

WOV

Legends

Of Blood and Magic

Arcacia World Overview

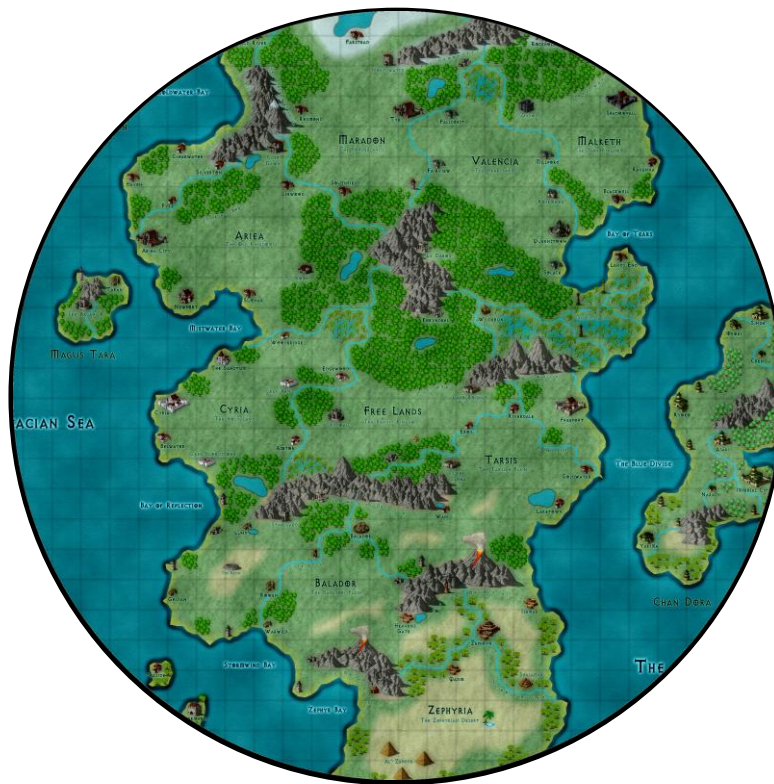


A Fantasy Supplement

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Arcacia

Realm of Blood and Magic



BASE
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THE FIRST AGE (THE AGE OF TITANS)

YEAR	EVENT
Unknown	Arcacia is created and populated presumably on the whim of the gods
Unknown	The Keystone races are created (Men, Builders, Sylvan and Ork) and powerful beings called Titans are sent to the mortal realm to rule them
Unknown	Some of the lesser gods decide to influence the keystone races and introduce various sub-races by manipulating them (Daemon, Seraph, Beast, etc.)
1	The first recorded year by the lesser races
157	The Sylvan expel their Titan ruler
159	The Sylvan teach magic to the race of men (Druids) and forge an alliance to assist them in expelling their own Titan rulers
165	The People of the Dragon make a pact with their Titan ruler, called Chandra, and learn a powerful magic (Mystic) in return for their worship as a god, Chandra would become known as the first dragon
167	The gods begin to understand the power of worship (Priest) from their “slave” races and grant freedom and power through worship, this would become the catalyst for the Titan Wars which would define this age
172	A powerful Goddess known as Luna would teach a select few her unique form of magic (Magi) and would give birth to those known as the Eldar
297	The Titan Wars begin, the slave races fight to remove their rulers and forge a path of their own, discovering free will and the price to pay for its use
305	The race of Builders would forge powerful weapons in the fight against the Titans, giving the lesser races the power to defeat their oppressors
310	The race of Ork betray the other lesser races and side with the Titans, their betrayal would curse them and extend the Titan Wars for another hundred years
420	The Titan Wars are over following the intervention of the gods, who grant the mortal races the power to defeat their enemies, some few Titans survive but the mortal races have claimed their place and the lands of Arcacia for their own
425	This begins a period of 500 years called the Lost Years by most scholars, men and the other lesser races establish kingdoms and struggle to claim their place, what were once allies now fight for territory and power
952	Powerful organizations and groups, such as the Order of the Magi, have been formed to keep the peace, the framework for the modern realms is laid out by those who would become known as The Old Kings and churches worshiping the old gods are formed throughout the realms

THE SECOND AGE (THE AGE OF FEY)

YEAR	EVENT
46	The Second Age is ushered in as the race of Sylvan declares that men are out of control and forges an alliance with the Builders to intervene, this would be the catalyst for the War of Races which would dominate this age
53	The Empire of Zephyria reaches the height of its power and the Pyramids are built
55	The Empire of Chan Dora reaches the height of its power, their technology level is far superior to that of the other races of man
67	The War of the Races begins, the might of the Sylvan and Builder races unite against the races of man, the Ork align with men
69	A powerful Daemon Lord (Balar) is first suspected of manipulating the race wars to gain advantage for the Daemon outsiders
279	The Sylvan are betrayed by a faction of their own people sympathetic to the race of men (Forsaken) and those responsible are caught and exiled
366	A charismatic old king of men seeks to unite the divided races of men against their common enemies and the kingdom of Ariea takes its place in history
422	A prophet of men appears and begins to preach about the anger of the gods and how this war of races will end in destruction and death, a new age
585	The battle of seven kings ends in the deaths of hundreds of thousands of men, sylvan and builders, it would be remembered as the bloodiest battle of the war
622	The Chan Doran emperor uses powerful magic to awaken Titans to do battle for the race of men, this would become known as The Night of Fire as dragons reign down fire on the Sylvan and Builder armies, this would change the tide of the war
795	An outcast Sylvan discovers a secret plot against the realms by an upstart god called Malhavoc, the Daemon mobilize to destroy the divided realms
797	A small group of men led by Yendra, a guardian of men, unravel the Daemon lords plot and prevent them from entering the mortal realms
881	Refusing defeat the Sylvan enlist the aid of their god, Ehlora, to summon The Great Storm, which would mark the end of the race wars and would inevitably usher in the third age, floods would kill hundreds of thousands and change the landscape of Arcacia forever
885	Their numbers decimated, the Builders lock themselves deep in their underground sanctuaries and are never heard from again, while the Sylvan retreat to what is left of their once pristine woodland realms and also disappear from the world of men
895	The gods create The Concordant, a powerful magical contract with The Creator, that limits their influence in the realms of mortals, one god refuses to acknowledge the concordant and is banned to the underworld with all of his followers

THE THIRD AGE (THE AGE OF MAN)

YEAR	EVENT
1	The third age would be ushered in as the decimated races of man struggle to recover and rebuild after the great storm and the long war of the races
220	A charismatic king unites the races of men and Ariae becomes a city of peace and justice, the king is proclaimed high king of the realms and he ushers in a long era of peace and prosperity
235	The Arcanum is built and the first Grand Magus is elected
560	A knight of Ariae betrays the current king and forms a faction against his rule, this would begin to end the long era of peace formed by the high king and would be the catalyst to divide the realm once more
615	The island kingdom of Lamoura would rise to the height of its power and attempt to wage war on the mainland
665	The Lamourans would fail in their attempt to conquer the mainland, their powerful magic would backfire and their race would be near extinction by the end
787	The northern barbarians are united under a powerful king and wage war on the lands to the south, this bloody war would end quickly but not before they accidentally awaken a powerful creature that ravages the north for months leaving death and destruction in its wake, before mysteriously disappearing again
807	The Sanctum is built and the first Sancti or Holy One is elected
811	The theocracy of Cyris writes the Sanctus Libra from ancient documents, this universally accepted religion is formed as the Concordant Religion becomes the official religion of the realms, all other worship is considered heresy
865	A young princess is born who will become one of the most beloved and influential queens that the Matriarchy of Valencia has ever known
876	Cyria declares war against Balador and Valencia, this short but bloody war would end without resolution and leave hard feelings between the nations
885	A faction of thieves and criminals will leave the nations of Qadir and form the free city of Zephyryn, starting what will be a bloody conflict in the south
896	An ancient prophecy speaks of the year 896 as the hope for the chosen while others have translated the prophecy to mean the chosen ones will provide hope, in either case it is clear that in this year some event will change the course of the future
915	The current year
The future	The fourth age is upon the races of man and no one knows what events will bring for them as this new age quickly approaches

CELESTIAL BODIES

The world of Arcacia is watched over by a single sun, sometimes thought to be Arnos, the father of the new gods. It is also said to be protected by her two moons, Luna (the blue moon) and Erion (the red moon). Where Luna provides her light to cut the darkness, Erion hides behind her and only shows his light when she is under his shadow. The constellations of stars are used by skilled sailors to navigate the seas of Arcacia; they are all named for new gods and old and mark both direction and season. The moons also help determine time and season, Luna is full once every 30 days and Erion is full once every 90 days, on rare occasions they are both full on the same night, called a twin moon, and an even more rare occurrence happens when Erion lines up directly behind Luna giving her a red halo, this is called a blood moon.

