand bushels of grain. Men will kill for it. Men will die. And nations are plundered to their extinction for it. The Dead do not know these things, or when they do, it is but gold's final curse to the grave, a shining empty lure of greed, malice and hate.



## 26. Dunmar

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**Banner:** Lavender Hunting Horn on a Tan field

Until recent history, Dunmar was little more than untamed and sparsely-populated territory, dotted by the few outposts and way-stations that connected Dragonhold to the West. As "open" territory with marginal resources, it slowly drew a motley collection of settlers—renegades, convicts, entrepreneurs, explorers and missionaries—a people either looking to start a new life or get away. The folk of Dunmar reflect the land around them; they are rugged individualists, tough and independent. More recently, Dunmar has consolidated into centralized realm, primarily to organize its defenses. Its position is precarious; it follows the Code of War in a wild and barbarous region, and its borders are exposed.

### Advisors

**Diplomacy:** My liege, our forces are scattered and our position exposed. Our first priority must be to secure our borders through diplomatic maneuver. However, we are a young realm, and we must prove ourselves and build the diplomatic prestige necessary to be viewed as a reliable ally, one worthy of alliance.

**War:** Sir, to us goes task the task of holding a long and exposed border on the edge of civilization. Where shall we defend? Against the dwarves who hate all of Man? The barbarians who beat their drums? The slaving orcs? The undead? We cannot stand against them all, and so we must rely upon a mobile defense. Our bridging units are vital to our success, rapidly crossing rivers and providing escape as needed. If necessary, we can fall back to secondary lines of defense along the Isel. The waterways are our greatest asset. We must use them in all our planning.

**Economy:** Establish trading partners quickly and through routes that are defensible. Long term goals are of lesser importance. Our realm is stretched thin. We need all the help we can get to ramp up our economy and hold our provinces.



## 27. Cor Vilaad

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**Banner:** Crossed silver Battle Axes on a maroon field

In the great wars of Boruvian expansion, the dwarves of Cor Vilaad once held lands as far west as Braverock. And though they lost those lands, they fought so ferociously as to cause the humans to turn their gaze westward for easier victories. And so, unlike Brogen Hur and Sonneneve, Cor Vilaad never surrendered and has never given up the fight. It is home to a proud warrior caste of dwarves who view the treaties of Brogen Hur with the humans as betrayal of their race. That their cousins in Brogen Hur now go so far

as to trade with the humans is a capitulation of honor. Cor Vilaad sees the spread of humanity as a great scourge across the lands and would sooner fight alongside an orc than see one more province fall into human hands. Neighbors, beware. These dwarves are battle-hardened, and will venture from their mountain strongholds to seek greater glories in foreign lands. They seek out any non-human ally willing to drive the blight of Man into the seas forever.

### Advisors

**Diplomacy:** My liege, we were never ones for words, and we shall not start now. We fight the scourge of Man who has spread across our ancestral lands. Any who be with us, will have a place of honor at our table. The rest be damned.

**War:** Sharpen the axes, light the fuse. We go to battle and sing of fallen heroes. Know ye dwarven fury, rolling down the mountainside. Harken, the rumble of our boots, our plated boots marching from our Hall. To destiny.

**Economy:** Earth and stone, steel and fire. Feel the forge aglow. All our gold to the army. May we outfit our troops and reclaim our lands!



## 28. The Iron Barony

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**Banner:** Black head staked on pike on a red field (as if backlit on a dusk battlefield)

The great, sprawling hills and wastes of the Iron Barony are home to a vast orcish realm. The orcs here are indigenous, and in ages past battled the dwarves of Cor Vilaad for the same living space. Today, however, both realms have turned their watchful eye to a greater threat...the mighty migrations of the humans across the continent. Already Dragonhold has carved an impregnable outpost from the northern frontier. And the barbarians of Vessoi beat the drums of their own horde. While at peace, the orcs are as likely to bicker and fight amongst themselves. But at war, the Iron Barony is capable of mustering fearsome numbers. They employ little in the way of tactics. Still, the orcs laugh away their losses in battle; they can always be replaced.

### Advisors

**Diplomacy:** Elf flesh or human blood? Take what is yours. Leave the rest. We can find friends in common battle: the dwarves, the undead. They will fight with us and smash our foes.

**War:** We fight for gold and glory. Hear the rattle of spear on shield, the call for blood. We are many, and they are few. Send us forward. Overrun their positions. March over skull and bone. Burn their villages, take their wealth, claim their women.

**Economy:** We mine and toil. Pull gold from cave and hole. But the tunnels run dry. And we seek new lands to dig again, to dig behind our victorious legions.



