



The continent of Zaniador is a land rich in history and culture. Below is a brief synopsis of each country outside of the Cascan Empire. Some areas, like the Order Lands and No Man' s Land are not incorporated into sovereign countries. There is little known information on either.

Order Land borders are fiercely guarded, admitting no one from outside The Order. No Man' s Land is so terribly decimated and polluted from the War of Endless Dusk that it no longer supports life. Drinking the polluted groundwater of No Man' s Land is said to induce extreme gastric distress that ultimately results in death.

The Monarchy of Narsa

(Nar-sa)

Overview and History

At the dawn of the Age of Blood, around 1225, unrest brewed unchecked in the southwestern Empire. Discontent festered over the vicious policies of Casper the Bloody, and this led to a localized revolt. This small uprising then steam rolled into open rebellion across the mainland of the Empire. Factions split the land asunder, and for the first time in 700 years new powers arose on the continent. The first of these new nations was Narsa.

A single brave woman, Celeste Tempesta, abandoned her duties to the Source Guard and forged those loyal to her into a sword. She then proceeded to thrust this sword into the very heart of the Empire. After the Treaty of Doves was signed, House Celeste was founded, and the first Queen in over half a millennia rose to power. The Queen's most powerful supporters were given Noble Titles and Narsa was divided among them.

During her forty year reign Queen Celeste helped Narsa establish itself as a powerful, charming, agricultural state. Queen Celeste, ever the student of history, realized while she was a capable and worthy head of state her descendants may lack that distinction. The Queen forged a compact, The Carta, and laid down the law on how the title of Queen or King would be passed on upon her death. She established The Court, made up of the Nobility, and The People's Council, made up of Freefolk.

During The Long Cold, Narsa was able to fare better than many other countries. Narsa's exports of food to her allies helped many people across the globe avoid death due to

starvation.

Population Demographics

The population of Narsa is as diverse as her land. While humans do make up the majority of the nation, all of the races find representation and have equal rights granted by The Carta.

Government Structure

The Monarch

The Kings and Queens of Narsa are elected by the Nobility, and only Nobility may participate in this election. The Monarch oversees The Court of Nobles and acts as the tiebreaker vote within The Court. This office serves until The People' s Council calls for their removal, and if The People' s Council does call for a Monarch' s removal the same Monarch may not serve a second time. Typically Monarchs serve for life, though historically there have been a few exceptions. During war the Monarch has absolute control over the military, and during peace the Monarch has the same authority over trade negotiations.

The Nobility

The Nobility of Narsa is responsible for maintaining their land, caring for the Freefolk that reside on their land, and protecting the Freefolk that are within their land. Those born into the Nobility must serve Narsa and her people in some way. This service can be in the military, as a government functionary, a civil engineer, etc... The method of service is irrelevant, as long as it is service. The Nobility tend to dwell in sprawling campuses known as Villa' s, after the Ancient Imperial word for house.

The Court

The Court of Nobles is made up of four members from each of the five Noble Houses. Each House determines the method its delegates to the court will be selected, and the delegates serve at the House' s discretion. This body along with the Monarch create the policies that guide Narsa overall. The Court forms trade agreements, establishes treaties, controls the military, collects taxes on the Nobility, etc... Taxes collected by the Court are used for the overall function and support of the regions that make up Narsa, the care of the Narsan military, and any expeditions sent to the Khaldar.

The People' s Council

The Council is an elected body, and only Freefolk are allowed to participate in the Council' s election. Anyone who is not a Noble may run for election on The People' s Council. The Council draws their own districting map, but any changes to the map must be approved by The Court of Nobles. Currently there are sixty three Council people. The Council sets and collects taxes from the Freefolk, and this money is used to maintain the infrastructure of Narsa.

The Carta

- The Basics
 - Each and every individual is created equal under their Creator, it is what the individual does after creation that matters. Within the Monarchy of Narsa those who serve both nation and populus with distinction are rewarded. It is possible, albeit difficult, for Freefolk to join a Noble House. It is common for Freefolk with many years of service to their communities to move up in the social ladder and join a Noble House.
 - No rights may be stripped of another except by their own hands. The rights within The Carta are absolute, unless an individual willfully commits a crime. Intent is important in Narsa, and a Tribunal determines intent and guilt. Each

Local Tribunal is made of two Freefolk, and one Noble. Appeals are possible, but are handled by the House that controls the land the crime was committed within.

- The Rights
 - Home, Hearth, and Health - every citizen of Narsa has the right to a roof over their head, food for their bellies, and access to health care.
 - The food portion was added after The Long Cold, and anyone may receive food at no charge from a temple.
 - Freedom of Movement - within Narsa there is no restriction on a Freefolk's ability to move between regions. Nobles on the other hand must make their Home within their House's region.
 - Freedom of Speech - The Monarchy and its Court will not pass laws limiting the speech of the people.
 - Freedom of Religion - With the exception of the Archfiends, The Monarchy and its Court will not pass laws limiting an individual's way of worshiping.
 - Right to be Heard - Any Freefolk may address The People's Council, and many Freefolk take advantage of this to meet with their Council People.
 - The authority of the Nobility ends at the threshold of their House, and the Freefolk have authority in their homes.

Religion

The Guidance of the Seraphim exists across the breadth of Narsa, and a Cathedral to the Seraphim stands tall within Ibrila. There are many shrines and small temples to the various Faiths and Paragons throughout Narsa. However, worship of the Archfiends is outlawed.

Notable Places

- Tempesta' s Eye is the massive central sea. Narsa harvests fish, seaweed, freshwater mollusks and other natural resources from the Eye. House Piscatoria' s main Villa is a flotilla that moves around the Eye, and acts as a mobile market and trade hub.
- Ibrila is the capital city of Narsa and lies on the eastern coast of Tempesta' s Eye.
- The Salt Road is the brackish river that cuts through the southern portion of the main continent. While this river is not a main route for Narsa' s vessels, small runner ships constantly move through. Ocean Privateers in service to Narsa also frequent The Salt Road.
- Casper' s Folly was once known as the city of Ladena. These ruins lay on the border of Narsa and the Cascan Empire along The Salt Road. In the year 1417 during the War of Dusk Casper VIII attempted an aggressive push from his western most city into Narsa. The resulting counter attack pushed Narsa' s border east past the World Spine mountains, and destroyed Ladena. Some say Casper VIII, the Fool, never recovered from this campaign.
- Caleb's Landing is Narsa' s colony in Khaldar, and has thrived under its current noble leadership. Rumors indicate she may be the next queen. Should her track record continue.

Notable Citizens

Current Ruler

Currently Narsa is ruled by King Maxwell Piscatoria. King Piscatoria is a cunning negotiator, and well known for listening to his advisors. Through strong trade partnership, as well as the construction of a small airship fleet, King Piscatoria has formed an alliance with

Schmettereisen.