MONTHS AND DAYS

There are four seasons in Arcacia: Winter, Spring, Summer and Fall. Each season lasts for 90 days. Days are referred to as the 57th day of Winter, year 2195. Each season the count starts over again at day 1, and each year has 360 days ending with the last day of Fall. Each week is 10 days long and there are 9 weeks each season. The 28th day of Winter is almost through the second week of Winter. It is unclear who first introduced this calendar system, however it has been adopted and revised over the years by the Cyrian people and it is most commonly referred to as the Cyrian Calendar.

HOLIDAYS AND HOLY DAYS

Each culture and kingdom has its own version of holidays or holy days, however there are some commonalities among most civilized kingdoms. The first day of each season is often a day of celebration as well as the 45th day of each season also called the solstice. Every 10th day has been declared a day of worship and rest by the Cyrian people and most of the progressive realms follow this decree to spend the day in prayer or worship of the 9. Other common holidays revolve around historical anniversaries, planting or harvest, rare days of the twin moon or blood moon, and so on.

WEATHER

Ever since the great storm the weather of Arcacia has been amplified and great storms can rage for weeks at a time. Droughts and heat waves can last just as long. The extreme weather patterns of the different seasons seems to have been greatly affected by the great storm though some predict that they are lessening, even if slowly, as time passes. Strange magical storms are also lessening but are greatly feared, especially by those who use magic. Areas of dead magic zones and wild magic zones are accompanied by electrical storms or heat storms. These storms appear almost instantly and can last for hours or days at a time.

Ariea

Climate: Temperate

Est. Population: 380,000

Religion: The New Gods (The 9)

Government: Monarchy

Army: 60,000 (soldiers)
6,000 (cavalry)

Navy: 100 (ships)

Races other than men: 3%

Alliances: Cyria, Maradon, Magus Tara

Largest City: Ariea City

Pop of Largest City: 150,000

Major Imports: spices, silk, stone, ores

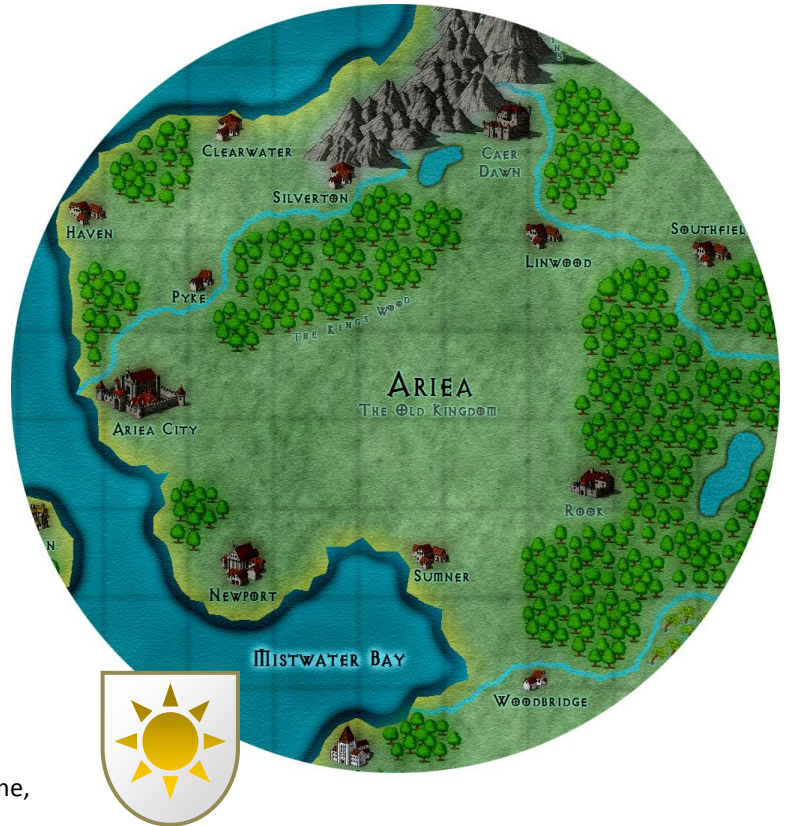
Major Exports: grain, wine, fish, textiles, silver

Heraldry: Yellow sun on a white field

Important Groups: Knights of Ariea (elite warriors), Lords of Light (council of advisors to the king), The Dawn Blades (soldiers of Ariea)

Noble Houses: Dawnbringer (Royal Line), Silvershine, Clearwater, Alden, Springfall, Stavis, Linwood

Current Ruler: King Janus Dawnbringer (young king that inherited the throne following the mysterious death of his father and older brother)



Overview:

The Kingdom of Ariea is one of the longest standing kingdoms dating back to the end of the first age. Ariea city is one of the few cities to survive the great storm and did so only because it was built high upon a natural bluff. Ariea City is a walled city with immense spires and towers; the Palace of Dawn rises high above the city and is framed in gold and silver ornament that reflects the sun's light. The statue of ancient king Avengard is 50 feet tall and made of a gold flecked stone said to have been mined from the sea. Ariea is most often remembered for a long era of peace and prosperity and for the ancient line of Kings that once ruled over the realms.

In current times this once proud kingdom has been in decline. The mysterious death of the former king and his eldest son have led some to question the new young king who none could have anticipated would set the throne. His reputation for cruelty and his lack of respect for the common people have put the kingdom in a very real state of turmoil.

Balador

Climate: Warm/Temperate

Est. Population: 180,000

Religion: The Old Gods (Tovah, the wind lord)

Government: Patriarchal Monarchy

Army: 30,000 (soldiers)
6,000 (cavalry)