## 29. Dragonhold

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**Banner:** Olive Dragon on a silver field

Dragonhold is a small and mountain outpost, originally established by the Boruvian Empire as a watchtower against the barbarians of the North and the orcs of the East. For centuries, Dragonhold has stood as a knightly bastion, commanded by the Order of the Dragon. As Boruvia declined, Dragonhold remained, standing resolute, as civilization threatened to collapse. In more recent times, Dunmar was established, and this new realm has served as a welcome bridge to the West. Still, Dragonhold remains aloof. The Order of the Dragon is an elite order that views much of humanity as either lesser or lost.

### Advisors

**Diplomacy:** The Boruvian Empire has long ago lost its way, a shallow reminder of a glorious age. And so from the peaks of Wrenloft, we have stood alone for many years, a proud bastion against the slaving hordes. And so we will remain. We care not for the intrigues of the southern realms, but we remain watchful for the sign of a new ruler, a king worthy of our sword. And on that day, we shall rally to him and usher in a great new age.

**War:** Sir, our stronghold on the mount has rebuffed every incursion and disheartened our foes. The dragons spread terror, and our knights redden the cliffs with enemy blood. But we are few, and we must take care not to scatter our strength for short-sighted gain. The Iron Barony and Vessoï we can deal with. But our generals have noted a nightmare scenario in which the dwarves take Splitter Pass and tunnel under our citadel at Wrenloft. It is a scenario we must prevent at all costs, even if it means helping the orcish captains.

**Economy:** We are a fortified outpost, a watchtower from a bygone age. The Golden Empire has crumbled, but we remain, and so do the ancient trappings and treasury. We hold them in a vault impregnable to assault.



## 30. Vessoï

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**Banner:** Black bear rampant on orange field

The inland barbarian tribes of Vessoï live free in the great northern steppes. Berserkers and shamans are considered elite among them, and their people honor the gods of Strength and War. Axe hurling, wrestling and great bouts of drinking are common in times of festival. In times of peace, most of their warriors are spread thinly among the great

open stretches. Though Vessoï's warriors routinely raid across the border, there is much talk of uniting with the barbarian peoples of Jotland through conquest, to gather the Great Horde. Should such a day come, the warmer Realms will hear the howl from the North.

### **Advisors**

**Diplomacy:** There is no greater honor than the test of War. We use the borderlands of the orcs and feeble Dunlanders as training grounds, but our ambition is to sweep into Jotland, to claim the ancient animal totems and raise a mighty horde. And the war drums boom. The world shall feel our fury.

**War:** We range across the open plains as the wolf and the bear. The old blood calls to us, and we howl at the moon. The fur is thick; the rage takes hold. It is a good day for battle.

**Economy:** The tundra may provide, but there is plunder beyond your wildest dreams in the South. Rivers of gold. Mountains of jewels. And lush women of all colors, ripe fruit for the picking.



## **31. Jotland**

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### **Banner: Take Vessoï banner, and make it blue background**

Jotland is a large realm of fierce seafaring warriors. Pillage and raid are common, but Jotland also seeks news and trade from distant lands. While Berserkers are honored inland and Thanes favored in coastal provinces, all of Jotland's people pay homage to the gods of the Seas and the Storms. Jotland borders Sonneneve and Icespire, both Realms that the superstitious northmen give a wide berth to. Instead, Jotland's main rival is ferocious Vessoï.

### **Advisors**

**Diplomacy:** Let us raid along the coasts of realms that cannot bring war upon our shores. At our backs, guard well against Vessoï and do not multiply our foes in woodland adventures with Elf or Witch.

**War:** The Great Raven calls us to battle. But to where: by land or by sea? Our thanes lust after longship raids along the fat southern coastlines. But Vessoï's warriors challenge our backs. We are with you, for gold and glory.

**Economy:** Raids bring gold and training for our troops. But there is opportunity for limited trade in the exotic markets. The southlanders would fall to their knees with the offer of trade over raid.



## 32. The Azure Isles

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**Banner:** single purple cutlass at diagonal on light blue field

In the warm waters of the South, the Azure Isles are home to a pirate stronghold. Islands and treacherous coral reefs pepper the perimeter, while formidable cliffs rise to mark the capitol. The pirates draw much of their income by raiding merchant vessels, and are a scourge of the southern seas. While punitive naval battles have driven the pirates back from time to time, no major invasion has been mounted against them. With all this raiding activity, it is easy to overlook that the Azure Isles have a small self-generated economy as well, with shops, craftsmanship and even some trade with distant realms.