Notable Nobles

Lady Shyla Celeste - the current noble tasked with maintaining the Khaldar Colonies under Narsa. Lady Celeste is known to be fair and efficient in her dealings with outsiders. Under her guidance Calden' s Landing has grown powerful and profitable.

Lord Kaz Greenhoof Aquinas - Formerly a Satry Freefolk, raised to the Nobility, Lord Kaz once made his home in the wilder parts of the west, where he led a group of game hunters known as Tesek Lovak. Now he is leading ground troops over the mountains in a skirmish line against the Cascans.

Lord Findal Meridium - The elven commander of Narsa' s navy, and captain of ORM (Our Royal Majesty' s) Tempesta' s Vengeance. The Vengeance is a massive steel clad ship with cannons the size of steers that can launch shells the size of trees. Her engines are now being upgraded to better use Source, as more is available, which could spell trouble for The Empire. The Vengeance was already one of the fastest ships on the oceans.

Noble Houses

- House Celeste - This house is responsible for massive farms along Narsa' s northern border, and is known for having very good relations with both Saeluma and Triple Moon. House Celeste takes in many orphans and always finds a place for them at the table.
 - House Sigil - A crown of gold wheat on an onyx and gold checkered background.
 - House Words - Grit and Determination
- House Aquinas - Surrounding Narsa are numerous forts which fall to House Aquinas to maintain. This House also controls much of the western coast, and the port cities

there. House Aquinas is known for having strong relations with Var as a whole.

- House Sigil - A red keep on a blue background
- House Words - Perseverance Through Ingenuity
- House Montis - The Mountain House is predominantly made up of Dwarves and they are responsible for the mines and mountain forts in eastern Narsa.
 - House Sigil - A black pickaxe over a field of olive green
 - House Words - Blood from a Stone
- House Piscatoria - This house is largely responsible for the territory on and around Tempesta' s Eye. The house' s main domicials are large flotillas that move around the Eye, fishing and harvesting the seaweed that they subsist upon. This house has also produced some of the shrewdest merchants Narsa has relied upon.
 - House Sigil - A red fish over a laurel crown on a field of sea foam green.
 - House words - May Your Scales Always Balance
- House Meridium - If you need a ship, House Meridium are the people for you to do business with. These world famous shipbuilders reside along Narsa' s southern coastline, and their sailing ships are sleek and fast. They also manufacture the Ironclads that have allowed Narsa to maintain local sea dominance for decades.
 - House Sigil - A purple carpentry hammer crossed with a purple saw, over a field of gray.
 - House Words - Until the Oceans Dry

Freefolk

- Gregor Ironbane is a Dwarven Merchant and Ironmonger. Clan Ironbane weapons are famous throughout the land.
- Farah am Amani asu Omar is Kandari Sailor of much renown. She is known for her fierce smile, and missing eye. She sails up and down The Salt Road daring the Imps to

attack her small, but powerful, fleet.

- Packmaster Ga' rak is a Varn infantry commander, well known for his ability to hold Fort Halen, along The Salt Road, against Imp incursion for years.
- Vincent Sithwick is a Goblin inventor and engineer beyond compare. He has refused elevation to the Nobility several times saying "Politics would just distract me" . Sithwick' s work includes hot air balloons, hybrid engines that operate with a mix of both Source and steam, and his latest project, Distance Communicators, if successful could dramatically alter the world as we all know it.

The Federation of Triple Moon



Overview and History

The Federation of Triple Moon technically has no official name. This moniker was created by surrounding nations when the people who live in these lands could not agree on a name for their new-founded country for the Peace Treaty of Doves. This type of legal inconsistency is what bands the people of Triple Moon together.

Towards the beginning of the Age of Blood, as other parts of the Empire began to crumble and the strong arm of the Casper "The Bloody" gripped law-abiding citizens, roving bands of mercenaries, outlaws, and those who sought freedom from government migrated to the open plains on the western coast. This original collection of people wanted nothing more than to be free of bureaucracy, taxes, and government. To this end, Triple Moon still comprises loose bands of people with no governmental structure. The only law of Triple Moon is that all disagreements and decisions must be settled in the course of roughly 3 months, the time it takes for the moon to become full 3 separate times, hence the name chosen for this country.

Triple Moon is usually viewed by outsiders as a place of lawlessness, filled with bandits and thieves. While there is some merit in this claim, the people within Triple Moon are perfectly content with their way of life, free to make whatever decisions best serve their own motives. Citizens of Triple Moon view themselves as truly free, scoffing at citizens from other countries for bending the knee to authority.

Population Demographics

Official census records do not exist in Triple Moon. Several warlords have attempted to count citizens, but each attempt has caused major conflict as most of the people defiantly refused to be identified or counted. There are larger than average populations of Varn and Kandar people in the port cities, due to proximity to old Var trade routes, but Triple Moon has people of all races. At one point in time, Triple Moon was nicknamed Wanderers' Paradise, but there is no evidence supporting the Wanderer demographic numbers.

Government Structure

Triple Moon has no official governmental system, but cities are generally "ruled" by local warlords. Hundreds of cities and territories are in a constant state of flux as land and properties are bartered, taken by force, and even gambled away in games of cards and duels.

The warlords demand tribute from the people of their holdings in exchange for protection. Some warlords put the money back into the territory's infrastructure, building roads and bridges and providing security in places of business. These "kind" warlords tend to stay in power longer. The majority of warlords generally amass fortune and are always watching for those who might relieve them of their lives and their positions of power. This lack of stable government makes for high turnover rates, and warlords do not stay in power (or alive) very long.

Religion

Triple Moon has religious views that reflect the free spirit of the people: they do what they want! The people of Triple Moon view religion and spirituality as deeply personal, therefore there are very few established houses of worship, but people practice their chosen faith independently or in small family groups, if at all.

Notable Places

The Water Highway serves as the major thoroughfare for Triple Moon. Because there is no centralized government, road quality varies across the land, making water travel the most reliable form of mass transit. Major cities and towns line the Water Highway. The west coast of Triple Moon is sheer cliff side extending from the Narsa border at the south all the way to the mouth of the Great Bay to the north, with The Water Highway being the only accessible major waterway into Triple Moon from the coast.

The port city of Bos Caminas, also known as The Aqua Lock, is a city at the mouth of the Water Highway. Whichever warlord controls Bos Caminas, controls passage from the Water Highway to and from the sea, making control of Bos Caminas a coveted title. The city's warlord collects tariffs on water craft that pass through the locks. Bos Caminas consists of massive stone gates set into the cliff walls of the Water Highway. The city itself is carved into

the walls of the cliff and extends for several miles on both sides of the river upstream. Bridges criss cross the water locked river and serve as roads through the maze-like city.

Bos Au, also known as the City of Gold, is a major city located in the center of Triple Moon, on the northern banks of the Water Highway. This center of commerce is the unofficial capital of Triple Moon and hosts visitors from all over the land on a daily basis in the grand marketplace. People buy, sell, and barter for food, clothing, goods, services, and pretty much anything a person could want. While there are multitudes of out-of-towners in the city at any given time, very few are permanent residents. The inhabitants of Bos Au are rumored to learn pick-pocketing and petty theft right after they learn to walk as toddlers, surviving off the bounty of the market.