Navy: NA

Races other than men: 11%

Alliances: Cyria, Tarsis

Largest City: Balador

Pop of Largest City: 60,000

Major Imports: textiles, iron, spices, wood

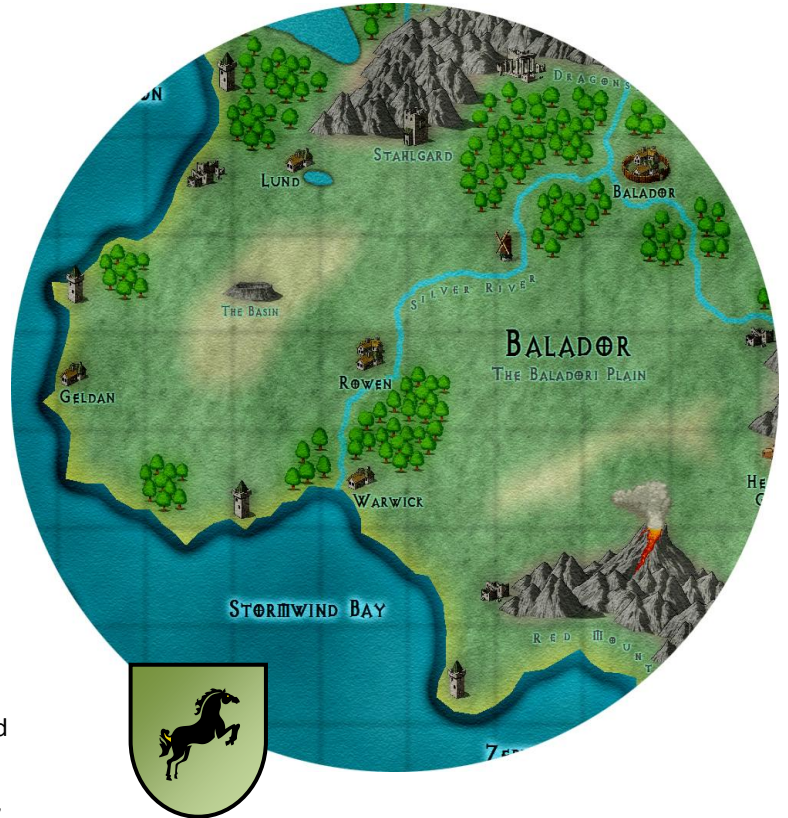
Major Exports: livestock, grain, wool

Heraldry: Black stallion on green field

Important Groups: Freeriders (Baladori cavalry),
Wind Talkers (Baladori Sorcerers), Baladoran Guard
(soldiers of Balador), Shifters (Baladori Druids)

Noble Houses: Rohn (Royal Line), Bale, Martingale,
Steelwind, Warwick, Lund, Sheer, Longwell

Current Ruler: King Tomas Rohn (appointed head of ruling family)



Overview:

The Kingdom of Balador is a sweeping land of open plains and savannahs. It holds the key to overland trade between the exotic Kingdom of Zephyria and the north, called the Gold Road. The horse lords, as they are sometimes called, have ruled this land since ancient times. The people of Balador are most commonly known for their fine horses and their skill in mounted combat. They are less commonly known for their strong free spirited nature and belief that man does not own land but rather protects it and shares it with his brothers. The ancient fortress of Stahlgard is a massive keep built hard against the mountains that shelter it. This is the home of the Freeriders and a sanctuary in times of war.

The ruling family (Rohn) is well respected in Balador and the current king is thought to be a young but strong leader. The strength of the Baladori cavalry, called the Freeriders, keeps peace on the long stretches of open plains along the gold road. The Freeriders spend ten years in service to Balador in exchange for a free man's rights upon his or her retirement. The largest organized band of gypsies in the realms, called the Rovers, also began in this realm, it is said they keep a permanent home here near the basin, but few enough care to find out if this is true or not.

Chan Dora

Climate: Temperate/Warm

Est. Population: 420,000

Religion: The Old Gods (Chandra)

Government: Imperial Monarchy

Army: 80,000 (soldiers)
2,000 (cavalry)

Navy: 150 (ships)

Races other than men: 3%

Alliances: Tarsis, Zephyria

Largest City: The Imperial City

Pop of Largest City: 220,000

Major Imports: textiles, iron, wool

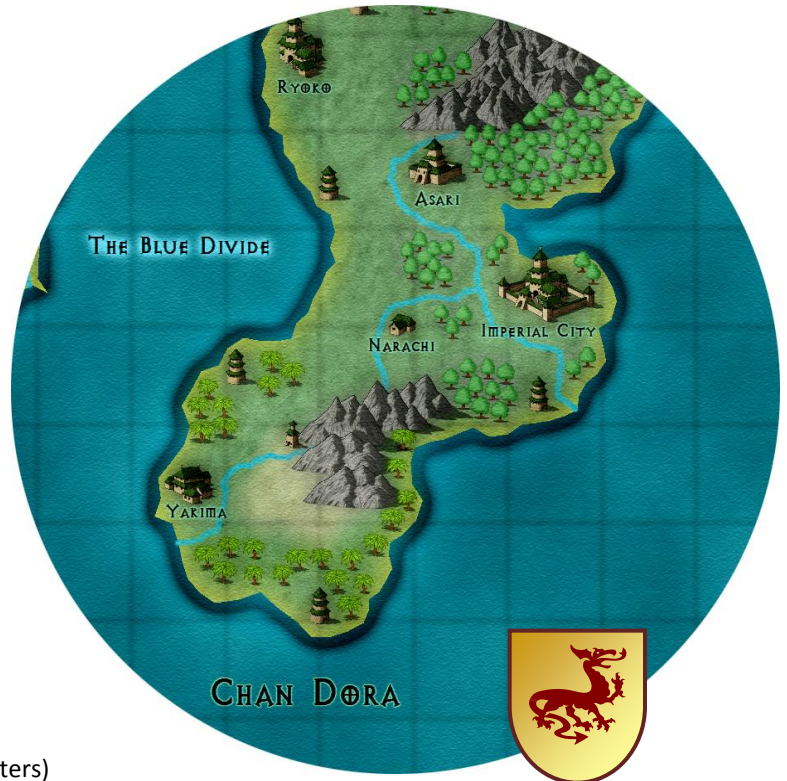
Major Exports: spices, silk, copper, rice

Heraldry: Red dragon on a gold field

Important Groups: Samurai (elite knights), Ninja (commoner rogues), Monk (highly trained adepts), The Royal Guard (elite soldiers), Kensai (sword masters)

Noble Houses: House Shosuto (Royal Line), House Losume, House Sato, House Tanaka, House Nakamura, House Oshiro

Current Ruler: Emperor Shosuto (young newly crowned ruler of Chan Dora), The Daimyo (landholders)



Overview:

The Empire of Chan Dora is among the most ancient institutions of men, dating back to the first age. The people of the dragon were said to have built an empire while other men were still learning to use fire. It is said that the Great Storm almost completely destroyed a larger landmass to the east of Chan Dora, forcing those who survived to take residence on this smaller island. The people of the dragon are known for their mental discipline and for their commitment to the pursuit of martial arts. They are also known for their unique culture and their strong belief in honor.

A single emperor holds the power in Chan Dora, with appointed Daimyo Lords ruling over different regions of the realm. The imperial family is thought to have descended from the gods with the emperor being a reincarnation of one of Chandra's mortal children. The current emperor is young and ambitious with a firm belief in the superiority of the Chan Doran way. In his short time on the crystal throne, Emperor Shosuto has already begun to make sweeping changes among his people. Most see him as a visionary and prophet though a silent few fear his ambition may not be honorable.

Chillwind Isle

Climate: Cold/Temperate

Est. Population: 10,000

Religion: The Old Gods (Auros)

Government: None

Army: NA (soldiers)

NA (cavalry)

Navy: NA (ships)