### Provinces of Note

- Pordigo Bay is the treacherous approach to the capitol. Coral reefs have carved the hulls of many incoming vessels here, and only the pirates know the secret causeways that allow safe passage.
- Black Cove is the capitol of the Azure Isles. Great cliffs rise to imposing heights, but the pirates have engineered elevators here to haul in booty and also function as “gates” for travelers. There are also some tunnels that bore straight into the cliff faces. Some are accesses to the city, with underground warrens. Some are hidey-holes for shady dealings. Above, Black Cove is a raucous, large and transient town. Taverns are everywhere, and authorities do not disturb gambling halls, brothels and drug dens.
- The reason for this is twofold. First, the pirates enjoy excellent natural defenses against any such invasion. And second, the Isles maintain a “gentleman's agreement” with Ariselle. These two factors have allowed the pirates to flourish and establish a realm unto their own. The pirates stay away from Ariselle's vessels, and Ariselle quietly supports the Azure Isles as a counterbalance to other major naval powers.

### Advisors

**Diplomacy:** We have one big ace up our sleeve, and that's Ariselle. They're the biggest fish in the water, but so long as we don't bother them, they don't bother us. And for all their talk of rule and law, they're well content to let us raid up and down the coast of the competition. Stay in good graces with Ariselle, and they will let us have our run.

**War:** Well, sirrah, the Isles are a great retreat, and no one much bothers us, especially with Ariselle a quiet patron. Now if you're looking to carve out pieces of the mainland, that's another matter. Careful there. We're rowdies at sea, but land wars are the stuff of armies. We might look to establishing outposts on the mainland, but I'd fix on realms with no navies to hit us back.

**Economy:** Raids are a dicey affair. The sea-going realms understand piracy is a natural risk of trade. They even plan for “acceptable losses” as part of their yearly income. But take too much, raise their ire, and you might just invite an enemy navy into our port. And

you don't want that. So take a little and move on to the next. If you're moving on, you're moving to one of their rivals, and while no one likes a pirate, they're quietly happy to let you fleece the competition. And that's just good business.



### 33. Icespire

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**Banner: Ice flake (crystallized) on midnight blue field**

Far to the north, under frozen pine boughs rests Icespire, realm of the Winter Witch. The neighboring barbarians treat Icespire with superstition, and with good reason. Many have fallen from the world of Men who wander into the silent snows that blanket the deep forests. Some tales say the Witch's song beguiles and enslaves; others that the trees themselves devour the unsuspecting. All agree, the land is cursed and give it wide berth.

**Advisors**

**Diplomacy:** We are untouched in the North. We have no want of allies when the stupid barbarians steer clear of our woods, and instead shed blood with each other. We stand cold and aloof and thus have earned the quiet respect of such differing realms as Sonneneve and distant Ravengard.

**War:** Few muster the will to enter our wintry woodland, for here the cold mists gather and the trees awaken. Wordless, our huntsmen nock their arrows, and enchantment glitters from every frosted breath.

**Economy:** The northern Trade Fairs do not stop in Snowleaf, nor do we visit them. Theirs are the ways of Men. By guidance and wisdom of the Winter Witch, we keep to the white woodlands.



### 34. Ladvia

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**Banner: Lanky off-gold wolf (stylized) as if walking, side view, on a burgundy field**

Far to the East, quaint woodlands beyond the Willowflow lie nestled between the wastelands of Maledor and the sooty foothills of the Iron Barony. Here is Ladvia, home to gypsies, vagabonds and fortune tellers. And here, caravans halt along winding forest trails to gather with song by campfire of a wandering vampire who looks after his children of the night.

## Advisors

**Diplomacy:** Ha! We are no fools. Let others tie their fates to the realms of the world. What have we to gain from that but new enemies far from our cares and whims. In Ladvia, you will find no great halls, nor monuments to overstuffed princes. We come and go as we please. We are free.

**War:** Our people are few, scattered travelers through quiet woodlands and quaint hamlets. We may lack numbers, but in times of invasion we hold our own cards: mobility and subterfuge. Few can ply the forest paths as our folk, sniping, eluding, spying, raiding. Great armies have faltered at our borders, confused, uncertain. And so it must be under your command.

**Economy:** It's an easy life. We give a little; we take a little. We just happen take a little more from our visitors.



## 35. Cloudfels

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### **Banner: (was Kilny's)**

A great mountain rises east of the foothills and blasted wastes of the Iron Barony. There, in heights of thunder and lightning stands the Great Hall of the Giants. Mostly, their kind is content to slumber the months away, far above the troubles of Men and Orcs. But when raised for battle, a single Giant can be mighty force to throw invaders from the mountainsides.

## Advisors

**Diplomacy:** Who can we call friend? Wee folk everywhere. We'd rather step on them, but there are so many.

**War:** When the wee folk make too much noise, Cerberus wakens us. Good doggie.

**Economy:** There is gold in the mountain, and in the Hall of the King. It will stay there.