Notable Citizens

Bartholomew Oliver Sims, esq. was the first of the BOS Dynasty. A self-proclaimed "conqueror in training" , Sims, also known as Boss, was a disgruntled Dok' Lphar logistica who immigrated to Triple Moon after the Treaty of Doves. Eager to start a new life, and with very empty pockets, Boss built his crime empire from the ground up, eventually conquering (and subsequently renaming) Bos Au and Bos Caminas after years of Triple Moon-style business ventures. He adopted hundreds of orphaned children, naming them his heirs, and when they came of age, putting them in control of all of the aspects of the BOS river empire. Members of the BOS Dynasty usually orphans and all have chosen the initials B.O.S. The BOS Dynasty controls major parts of Triple Moon to this day.

Schmetterreisen



The People' s Nation (Sch-met-er-I-sen)

Overview and History

After the Void War ended the Empire needed to rebuild, and the forge that would shape her was the province of Schmetterreisen. For decades this one time province of the Empire toiled away assisting the rebuilding efforts. Many of the infrastructure projects Schmetterreisen engineers constructed during the reconstruction are still in use today. Throughout the mainland roads, dams, levees, canals, ports, and aqueducts constructed during this time are still fully functional. What is more surprising is that a few of her airships have survived the numerous wars over the centuries and are still in use today.

When open rebellion began the ever pragmatic Goblins, who controlled the province at the time of Casper the Bloody, saw the math on the board. Schmetterreisen split from the Cascan Empire. Truth be told, this province was always uncomfortable with an Emperor returning to power. The aggressive policies of Casper III was just the grease in the gears.

Today Schmettereisen still possesses the largest air fleet in the world. Granted many of the ships are kept afloat via air bladders and steam engines, and these vessels lack the power and complexity of the Source powered ships of yore. However, thanks to their new colony and partnership with Narsa their mighty forges and factories are running at peak performance once again. Residents near the Empire' s northern border keep a wary eye on the skies.

Population Demographics

Humans are the predominant race, just like the other mainland nations, but Goblins make up the second highest demographic here. All of the other races are also represented.

Schmettereisen also boasts the second highest population of Dok' lphar on the mainland.

The highest population of Dok' lphar of course resides in the Cascan Empire.

Government Structure

The People' s Nation has a government guided entirely by the people. This pure democracy seems chaotic from the outside, but every single citizen receives the same representation and consideration in government decisions. From the local level to the national level, everyone has a voice. Ranked Choice voting is used in each election, and this has led to a high rate of voter satisfaction within Schmettereisenen politics.

The Districts

Dozens of Districts make up Schmettereisen, and each District elects a District Council from the residents within. District Representatives serve for five years, and may serve no more than five terms. District Councils handle local infrastructure, legal disputes, and localized laws. A District Council' s size is determined by the population within the district, and never contains less than three members. The largest District Council, for Augenvoll, has over ninety members.

Membership is always an odd number. In the event a District Council can no longer satisfactorily handle their duties, an election can be called by petition.

The Regions

Schmettereisen has seven Regions, and each Region elects a Regional Council from among its citizens, and this council controls Regional specific laws, interregional disputes, and resource trade between Regions. Regional Reps hold office for six years, and may serve two terms. A Regional Council's size is also determined by population, and never has less than five members. Membership is also always an odd number.

The National Council

A single National Council makes up the highest government in Schmettereisen, and is elected in a national election. The National Council oversees how Schmettereisen interacts with other nations, dispatches diplomats, sets trade agreements, and controls national laws. National Representatives serve in office for 4 years, and may serve 3 terms. There are twenty one members of the National Council, with the Representative who has the longest record of holding office serving as Consul. Any office counts towards consideration for the title of Consul, and the Consul oversees the county as a whole. In times of war The Consul has total control of the Military, and when war occurs the Consul assembles a council of advisors from the Military, known as the Tribunes. Tribunes serve at the discretion of the Consul.

Religion

It's not that Religion is outlawed in Schmettereisen, it's just not popular. There are scattered shrines and temples, but most people ignore them. Schmettereisen folk lean towards the more scientific and pragmatic sort, and as such tend to put less stock in faith. The only caveat to this are the small shrines to Hadrian the Inventor that stand near many

factories and shipyards.

Notable Places

Augenvoll is the large capital city of Schmettereisen. Many of the builds are white marble with onyx streaks. The main seat of government power, The Domus Populi, takes up several city blocks, and is known for its vast library.

Brightstone is one of the oldest cities within Schmettereisen, and has the distinction of being the former capital. The decision was made to move the capital as the population and nation outgrew the geography of the area. That being said, many universities and centers of learning line the canyon walls of this unique city.

The Firefalls are breathtaking waterfall cascades on both sides of a mountain range. As the sun moves across the sky and its rays strike the falls just right the water looks like fire. A popular resort called The Creator's View is built at the top of a nearby mountain with views of both sides. Schmettereisen has declared this resort to be a form of neutral ground, and regardless of political affairs all are welcome. Weapons are, of course, banned from the grounds.

The Rustworks are the old Source Forges. While work has picked back up recently many were in a poor state of disrepair due to a long period of disuse. Deep in the mountains of Schmettereisen there is rumored to be an ancient factory cathedral which once belonged to The Inventor.

Ports Peak is another large city that spreads from the base of a lonely mountain. Ports Peaks sprawls out from a single mountain ringed by a mountain range. As one rises up the mountain airship docks and shipwrights are everywhere. It is rumored that the mountain is hollow, and mighty weapons of war are constructed in secret forges within.

The Iron Forest is the large eastern forest full of strong durable trees used in Schmettereisenen ship construction and decorative carpentry.

Notable Citizens

Consul Xibu Gongniu is the current Consul of Schmettereisenen. Xibu has worked hard to ensure good relations with Narsa, the only other free nation to border the Empire. Maintaining strong relations has been a priority of Xibu, a fairly new Consul. He has also worked hard to ensure that the colonies on the new continent do not devolve into the same war that has ravaged the mainland. He is working to establish a neutral colony, maintained by all nations, to strive for peace. However, Casper's hunger for Source has tied the Consul's hands.

Admiral Diana Pinea Francescia is the Dok' Iphar Master of Ships and Commander of The Chipped Rose, the Schmettereisenen Air Flagship. Once simply named The Rose. In a recent aerial battle with the Empire that lasted for a dozen days The Rose took heavy fire. However once the smoke cleared and the fire subsided the only visible damage to the vessel was the large emblazoned rose on the bow had been chipped. The Admiral had the name changed.

"The Rose Endures!" , has become a popular Schmettereisenen battle cry among the military.