Races other than men: 70%

Alliances: Malketh

Largest City: NA

Pop of Largest City: NA

Major Imports: NA

Major Exports: NA

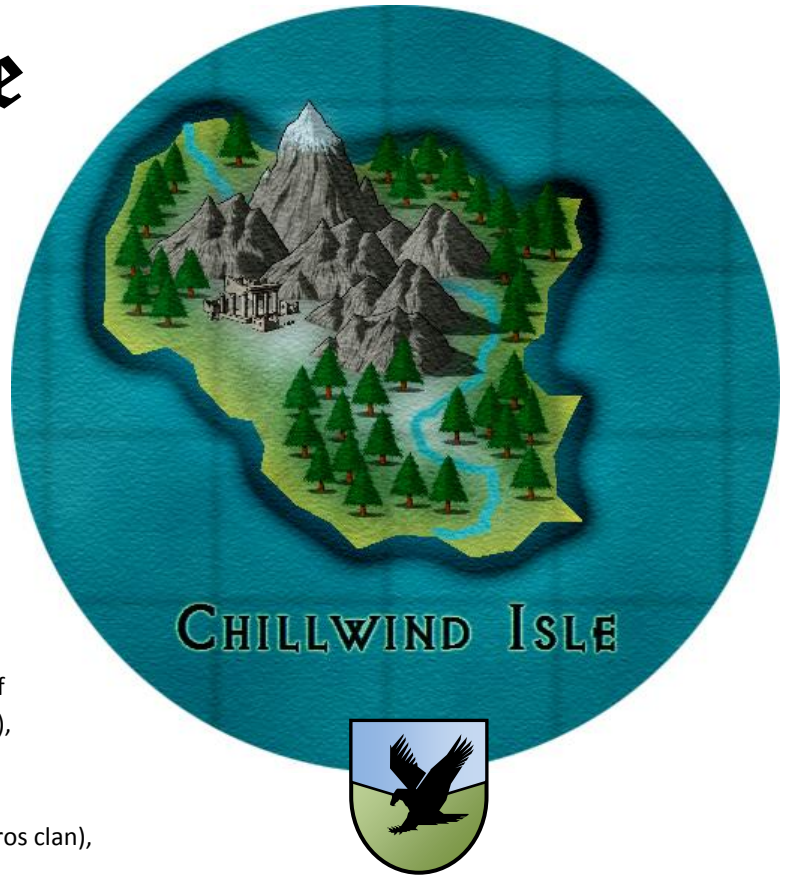
Heraldry: Black hawk on green/blue field

Important Groups: The Sons of Auros (large clan of Giants), The Drudge (chosen servants of the giants), The Sovereign (chosen resistance fighters)

Noble Houses: NA

Current Ruler: Rorak (giant ruler of the Sons of Auros clan),

Thavius (leader of the Sovereign)



Overview:

Chillwind Isle was thought to once be part of the mainland and after the great storm men and giants were trapped on this large island to fight for their survival. This isolated landmass has very little contact with the outside world and only a few rare reports exist detailing the conditions here. According to a sailor who managed to escape the island there is a large clan of giants ruling this island. They have enslaved most of the men who once lived here and only a small resistance force still have their freedom and independence. It is thought that the men who once ruled here had a strong society which culminated in their ancient city, Corenna. This ruined city is thought to hold vast wealth but is haunted by its dead queen and her kin. Giant and man alike are thought to avoid this place.

Chillwind Isle is a harsh and wild land with very little civilization. The men who survive here are mostly tribal by nature now and the giants make their homes in the mountains. The wild areas of this realm are ruled by the old beasts and dire animals who call it home. There would be no sane reason to visit if it were not for the countless rumors that have been spread about gold flowing from the mountains there like a river not to mention all of the other untapped resources it is rumored to hold.

Cyria

Climate: Temperate/Warm

Est. Population: 280,000

Religion: The New Gods (The 9)

Government: Theocracy

Army: 50,000 (soldiers)
5,000 (cavalry)

Navy: 50 (war ships)

Races other than men: 4%

Alliances: Ariea, Balador

Largest City: Cyris

Pop of Largest City: 100,000

Major Imports: metals, textiles, spices, ores

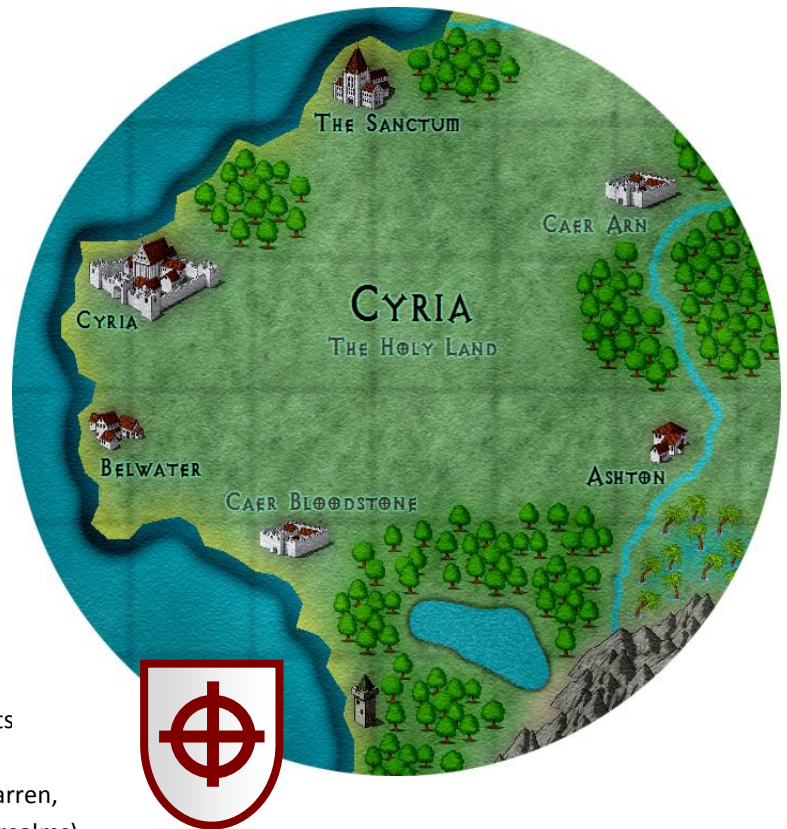
Major Exports: grain, wool, papyrus, medicine

Heraldry: Red circle and cross on white field

Important Groups: The Bloodborn (elite soldiers),
The Council of 9 (council of concordant high priests)
The Keepers (secret order of the faithful)

Noble Houses: Deveron (royal line), Belleview, Warren,
Pengrass, Concord (oldest known house in all the realms)

Current Ruler: Sancti Agavion III (elected ruler, elderly),
and appointed King Ernest Deveron III (protector of the
concordance and keeper of the flame)



Overview:

The Theocracy of Cyria is one of the most influential of all the kingdoms of Arcacia. Though this nation has undergone major changes in the last hundred years, its religious doctrine can be seen and represented in the four corners of the realm. The New Concordant was founded over a hundred years ago and the accepted faith of the realms was determined, the new gods replacing the old and those who continued to follow the old gods were deemed heretics.

Cyria is known for its religious doctrine, healers and medicines. It is also known for the city of Cyris, which is a sprawling metropolis that dominates the coast for many miles. It is home to The White Palace, the military arm of the kingdom. More famous yet is The Sanctum, an immensely stunning cathedral built high atop a bluff overlooking Mistwater Bay, it is the center of civilized worship in Arcacia.

In current times the elderly Sancti has been sick and all fear his final journey will come soon, taking him through the veil and into the Kingdom of Light. This would begin the ritual of succession where the high bishops of the realm and some would argue the gods themselves pick a new Sancti.

Gahl

Climate: Cold/Temperate

Est. Population: 20,000

Religion: The Old Gods (Torm)

Government: Tribal

Army: NA (soldiers)
NA (cavalry)

Navy: NA

Races other than men: 90%

Alliances: Malketh

Largest City: NA

Pop of Largest City: NA

Major Imports: NA

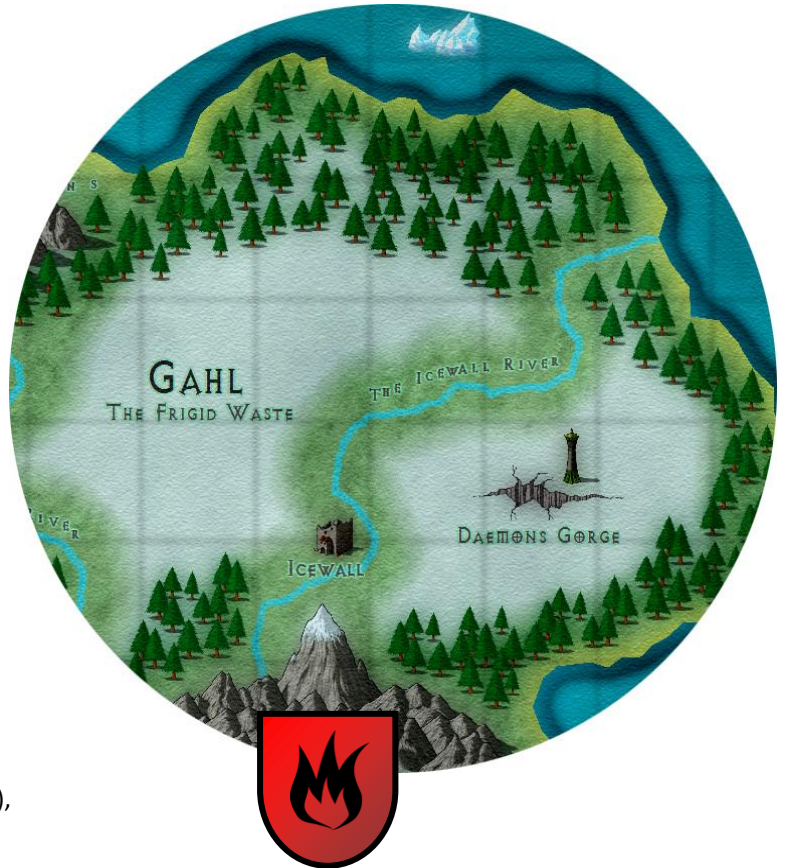
Major Exports: NA

Heraldry: Black flame on red field

Important Groups: The 2 remaining tribes of Gahl
(the Ice Bear Tribe and the Stone Cutter Tribe)

Noble Houses: NA

Current Ruler(s): Ursa (queen of the Ice Bear Tribe),
Lugar (chief of the Stone Cutter Tribe)



Overview:

Gahl is one of the most inhospitable realms of Arcacia. It is a primitive land with primitive people. It is said that there was once many strong clans who lived in these harsh lands but in recent times only two have survived and occupy the lands north of the Icewall River. These two clans compete for resources and food but have and are often at odds; however the threat of the evil that lies to the south gives them an uneasy alliance. The relatively recent awakening of Daemons Gorge has the two tribes both fearing what may come from the south more than each other.

The lands south of the Icewall River are said to be the home of many strange and monstrous creatures. Daemons Gorge acting as a furnace to the lands near it, spewing terrible heat that fights the natural cold temperatures of the region and keeping the whole area constantly surrounded with thick fog. An immense ancient tower is rumored to stand near the gorge, a dark and abandoned refuge seemingly untouched by time. A story is spreading throughout the north of a boy who decided to travel to the tower to prove his manhood. Upon returning he told of lights at night coming from the tower and a single banner hanging from the side of the tower, a black flame on a red field. Thankfully no one in the north remembered the ancient symbol of the Daemon.

Lamoura

Climate: Cold/Temperate

Est. Population: 40,000

Religion: The Old Gods (Tidar)

Government: Meritocracy

Army: 4,000 (soldiers)

Navy: 60 (ships)

Races other than men: 18%

Alliances: Perth

Largest City: Arengale

Pop of Largest City: 25,000

Major Imports: textiles, grains, metals

Major Exports: fish, crystals, ores

Heraldry: black kraken on blue field

Important Groups: The Circle of Destiny (group responsible for testing and placement of the Lamouran people), The Sea Lords (ruling council of Lamoura), Waveriders (elite group of Lamouran sorcerers), Old Blood (highly respected members of the Lamouran people who possess the old blood of the sea folk)

Noble Houses: Odessa, Darius, Cassius, Arentia, Alantia (the five old blood noble houses of Lamoura)

Current Rulers: The Sea Lords (council of 5 appointed leaders from the five ruling old blood noble houses)



Overview:

Lamoura is an ancient land where some scholars say the first men crawled from the sea to make a home on land. The ruined city of Alantia is said to be almost as ancient, with its canals and waterways in place of roads and streets. Alantia is also rumored to be a replication on land of an ancient underwater city that was home to the Lamouran people deep under the Arcacian Sea. It is said that the ancient Lamouran people could live and breathe under the water and had command over water.

Today the Lamouran people are mildly xenophobic and allow few visitors to their land. They do not have much trade or commerce with the mainland and neither do they participate in any of the political machinations common to the other realms. They are as mysterious and misunderstood as the few scholars who risk their lives in an attempt to infiltrate their society. Most mainlanders believe them to be a race of Daemon or at best a dangerous group of pirates and thieves. Their failed invasion of the mainland over two hundred years ago has left them little sympathy and the strange and powerful magic they wield makes most fearful of any potential return.

Magus Tara

Climate: Temperate

Est. Population: 8,000

Religion: The New Gods (The 9)

Government: Magocracy

Army: 1,000 (soldiers)
200 (cavalry)

Navy: 5 (ships)

Races other than men: 6%

Alliances: Ariea, Perth

Largest City: Taran/Arcanum

Pop of Largest City: 5,000/500

Major Imports: grain, textiles, wine

Major Exports: books, charms, glass, trinkets

Heraldry: Red Magi symbol on black field

Important Groups: The Council of Magi (13 of the highest ranking Magi), Warden (elite warriors assigned to protect and serve Magi), Seeker (elite group of Magi who seek out magically active people across the realms), The Homeguard (Taran soldiers and military force of the island)

Noble Houses: NA

Current Ruler: Grand Magus Archmage Belgarath II (elderly head of the Council of Magi)



Overview:

Magus Tara is translated from Ancient Eldar as “Mage Home”. This large island has been the home of the Order of the Magi for almost 2000 years and though it has undergone many changes in that time, the immense fortress called the Arcanum has served as a symbol of constancy and strength for the Magi who have made it their home. The Arcanum is a place for learning and development for those who are magically active and even for those who are simply interested in being educated about a host of diverse topics. The city of Taran serves as a home for many of those who serve the Order of the Magi and is the medium for trade and commerce between the Magi and all others.

The Order of the Magi is known for their magical power and knowledge of all things great and small. The Magi are often feared or mistrusted by the common people of the realms and have developed a reputation for secrecy and for being above the law. Stories of kidnapped children disappearing in the middle of the night still haunt the Magi and it is reported that officials have said that recruiting those who are magically active sometimes requires that they do what is best for the child especially when that child’s family does not understand the danger they place on themselves or others in their community.

Malketh

Climate: Cold/Temperate

Est. Population: 280,000

Religion: The New Gods (The 9)

Government: Autocracy

Army: 40,000 (soldiers)
2,000 (cavalry)

Navy: 20 (ships)