The Republic of Saeluma

(Say-LU-ma)



Overview

With the collapse of the God King's divine right monarchy, the elves of the former Ill'andar Kingdom entered into a period of revolution and reformation that would lead to the development of a new government and a new nation. Positioned in a portion of former Ill'andar territory, The Republic of Saeluma was born as a nation designed to represent the will of its people and to protect the liberties of its citizens. Having escaped the clutches of tyranny, the founders of Saeluma worked tirelessly to build a nation that would be fundamentally different from the rigid hierarchy of old. In Saeluma, all citizens are treated as equals under the law. All citizens are guaranteed certain inherent rights, including the right to

live freely, the right to vote, the right to the pursuit of knowledge, and the right to practice Source magic. The Saeluman Ministry has created laws and programs to protect these rights. Some of these initiatives are made possible through the efforts of the government sponsored Saeluman Mages' Guild, who provide free, public education for all and use their magic and enchanting prowess to keep much of Saeluma's infrastructure running. Additionally, many Saelumans hold a deep appreciation of the arts, including literature, music, and theater. The Republic of Saeluma was established as a place where all people are considered equals under the stars, and so equity of opportunity and civil liberties are the tenets of Saeluman society. The Saelumans strive to keep learning and developing in order to improve the quality of one's lived experience, and excise corruption so that they will never be sullied again.

Cultural Practices

Saeluma is a place where philosophical discourse is a common pastime; it is common to find elves and others congregating at spas or in gardens to discuss matters of politics, sociology, and philosophy. Saeluma is also known for its appreciation of the arts. It is common to find public performances of music and theater at taverns and in village squares. Most Saeluman provinces have their own amphitheaters where Saelumans gather to enjoy stage performances while also appreciating the beauty of nature. While most shows require a small fee to compensate the performers, at least one show per week is funded by the government and made free to the public. Galas are commonly held both indoors and outdoors, allowing Saeluman artists a platform to display their paintings and sculptures so that they may be appreciated by an audience. The Saelumans are very concerned with creating a better society, and believe the pursuit of universal truth and beauty in art should be something everyone can participate in.

Additionally, the practice of magic is considered one of the most noble pursuits and is derived from ancient elven traditions. Young practitioners of magic meet in libraries and mage towers that are run by the Mages' Guild, which serve as the schools of Saeluma. From ages 5-16,

students are taught by experienced mages and learn how to harness the Source within. While this education has a strong focus on magical ability, it is still well-rounded and includes courses in literacy, mathematics, philosophy, history, and the arts. After the completion of their education, some Saelumans opt to continue their study through apprenticeship with the Mages' Guild. An apprenticeship may only begin if a member of the Mages' Guild agrees to take on the apprentice. Apprentices undergo advanced training under the tutelage of a skilled mentor. Typically, this apprenticeship lasts from ages 16-20. To finish, all apprentices must complete the PSMA, the Practical Skills in Magic Assessment, and must write an Apprentice's Thesis: a written treatise on a field of magical study. Successful graduates are then admitted into the Mages' Guild, where they study and teach magic and enchanting as a career.

A Point of Clarification: When people refer to "Saeluma" in the general sense, in most cases, they are referring to the nation. This can be cause for confusion since Saeluma is also the name of the nation's capital city. Typically, when referring to the capital, it is customary to refer to it as "the city of Saeluma," and the country as "The Republic of Saeluma." However, this is mostly done for outsiders, as Saelumans are typically able to tell just from context clues which area is being referenced.

Population Demographics

Roughly 96% of the population of Saeluma are citizens. Of citizens, roughly 83% are birthright citizens, and 17% are naturalized citizens. Roughly 86% of the population claims elven heritage, 11% claims gnomish heritage, and only 3% claims dwarven heritage.

Citizenship

Most Saeluman citizens were born in Saeluma. Anyone who is born in Saeluma is granted birthright citizenship. For all others, in order to claim Saeluman citizenship, one must be

considered to have Saeluman heritage and live in Saeluma for a period of at least five years. Saeluman heritage is defined as possessing elven, dwarven or gnomish ancestry. A legal counsel works with all applicants for citizenship to review documents proving ancestry and determines eligibility for citizenship. Anyone who wishes to obtain Saeluman citizenship must first register with the office of immigration; their five years of residency begin after completing the registration process.

Government

"As Saelumans, we experience a certain equitability of liberty and fairness under the law, and yet we must never forget that we were once Ill' andari. We must never forget the abuses of a divine right monarch who sought to classify and divide us. We must never forget how some prospered through the suffering of others. We must never forget the atrocities that were committed in the name of a false god by many of our ancestors. We must forever maintain a watchful eye on the proceedings of our governance lest we permit corruption to proliferate in darkness."

-Prime Minister Athelion Brindal on the anniversary of the defeat of Karnus

Born as a reaction to the divine right monarchy that came before it, the Saeluman founders adopted a system of representative government: a republic. Once every two years, the Saelumans hold a national election in which they elect 101 Ministers to the Saeluman Ministry, who serve as the lawmaking body of the Republic. Each Minister represents the interests of a district: either a province or village within the Republic of Saeluma. Each Minister may serve up to two two-year terms, or up to five years total (in the event the Minister enters office outside the normal election cycle). There are currently 101 Ministers, two per district, with the exception that the capital only gets one since it is also home to the Prime Minister.

The Prime Minister serves as the Head of State of the Republic and presides over Ministry meetings, which occur once a month in the capital city of Saeluma. Once every eight years, the Saelumans elect a new Prime Minister; a person may only serve one term as Prime Minister. In the event that the Prime Minister dies, resigns, or is removed from office prior to

the end of their term, the Minister of the capital assumes the role of Prime Minister for a period of six months, after which an emergency election is called and a new Prime Minister is elected.

As a check against the power of the Prime Minister, if more than half of all registered citizens petition to remove the Prime Minister from power, a vote is held and, provided more than half of all citizens vote in favor, the Prime Minister is removed. The same rule applies to any Minister, but on a district level. If more than half the citizens of a Minister's district petition to have them removed from office, a vote is held and, in the event that more than half the citizens vote in favor of removal, the Minister loses their seat. Their seat remains vacant for a period of three months, after which a special election is held within the district to elect a new Minister. Anyone who has served the duration of their term limit, has had their citizenship revoked, or has been found guilty of an unforgivable crime is considered ineligible to run for office. Unforgivable crimes include fiend worship, malicious murder, and treason.

The supreme document of law that establishes the government of the Republic is called The Order of Stars and was drafted by three influential individuals: Prime Minister Elandor the Wise, Ministress Demetriel, and Minister Haelonius (for more on these figures, see the Timeline of Important Events below). This document establishes the system of representative government, the powers of the Ministers and Prime Minister, protocols for judicial proceedings, the system of voting, and terms of citizenship.