Races other than men: 44%

Alliances: Chillwind Isle

Largest City: Shadowfall

Pop of Largest City: 125,000

Major Imports: textiles, wool, slaves, wine

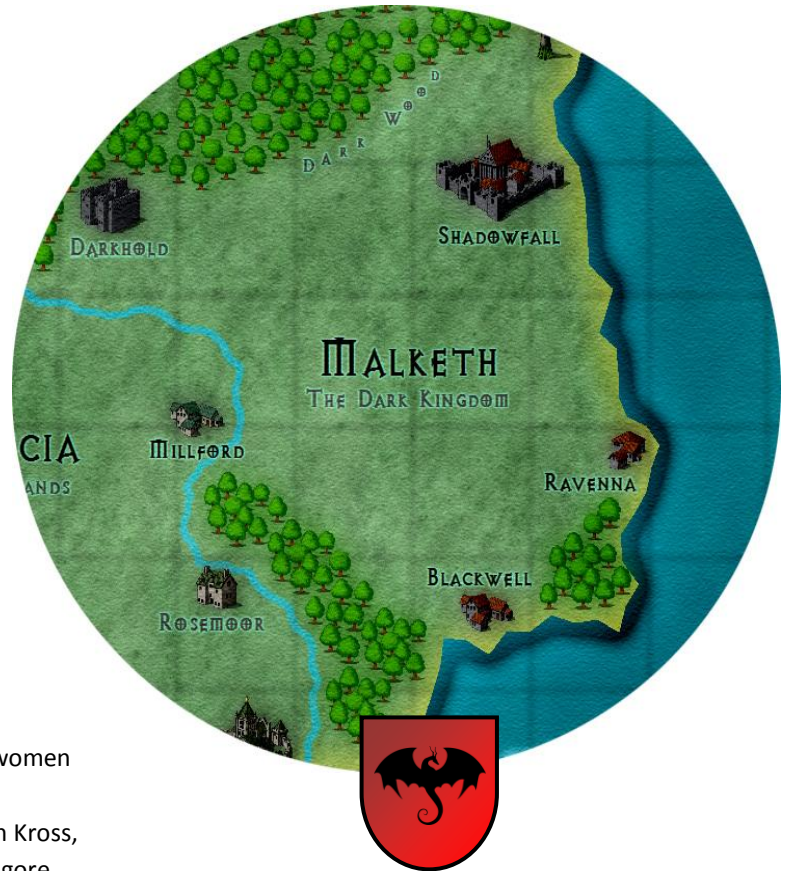
Major Exports: lumber, iron, pelts, copper

Heraldry: Black dragon on red field

Important Groups: Blackguard (elite knights), Burned Ones (Daemon cult), The Horde (Malketh soldiers), The Resistance (group of free men and women fighting against the current government)

Noble Houses: Malketh (royal line), Blackwell, Von Kross, Ravenwood, Cairn, Bloodworth, Morlock, Voss, Kilgore

Current Ruler: Lord Magnahr Malketh (supreme ruler of Malketh)



Overview:

Malketh is one of the youngest and most disputed kingdoms in the realm. Conquered over 350 years ago by a knight and close friend of the high king of Ariea, the Malketh family has ruled here since. Small rebellions have arisen over the years and have always been quickly put down. The line of kings is said to have made pacts with dark powers and even aided in large scale world domination plots with rulers of the Daemon realm.

The people of Malketh are known for their acceptance of non-human races, such as Ork or Goblin. They are also known for being survivors and realists, either silently resisting the autocratic rule of the current lord or finding a way to profit from it. This kingdom has also become known as a refuge for the undesirable and unwanted. The city of Shadowfall is said to be the home of many non-human races and travel at night is very dangerous unless you have the protection of a powerful lord or lady. This walled city is said to be a maze of buildings and alleys and there is a population that lives in its expansive sewers, hiding from the light of day. The massive fortress known as Darkhold is rumored to be the home of a powerful and mysterious lord and general of the military arm of the kingdom.

Maradon

Climate: Cold/Temperate

Est. Population: 150,000

Religion: The New Gods (The 9)

Government: Republic

Army: 50,000 (soldiers)
2,000 (cavalry)

Navy: NA (ships)

Races other than men: 27%

Alliances: Ariea, Valencia

Largest City: Tyr

Pop of Largest City: 80,000

Major Imports: textiles, grain, spices, ores

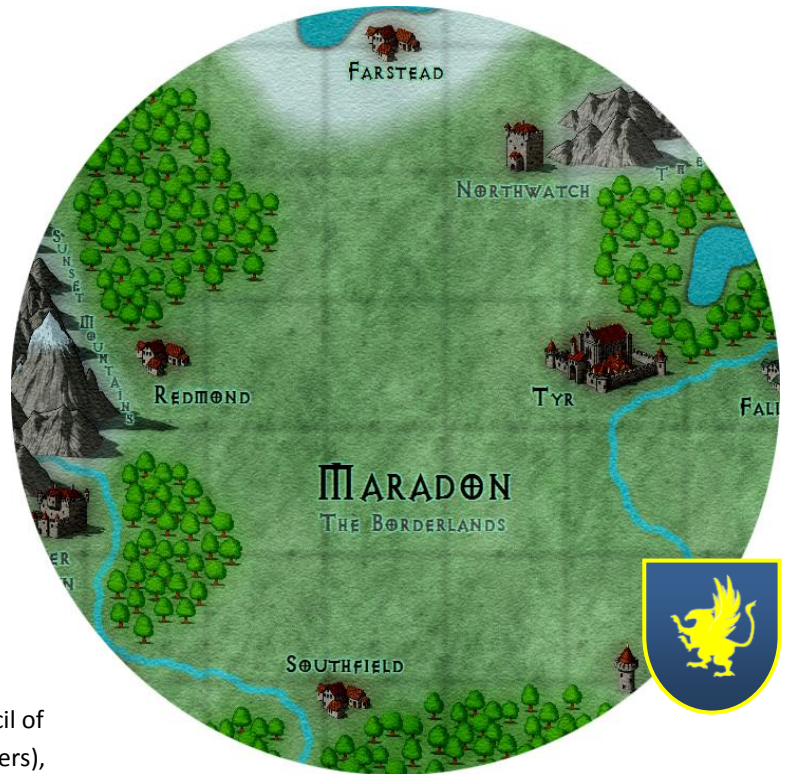
Major Exports: wool, copper, lumber

Heraldry: Gold griffin on blue field

Important Groups: Blademasters (infamous elite warriors of Tyr), The Solemn Council (ruling council of the republic), Harbingers (secretive group of rangers), Border Guard (Maradon soldiers and defenders of the south)

Noble Houses: Vanguard, Tyros, Blackstone, Redmond, Treylon, Kragg and Battleborne

Current Rulers: The Solemn Council (ruling council of the republic made up of 7 elected officials, each from a noble house)



Overview:

The kingdom of Maradon was said to be carved out by soldiers defending the south from the barbarian incursions of the north. Maradon has been at war for most of its history. The city of Tyr has been rebuilt so many times that it has acquired a strange mix of architectural styles and designs. The Solemn Council is made up of all manner of people each elected by the noble houses of Maradon. Each council member serves a life term unless removed through a vote of no-confidence.

The people of Maradon are known for their hardiness and strength. They are also known for their rustic lifestyles and simple values. The Blademasters are known throughout the realms as the finest swordsmen in Arcacia. There are people from all over the realms that travel to Tyr to train for a period of no less than 3 years. Some endure to earn their Blademaster cords, though most are turned away due to insufficient skill or desire. The Harbingers are less well known but are rumored to operate in every kingdom in the realm. They are a more secretive and mysterious organization and some say they are the sword arm of a group of Druids or Wilders who call themselves simply the Guardians.

Mier' Rial

Climate: Warm/Tropical

Est. Population: 5,000

Religion: The Old Gods (Andromeda)

Government: Matriarchy

Army: 2,000 (warriors)

Navy: 5 (ships)

Races other than men: 72%

Alliances: Zephyria

Largest City: Attica

Pop of Largest City: 4,500

Major Imports: books, metals, grain, ores

Major Exports: rare herbs and fruits, gold

Heraldry: Two gold rings on a green field

Important Groups: Shield Maidens (warriors), Sisters of Light (priestesses of Andromeda, also called the sisterhood), The Faithful (male slaves and servants of the maidens), Huntress (maiden rangers of the jungles of Mier Rial)

Noble Houses: Stavis (descendants of this house of old kings)

Current Ruler: Queen Callista (ruler of the maidens and descendant of the first maiden)



Overview:

Mier' Rial or "Maiden Home" is a large, lush tropical island with an ancient heritage. Legend tells of a woman child of the old kings named Avena who was exiled for wanting to be a warrior and seeking rights for women that would make them the equal to men. She brought her followers here many centuries ago and carved out a society where women held the power and men were little more than servants. In this harsh land the women were forged into powerful warriors and they have relished for many long years in their isolation and in the freedom they found away from the mainland.