Technology

Unlike most nations, Saeluman technology is based in enchanting rather than engineering. All around Saeluma, large blue Source crystals can be found suspended in the air, held in place by magical barriers. These Source crystals serve as power sources that keep Saeluma's complex systems of magical enchantments running. Magic courses from these Source crystals through invisible aether pathways that extend into homes and other buildings throughout

Saeluma. Any appliances that have been enchanted are then powered in this way. Additionally, smaller Source crystals are lined around walkways throughout Saeluman neighborhoods to serve as sources of light whenever it is dark out. For this reason, at nighttime, from the outside looking in, the entire nation of Saeluma appears to glow a faint blue. The systems of enchantments are so complex that they require upkeep from highly trained mages and enchanter to remain active; this service is provided by the Mages' Guild. There are rumors that the Mages' Guild can utilize these aether pathways for fast travel, but these rumors have not been substantiated, and top Saeluman enchanter have gone on record claiming that the enchantments have not advanced to that point yet.

Religious Beliefs

The Saeluman government has adopted a policy of religious tolerance with one noted exception: fiend worship. Given their ancestors' history of being ruled by the fiend Karnus, the Ministry has outlawed fiend worship in an effort to prevent a potential societal reversion to the ways of old. Those found guilty of fiend worship are typically imprisoned for a period of time and assigned a counselor to meet with them in a restorative manner. At the end of their prison/counseling duration, if the prisoner chooses to continue the practice of fiend worship, they are permanently exiled from Saeluma and, if they possessed Saeluman citizenship, that citizenship is revoked.

Most Saelumans worship the Seraphim, and most select a patron Seraphim as the focus of their worship. Worship of Barachiel, Uriel, Phanuel, Ariel, and Phairah is common in Saeluma. Churches dedicated to these and other Seraphim exist throughout the provinces and villages.

While not inherently religious in nature, celestial bodies such as the sun, the moon, and the stars hold great cultural importance to the Saelumans as they represent the natural order of the world. These bodies were used symbolically by influential Saeluman philosophers to

express how Saeluman society should function. In many ways, when Saelumans look to the stars, they see reflections of themselves and their place in society.

The Temple of Harmonious Spirit is a non-denominational monastic organization with roots dating back to the days of the Ill' andar Kingdom. During those days, the Temple opposed the God King' s reign and preached the gospel of peace and tolerance. They worked to help relocate individuals who were fleeing the God King' s tyranny. In modern society, the Temple serves as an organization that encourages peace, harmony, and self-improvement through meditation. They seek the betterment of the individual through the solemnity of the spirit. They run several temples throughout Saeluma and keep their doors open to all who wish to engage in meditative practice.

Timeline of Saeluman History

- 0: The Ill' andar Kingdom reigns supreme under the absolute power of Karnus, the God King. The God King creates a social hierarchy of elves that establishes noble bloodlines based on arbitrary criteria: favoritism. Dwarves and gnomes make up the lower rung of Ill' andar society.
- 700-799: Tensions between the Ill' andar Kingdom and the Empire escalate to open warfare.
- 800: In an effort to stop the fighting, the dragon Hadrian creates a barrier of Source to separate the warring Ill' andar Kingdom from the Empire. This barrier becomes known as Hadrian' s Wall.
- 800: The God King falls dormant and is believed dead. A new regent rises to power, maintaining the authoritarianism of the God King.

- 801: The Ill' andar Kingdom and the Empire enter into a long armistice.
- 1101: The God King returns and seizes control of the Ill' andar Kingdom.
- 1101: Dissatisfied with their low position in Ill' andar society, many dwarves and gnomes begin an effort to flee the Ill' andar Kingdom in droves. Few remain loyal to the God King.
- 1102: The God King supports the insurgent Mordecai in his rebellion against the Empire. The God King agrees to recognize Mordecai' s right to govern as emperor of the Empire. This reinvigorates tensions between the Empire and the Ill' andar Kingdom.
- 1103: The God King is defeated by a threat called the Nephilim and is absorbed by their leader. Without leadership, the Ill' andar Kingdom quickly falls to chaos. Nobles vie for power, but are met with opposition from the people.
- 1103: As a revolution of the people begins to emerge, the Ill' andar Kingdom is overrun by horrific monsters that serve the Nephilim. Many flee to Imperial territory as refugees.
- 1103: The Nephilim are defeated and their monsters dissipate, yet their brutality left the Ill' andar Kingdom mostly in ruins. With the consciousness of the lead Nephilim destroyed, the God King emerges as the dominant personality.
- 1105: The God King returns more powerful than ever and begins his personal war with the Empire. Most Ill' andari elves choose not to support the God King. The God King exploits a link to the inherent Source magic within the Ill' andari elves to enter their minds and makes many of them turn against the Empire.

- 1105: The God King launches an attack on the town of Jacob' s Spire. After a brutal conflict, the heroes of Jacob' s Spire emerge victorious. As the legend goes, a dwarf named Bryllewyn sacrifices her life to strip the God King of his immortality. The heroes would go on to fight the God King ferociously, with an elf named Kallos impaling him on his sword and an elf named Setiri blasting him with a bolt of lightning. With this, the God King is finally slain.
- 1106: To mark the end of the war between the Empire and the Ill' andar Kingdom, the dragon Hadrian destroys Hadrian' s Wall and in its place builds a bridge.
- 1107: With the war over, many Ill' andari elves choose to return to their marred homeland. With the help of the Empire, a resettlement effort begins. Since most elven surnames were originally created by the God King, many elves of this generation choose to shed their surnames in order to distance themselves from the God King.
- 1107: A group of former nobles rises to prominence. Calling themselves the Golden Throne, they declare that their mission is to serve as a governing body during a transition period, as the Ill' andari people work to rebuild their infrastructure. They are able to successfully fill a power vacuum, though tensions brew among the elven people, many of whom resent the Golden Throne for their positions of prominence during the God King' s reign.
- 1108: The Golden Throne directs rebuilding efforts. The elves use their knowledge of enchanting to create an infrastructure that runs on raw Source crystals as opposed to engineering. The first city to be outfitted in such a way is named Saeluma, which roughly translates to "Land of Starlight." The Golden Throne announces intentions to make Saeluma the capital of what would become the New Ill' andar Empire.

- 1109: Feelings of discontent with the government grow among the elven populace. Many fear that the Golden Throne's aspirations for an elven empire are too similar to the God King's monarchy. Sentiments of distrust in the government spread among the elves, with many believing that the Golden Throne's aristocrats intend to insert themselves as the ruling class of a new empire.
- 1110: The elven philosopher Demetriel, a member of the Temple of Harmonious Spirit, writes an essay titled *Under the Stars*. In it, she outlines a need for the elven people to move away from the traditions of the Ill' andar Kingdom, and makes the case that any government embraced by a new elven society should be a government that represents the will of the people. In her treatise, Demetriel famously writes, "Only the stars alone are above us. Therefore no elf should possess absolute authority over another." Additionally, she suggests the name "Ill' andar" should be retired and replaced; she asserts it is synonymous with a violent, authoritarian regime.
- 1111: The elven scholar and mage Haelonius, a close friend of Demetriel's, writes a comprehensive political treatise titled *Celestial Bodies: How the Stars Order Themselves*. In his treatise, Haelonius makes the case for a new form of government for the elves: a republic in which the people elect representatives to govern and serve their interests. He outlines just how an elven republic could function, including guidelines for a constitution, a voting system, protocols for discourse, debate, and lawmaking, as well as the roles of Ministers (lawmakers) and the Prime Minister (head of state). Haelonius is quoted as rationalizing the need for a republic: "Just as the stars gravitate toward larger bodies, the people will gravitate toward those whose presence looms largest in matters of governance. Thus we must assure that our system is designed to fairly select individuals who represent the will of the people."
- 1111: The Golden Throne makes the controversial decision to ban *Under the Stars* and *Celestial Bodies*, classifying both works as "diabolical" conspiratory propaganda. The

punishment includes both a fine and a five-year prison sentence. This sparks outrage among the elven populace.

- 1112: The elven populace begin using spas as centers to discuss the philosophies of Demetriel and Haelonius. These spas are mostly outdoor locations formed around naturally occurring hot springs.
- 1113: Inspired by the works of Demetriel and Haelonius, Elandor the Wise rises to prominence at the spas, promoting ideas of revolution. He begins organizing the people to take action.
- 1114: Elandor starts the Nova Initiative, a movement of revolutionaries seeking to depose the Golden Throne and institute a new elven republic. The movement starts in the capital city of Saeluma and is tremendously popular among the elven people, rapidly growing in numbers.
- 1114: Mounting tensions lead to civil war between the Golden Throne and the Nova Initiative.
- 1116: Fighting a losing battle, the Golden Throne seeks military aid from the Empire to stifle the revolts. The Empire adopts an official stance of neutrality, choosing to support neither side of the conflict.
- 1117: The Nova Initiative emerges victorious. The Golden Throne aristocrats are jailed and await trial.
- 1117: Elandor the Wise holds a massive rally in which all elves are invited to attend. He proposes that the elven people retire the name "Ill' andar" and, instead, refer to

their nation as The Republic of Saeluma. He puts the motion to a vote, which passes almost unanimously.

- 1118: Elandor, Demetriel, and Haelonius draft a charter titled The Order of Stars that becomes the foundational document of The Republic of Saeluma. The Order of Stars is the supreme law, which establishes the government of Saeluma as a republic and defines the terms of Saeluman citizenship including birthright citizenship and naturalization. The terms are written to define Saeluman heritage as including elven, dwarven and gnomish ancestry.
- 1118: The first election is held in which the people vote to elect 51 Ministers (lawmakers) and one Prime Minister. Both Demetriel and Haelonius win Ministry seats, and Elandor becomes the first Prime Minister, having run unopposed.
- 1119: A public trial is held for the Golden Throne aristocrats. Some are found guilty of willful intention to cause harm in service to the God King, and are summarily imprisoned for their crimes. Others are acquitted of wrongdoing and are granted Saeluman citizenship, but are barred from holding political office.
- 1133: Prime Minister Visiri Dawnbringer extends an invitation to meet with Emperor Casper to discuss diplomatic relations between Saeluma and the Empire. Emperor Casper declines the invitation, citing the Empire's previous stance of neutrality. This is viewed by the Saeluman government as a failure of the Empire to recognize the legitimate rule of the Ministry.
- 1134: Prime Minister Visiri Dawnbringer announces an official stance of national neutrality toward the Empire. She is quoted as saying, "If the Cascan Emperor fails to recognize the legitimate rule of the people underneath these great stars, then we are left with one pressing question: does the Emperor position himself above the stars

and, invariably, above the people? With this question in mind, we find ourselves in a position where we cannot compromise our principles, and so we cannot recognize the right of rule of a person who would claim such authority.” From this point forward, all trade relations between the Republic of Saeluma and the Empire would come to an end, and all ambassadorships would be discontinued.

- 1149: Lord Shalor, a former Golden Throne member who had been freed and given citizenship, attempts to organize a new Golden Throne in an event that would be called the Shalor Affair. His goal is to overthrow the Ministry and create an authoritarian New Ill’ andar Empire. Saeluman spies infiltrate their ranks and report their activities to the Ministry. Shalor and his loyalists are arrested and convicted of treason. They are exiled from Saeluma.
- 1225-1240: The Fifteen Year War occurs. During this time period, many elven soldiers fighting for the side of the Empire become disgusted with the authoritarian brutality of Emperor Casper III, “The Bloody.” As a result, many of these elven soldiers become deserters and seek asylum in Saeluma. The Saeluman Ministry permits them to register for citizenship.
- 1240: Prime Minister Elaria Moonsong signs the Peace Treaty of Doves, establishing national boundaries. The Saeluman Ministry opts not to reincorporate all former Ill’ andar territories into the Republic of Saeluma and allows other nations to form on some of the lands that were formerly Ill’ andar lands. By releasing portions of their land, the Ministry seeks to rectify past wrongs and improve the image of their people. In signing the treaty, the Empire would finally acknowledge the legitimacy of Saeluma; however, this did little to restore diplomatic relations.
- 1313: The Golden Age of Saeluman enchanting begins. The Mages’ Guild is established to both teach their magics and improve upon the infrastructure of the

entire Republic of Saeluma. This is achieved through spreading Source enchantment magic to all of Saeluma's provinces. The Mages' Guild evolves into Saeluma's premiere educational body and public works program.

- 1382: As Saeluma flourishes and sees much population growth, the Ministry's numbers are increased to 101 representatives.
- 1409: The War of Endless Dusk begins. Prime Minister Aelanar Sunstrider publicly declares neutrality in the conflict between the Empire and Narsa, while continuing trade relations with Narsa, but not the Empire. This exacerbates tensions between Saeluma and the Empire, as Saeluma is viewed as Narsa's "silent ally."
- 1468: Prime Minister Tallus Wintergreen is elected. Shortly after, the Ministry passes the Source Conservation Act, barring international trade of domestic Source crystals. The move is made to prevent the trade of Source to other nations who are experiencing Source shortages. The Ministry justifies this decision due to Saeluma's dependence upon Source for its infrastructure.
- 1515: In response to the imperialist efforts of other nations, Prime Minister Athelion Brindal announces intentions for Saeluma to focus on domestic issues and improvements to infrastructure rather than seeking new territory.
- 1516: On the anniversary of the death of the God King, Prime Minister Athelion Brindal extends a formal invitation to all dwarves and gnomes to come live in Saeluma as their ancestors once lived in the Ill' andar Kingdom. This is seen as a reconciliatory move to make up for past abuses. While most dwarves choose to remain where they are, many gnomes accept the invitation and move to Saeluma.