The women of Mier' Rial, also called maidens, are a fiercely independent and strong warrior caste. They are known for their lack of respect for men and their strange society where outsiders are unwelcome. Very little is known about their customs or habits as few outsiders are permitted on their island and even trading for supplies is infrequent and usually done under the secrecy of night. The maidens seldom venture far from their island home; however there are stories of raids by these fierce warriors that usually involve long ships and men being taken as slaves.

Nordmahr

Climate: Cold/Temperate

Est. Population: 80,000

Religion: The Old Gods (Torm)

Government: Chiefdom/Tribal

Army: NA (Lohr 8,000 warriors, Ruhn 5,000)

Navy: NA (Ruhn clan has 5 long ships)

Races other than men: 77%

Alliances: The Reach

Largest Cities: Lohr/Ruhn

Pop of Largest City: 11,000/8,000

Major Imports: ores, metals, pottery, textiles

Major Exports: livestock, wool, lumber

Heraldry: White wolf on blue field

Important Groups: Lohr (also called the White Wolf Tribe) and Ruhn (also called the Bloodwater Tribe), Shaman (priests of the clans)

Noble Houses: NA

Current Rulers: Lohr (Chief Wulfric) and Ruhn (Chief Rehgar)



Overview:

Nordmahr has long been untouched by man save the strong clans that still call it home. It has no real government to speak of, though there are two major clans, each with a chief claiming large territories within the north. This savage land has only pockets of men and is largely uninhabited, at least by any of the civilized races. The occasional raids by these barbarians of the north have led most to speculate that if all of the clans could ever get together as one, they would pose a significant threat in the north. There are thought to be eleven distinct clans and to the outsider it would seem that every male is trained to fight from a very young age. Those who have spent time in this frigid wasteland report that they are mostly peaceful tribes, though one must be mindful of their strange customs and proud heritage.

The people of Nordmahr are thought to be uncivilized barbarians, though this is not always the case. There are many smaller clans that trade with the south when possible and simply desire no more than their freedom. Nords are known for their size and strength and their natural resistance to the harshly cold climate they live in. The White Wolf tribe is known for the dire wolves they train and use as allies in combat and the Bloodwater tribe are known for their ships and knowledge of fishing and sailing.

Perth

Climate: Temperate/Cold

Est. Population: 100,000

Religion: The New Gods (The 9)

Government: Geniocracy

Army: 5,000 (warriors)
NA (cavalry)

Navy: 10 (ships)

Races other than men: 2%

Alliances: Ariea, Lamoura, Magus Tara

Largest City: Numeria

Pop of Largest City: 90,000

Major Imports: gains, ores, metals, textiles

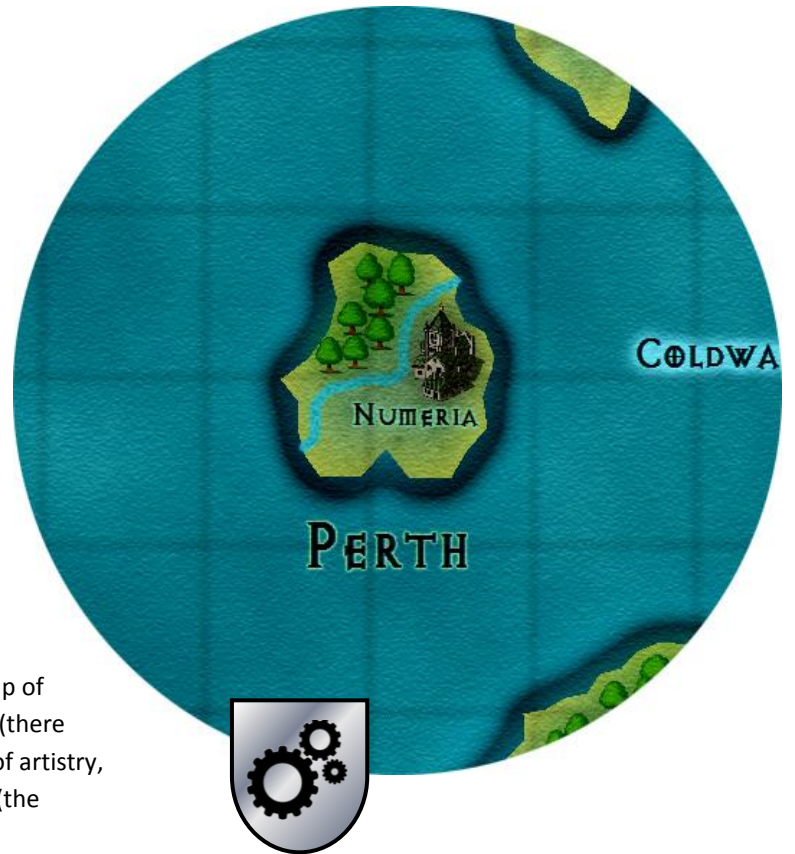
Major Exports: technology, science, medicines

Heraldry: Black gears on a silver field

Important Groups: The Evolutionary Society (group of scholars, inventors, artists and craftsmen), Guilds (there are guilds representing each of the various types of artistry, knowledge and crafts on the island), Silver Guard (the soldiers and protectors of Numeria)

Noble Houses: Lumen, Blackstone, Severin, Greyborn, Magnus, Barric, Jafar, Coldhearth, Graham

Current Ruler: The Numerian Accord (group of 7 of the brightest minds voted into power by the Evolutionary Society)



Overview:

The Island of Perth began as an experiment by the Arieian government to gather the finest minds from across the realms and put them to work on all manner of research and crafts for the good of the Arieian people. Nearly 100 years ago the still fledgling city of Numeria declared its independence and through a slow and sometimes painful process they were able to gain their freedom without bloodshed and war. The Evolutionary Society was formed at this time and set to establish the current government of the island. Still keeping an uneasy alliance with Ariea, they began to seek knowledge simply for the sake of learning and opened their universities to any who showed the potential to learn.

Numeria is famous for its strange and wondrous inventions, its open universities and its progressive culture. Artists and performers are treated with as much respect here as are the inventors and scholars that originally founded the island. Magical study in the form of crafts such as Alchemy and Enchanting are common here, though a treaty with Magus Tara legally prevents the selling of spell formulae or teaching magical spells of any type.

Tarsis

Climate: Warm/Temperate

Est. Population: 350,000

Religion: The New Gods (The 9)

Government: Plutocracy

Army: 50,000 (soldiers)
5,000 (cavalry)

Navy: 100 (ships)