- 1517: Prime Minister Athelion Brindal pushes the Ministry to pass the Public Arts Project, building amphitheatres, gardens, and art galas throughout the provinces and villages of Saeluma.
- 1520: The Ministry passes the Canal Beautification Project, which creates an artificial system of streams and fountains in the provinces and villages of Saeluma that source from local rivers.
- 1564-1602: This time period is known as the Era Arcanum, or “magical era.” Saeluma experiences a period of artistic growth and expression due in large part to an absence of both foreign and domestic issues. Bardic pursuits become even more prevalent, and Saelumans focus on quality of life through leisure.
- 1607: Breaking with anti-Imperialist tradition, the Republic of Saeluma establishes the Sunara Colony on Khaldar in order to have a presence in the “new world.”
- 1618: Evidence of a domestic threat is uncovered: The Black Crown (Mouré Rie in elvish), a cult who believe Karnus will return to conquer the world and usher in an era of prosperity for elves. The Ministry publicly denounces this group and states that any who join their ranks will be guilty of fiend worship and treason.
- 1620: The current Prime Minister of the Republic of Saeluma, Altarius Sindelar, is elected.
- 1622: An anonymous individual from the Imperial Novus Colony sends a letter to Prime Minister Sindelar reporting of Imperial abuses at the colony.

- 1622: Prime Minister Sindelar appoints two Saeluman ambassadors to Novus from the existing Novus colonists: Keldan Sunfury and Lerrisse Sulfura. Both elves were Saeluman citizens prior to their appointment.
- 1622: Saeluma enters into aid negotiations with the Novus Colony. Saeluma seeks to build a Mage Tower near the colony that would serve as a Saeluman Embassy. Members of the Novus Colony agree to this arrangement.

Var



Coming soon!

Lodingen

(Lo-DING-in)



Overview and History

Starting in 1133, there began a movement of Dwarves and Gnomes in particular who no longer wanted to live under Imperial rule, and opted instead to separate into the mountains of what had previously been known as Illandar. This was, in a manner of speaking, their ancestral homeland, and they wanted it back - and for themselves and others, instead of being ruled over by Elves. They had seen what other nations had done in forming their own governments, ruling by "divine right" or with an iron fist over those who didn't share their appearances.

Gnomes had no cause for which to fight anymore (since they were no longer being ruled over by the Elves), until the War of the Clans, after which their decimated numbers retreated to a series of small villages just north of the central mountain ridge, and outside of trading for more supplies they cannot themselves create, they stick to their communities. Not out of fear or resentment or xenophobia, but from a desire for self-preservation and an attempt to rebuild their numbers as they build for themselves new identities and cultures.

The War of the Clans began in 1285 as a disagreement over the mining rights of a particular area that was only noticed when a miner from the Stronghammer clan working from Unafel was excavating further down a tunnel and hit an opening that was not on any of his maps. But it was carved out like a proper mine, so it wasn't just a cave... it was a disused shaft of the mine run by the Mountaindelvers out of Nadhirness. Tensions escalated when they approached the surface and found where the intersection of the two mines had occurred, but couldn't decide on whose side of the border it was. The two clans began to clash, the mine shaft being the site of first violence. After that incident, it escalated further and became weekly skirmishes, soon escalating into all-out, mostly subterranean, war between the two clans. At this point each Clan had gathered allies from other clans, with the Alebeards and Axeshapers joining the Stronghammers and the Silverbraids and the Stonefeasters joining the Mountaindelvers. Both sides gathered as many Gnomes as they could to the cause, and since the fighting was often either in mineshafts or trenches, the Gnomes could more easily sneak around and gain intel or join in the fighting.

At this point, the Stronghammers ask the rulers of their city-state, the Fairhair, for help, who offer to help by selling them equipment (at a discounted rate), but no assistance with manpower. The Mountaindelvers turn to the rulers of their city-state, the Battleborn out of Borgarholt. The Battleborn higher-ups think that they can quash this quickly, being the only ruling clan in the fight. Then the Stronghammers turned to the Earthturners, seeing as the battle would quickly be pushed to their doorstep. The Earthturners realize that with the powerful force of the Battleborn on the other side, they need assistance and enlist the help of the Frostbeards, who provide manpower coming in towards the end of a bloody battle outside Unafel, and some strange magic helps them turn the tides to the Earthturner/Stronghammer side. They then push toward Nadhirness and lay siege to the city. At this point the Ironbreakers are brought in to help defend the mountain fortification, and the Stronghammer side realizes that with the ruling clan on the defense (and rumors of a plague within the walls) and most of their remaining forces to the east, they should leave a small(ish) contingent at Nadhirness to help keep them busy, but the large portion of the force

should push back towards the capital. It's then they receive word from the Stonehewers that they'll join with them to fight.

At this point comes the Battle of the Broken Pass where a force primarily consisting of Stonehewers, Earthturners, and Frostbeards, as well as a sizeable number of Gnome clans, brings the fighting to the Capital's doorstep. Knowing that they would do well to have the stores that the defensive forces would need, they pushed through the mountain tunnels from both Krunholt and Verdthorpe to the storage halls of Khazgrud's Beard to replenish their own supplies and cut Khazgrud off from the same. The storage halls were a series of rooms for various items to be stored in, all around a central gathering hall, accessed via four bridges across a great chasm, one from Issavere, one from Verdthorpe, one from Krunholt, and one from Khazgrud. Fighting the defenses back from these bridges to the central gathering area gave the workers time to evacuate back to Khazgrud and leave only the fighting fit. These Dwarves and Gnomes set charges to blow the central pillar (the gathering hall), but needed time they didn't have. A Dwarf from the working force stepped up to defend the last bridge until the charges went off. There was no time for argument and the Dwarf fought off countless attackers, funneling them onto the bridge he held to be pushed off or defeated one by one. The charges exploded and the mountain with three-quarters of the attacking army and one lone defending Dwarf fell into the chasm. At this point, finally, High Queen Faernra Ironbreaker brought all the clans to peace talks in 1293, and new mining rights laws were enacted so that the situation would not occur again.

Population Demographics

While the nation was started primarily by Dwarves fleeing the Empire, there were already many Dwarves, Elves, and Gnomes still living in these lands. As many Dwarves had formed positive alliances with members of other races prior to leaving the Empire, some came with them and helped form this new nation. Some Elves, learning of an Elven nation to the south, moved to join their brethren in Saeluma. Groups and individuals from other races left for other nations, and some stayed. Now, just shy of the 500th anniversary of the founding of

Lodingen, the population is a majority Dwarven, most - if not all - of the Gnomes still in existence, a sizeable Wanderer band who aids in transporting goods, and a smattering of most all other races.

Government Structure

A group of 6 clans, all large families, stepped up among their peers and established a monarchy of clans. Having seen how other societies end up in turmoil when there is a leader who is not properly educated (or unwilling, or just incompetent), they thought this would be a wise move to keep everything from being 100% centralized. The clans set about dividing the nation into 6 city-states, one for each of the ruling clans to watch over directly, with the Capital, Khazgrud, being a neutral city - since they all come together under one ruler (the High King/Queen) from among them. The City-States are governed by the clan for which they are named (see Notable Citizens below) and are expected to follow the nation's rules, though can make smaller decisions depending on the needs of their people. Any major issues should be brought to the Assembly (the official title for when the ruling heads, or King/Queen of each Clan, gather to discuss major issues, often with their chosen second-in-command who is learning and may potentially take over the seat when the current King/Queen resigns or dies). Within these 6 ruling families, there is enough opportunity generally to find an heir who can truly be the representative of the best interests of the people. It does lead to some squabbling over who is the most qualified and has resulted in some in-fighting over the years when there are multiple well-versed candidates, but once things settle down there is usually little dispute that the right Dwarf won.

There is a 7th "ruling" clan, the Forgekeepers, those who choose to maintain the Creator's light in the form of the Forge-Shrines. The Forgekeeper Clan will not take the ruling seat of power, as their strongly held belief is that they can never govern over another clan, but are generally the best positioned to both gather and disperse knowledge throughout the country easily and with some measure of authority.

Religion

While not a complex, organized religion in the same way as some other cultures, there is a basic framework, led by the Forgekeepers. Their basic tenet is: *“The Creator crafted us, so do we craft to the glory of the Creator. As our crafts know not our form, neither do we know the form of the Creator and do not suppose to ever craft its likeness, yet all things show its hand in their making and may be used to appreciate the divine craft.”* There are few organized gatherings to acknowledge this; the Forgekeepers essentially just keep the Flame of the Creator stoked all year as the one Forge (per town) that is never dark, and the Forge from which all other forges are lit every year to mark the beginning of the year. This Forge-Shrine, while not a place of “worship” per-se, is a gathering space, often very near to an Inn or public house, and where many celebrations are held including birthdays, harvest feasts, and many more. One of the best ways to honor the Creator regularly is to raise a beer in salute to the Creator. Better still is to simply do the work they were set out to do by the Creator and do the best they can as individuals and as a society to prove that they appreciate the gift they were given and are making good use of it. Those who do not use their hands specifically to construct are seen as aiding those who do by providing the necessities so that those who craft don’t have to, for example, make their own bread or herd cattle. Also, they provide the care and moral support of a society that wholly appreciates the art of the craft in all its intricate qualities and nuances.

This is the primary religion in the nation, however newer immigrants to the area have brought small shrines to their Seraphim of choice. Most locals say they prefer the Creator, since even the Seraphim are of Her design.

Notable Places

The Capital city of Khazgrad, known for of course the largest Forge-Shrine, and containing the nation’s Book of Memories and Tome of Grudges. Also the High King/Queen will, about every 5 years or so, hold a tournament for those of the Police Force to compete in

various tasks and see if they will be worthy to become the personal Guard of the High King/Queen.

The Colony of the New World, called Aushthorpe. Built further inland than some of the other nations' colonies, this is not without reason. There is comfort at the foot of a mountain, and a strong desire to dig into the virgin rock and see what can be found. Following in the mainland tradition of having the city be separate but not distant from the port, members of the Aushthorpe colony feel it's safer to be slightly removed from the ocean, and in a more defensible position should anyone try to attack. It does make hauling the supplies to and from the ships a bit more tenuous, but they've had few issues over the last 12 years.

Nadhirness: known for being the city that withstood 8 days of a siege during the War of the Clans, before plague broke out and the offensive forces realized their efforts were better spent pushing to the Capital. To this day there is a plaque near the Forge-Shrine that reads:

*"To the Gnome Fool of House Grey,
Who put out this Light in 1293,
You will never be Forgotten.
Burn in the Creator's Fire."*

Battlefield of Black Blood: Took place outside of Unafel, during the War of the Clans. In 1291, one of the most brutal land battles occurred between the Mountaindelvers and the Axeshapers, with both sides running such severe losses that they nearly called a draw after 18 hours of fighting. Then the Frostbeards arrived and produced such strange magic that the tide turned and the Battleborn and Mountaindelver forces were forced to retreat. The land was so soaked afterwards in black blood that nothing but one type of grass will grow there, and even those who don't know the tale avoid the area, claiming that they began to feel unwelcome and nauseated by the smell of blood despite clear weather and healthy, tall grasses.

Notable Citizens

Ruling clans:

- Ironbreaker: White and black tartan; Clan Capital: Geilarby
- Fairhair: Yellow, green, and silver tartan; Clan Capital: Gafsgrenby
- Battleborn: Red, blue, and black tartan; Clan Capital: Borgarholt
- Earthturners: Green, blue, and brown tartan; Clan Capital: Verdthorpe
- Frostbeards: White, blue, and black tartan; Clan Capital: Issavere
- Stonehewers: Gray, red, and black tartan; Clan Capital: Krunholt
- ForgeKeepers: Dark gray and black, or solid black.

Farmer Beacan (BAH-kawn): the story goes that he was a fairly distant cousin of the High King at the time, roughly 200 years ago, living on a farm to the south of Vayntoft. The High King was traveling by boat to meet with one of Triple Moon's warlords to discuss trade routes or something similarly innocuous, and was set upon by pirates (probably from a rival warlord's people, but no one has confirmed this). The ship was sunk, the High King barely making it to shore. Farmer Beacan saw this and hurried his cousin inside. The pirates followed him to land and set to banging on the door of the house, which got them yelled at for trespassing and trampling on his crops. This gave the High King time to sneak out of the house and run to town to fetch their guards, who followed him back to the farm; they then attacked and killed the pirates, after further trampling the crops. The High King thanked the Farmer profusely and offered a gift. Farmer Beacan said he needed nothing more than to see his cousin off safely. And for someone to replant his crops, to which the High King gladly agreed and enlisted the aid of the guards who had helped him to replant the field that had been trampled - legend says the High King himself even planted some seeds.

The Oathbreaker: also known as the Mountainbreaker. This Dwarf from the Gemfield clan had been unceremoniously stripped of his Captain's title in the Khazgrud Police Force and written in the Khazgrud Tome of Grudges for [redacted transgressions]. His redemption came

during the Battle of the Broken Pass, when he stood alone against the overwhelming force attempting to breach through Khazgrud's Beard, waiting for the explosive charges to break the mountain.

High Queen Faernra Ironbreaker: the first High Queen (had been only High Kings to this point) who took power at 31 in 1270, and the Queen referred to even today as the "Ironwilled" for her cold determination to not let the capital fall and split the realm. Her leading of the peace talks after the War of the Clans was, it is said, Creator-inspired. She was a staunch border-defender, and united the clans again through calm words and force. Her most famous quote is: "Speak softly and precisely, but carry a big hammer"

The current High King is Jarnulf Fairhair, known for being temperate and not making hasty decisions. He can be a little wordy, but is kind and generous to the people, having sent the best ship in the fleet and hand-picking some of the crafters, farmers, and administrators to create the Aushthorpe colony twelve years ago. Now nearing 82, discussions fall to who will lead once he steps down or passes on...