Races other than men: 8%

Alliances: Chan Dora, Zephyria

Largest City: Freeport

Pop of Largest City: 250,000

Major Imports: silk, ivory, spices, ores, metals

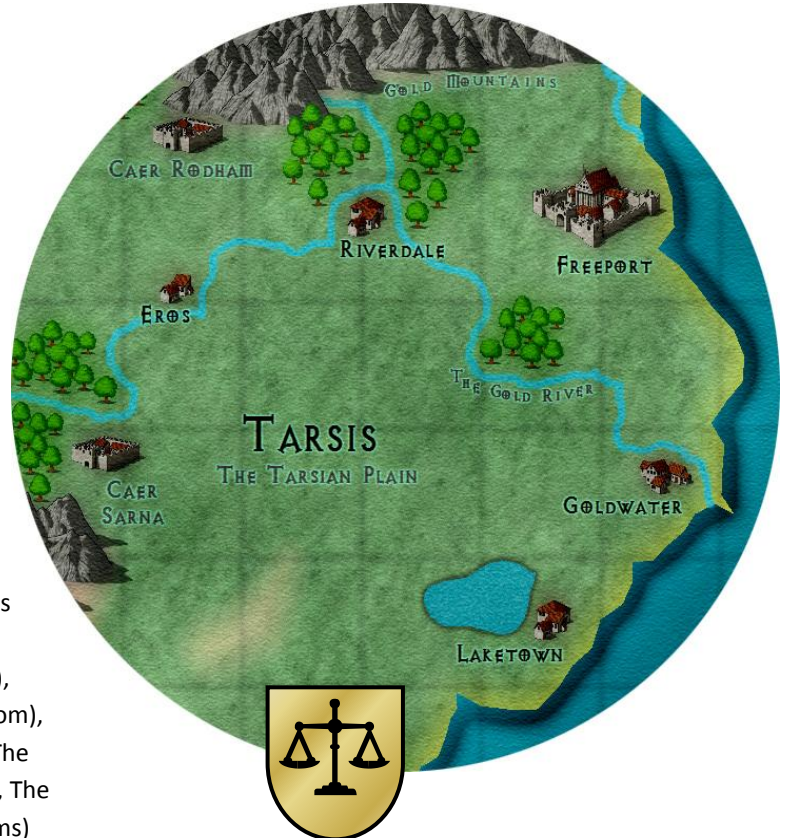
Major Exports: gold, semi-precious stones, textiles

Heraldry: Black scales on gold field

Important Groups: Gold Cloaks (soldiers of Tarsis),
Lords of Tarsis (the 7 wealthiest men in the kingdom),
The Order of Shadows (famous guild of thieves), The
Serpent Brotherhood (famous group of assassins), The
Commerce Guild (most powerful guild in the realms)

Noble Houses: Goldwater, Swift, Rodham, Silverthorne,
Longshadow, Eros, Martel

Current Rulers: Lords of Tarsis (council of 7 wealthy nobles
that rules the realm of Tarsis)



Overview:

The kingdom of Tarsis is known for guilds, gold and for having the largest city in the realms. There is a large division of inequality in this kingdom and it is said you are either one of the elite or a peasant. The Lords of Tarsis rule the kingdom from its capital city and their laws support trade and industry over the plight of the common man. Despite this seemingly unattractive form of government, many still seek their fortunes by travelling great distances to make their fortunes here.

The people of Tarsis are thought to be shrewd and intelligent with merchants holding a great deal of respect among the Tarsian people. There is also a commonly held belief that most Tarsians are thieves, though this may stem from those who have found themselves on the losing end of a shady deal. The city of Freeport is the largest city in Arcacia and sprawls for miles along the Azurian coast. This port city is rumored to have an immense expanse of underground tunnels called The Maze.

The Free Lands

Climate: Temperate/Warm

Est. Population: 30,000

Religion: NA

Government: NA

Army: NA

Navy: NA

Races other than men: 68%

Alliances: NA

Largest City/Keep: Grimwall

Pop of Largest City: 5,000

Major Imports: NA

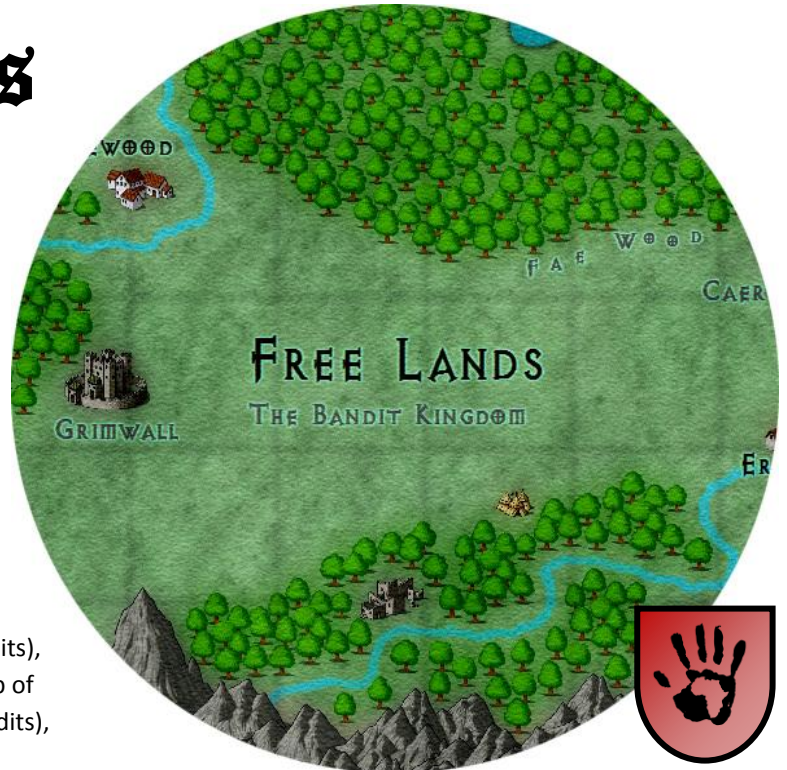
Major Exports: NA

Heraldry: Black hand on red field

Important Groups: The Black Hand (group of bandits), Rovers (group of gypsies), The Gilded Saints (group of outlaws), The Crimson Brotherhood (group of bandits), The Hoods (groups of bandits)

Noble Houses: NA

Current Rulers: The Black Hand (largest and most dominate group of bandits, taken up residence at Grimwall)



Overview:

The Free Lands were once controlled by the Sylvan according to legend. These lands have been disputed by Cyria in the west and Tarsis in the east for many years and towns have risen and fallen but none have found permanent roots in recent history. Today these lands are disputed still but mostly by the groups of outlaws and bandits that now call it home. Though there are pockets of settlers, pilgrims and freemen, most eventually succumb to the will of the large groups of bandits now roaming freely through these lands. Travel through these lands is dangerous and tolls are often exacted as the price for safe passage though it is rumored that Tarsian nobles have ransomed a great deal of gold to grant selected merchants safe passage, though it is not clear whether this is true or not.

The fortress of Grimwall is an ancient and massive keep built over 1000 years ago. It remains largely intact and has weathered the years with amazing grace. It has become a matter of contention and pride for the larger bandit groups in the area to call it home and take up residence here. In the last fifty years it has changed hands many times and the most recent threat to the region are the wars the bandit groups fight amongst themselves.

The Lost Isle

Climate: Warm/Tropical

Est. Population: 9,000

Religion: NA

Government: NA

Army: 1,000 (independent sailors)
NA (cavalry)

Navy: 50 (independent ships)

Races other than men: 83%

Alliances: NA

Largest City: Pirates Cove

Pop of Largest City: 9,000

Major Imports: NA

Major Exports: NA

Heraldry: White skull and crossbones on black field

Important Groups: NA

Noble Houses: NA

Current Rulers: 3 most feared pirates (Captain Paine, Captain Darkwater and the most famous of all, Redbeard)



Overview:

The Lost Isle is a tropical paradise on the edge of the known realms. It is unclear as to when exactly the island was settled as a hideout for renegade pirates and criminals, though some say it was over one hundred years ago. Very little is known about this island and the strange city that has risen on its northern shore. Those who make this place home or at least a refuge do not talk about it and those who have talked about it end up dead. Rumors speak of Pirates Cove as a mostly dilapidated carpenter's nightmare of ramshackle buildings set against a pristine shoreline. The only quality work here is said to be the docks and the immaculate ships that line the shore.

The city of Pirates Cove is said to be protected by dangerous shoals and rocks found scattered throughout the bay leading into the port city, only those who know the way or are guided can safely pass. The rest of the island is said to be a tropical paradise teeming with strange and more importantly, dangerous wildlife. It is unclear what keeps this pirate refuge going without any clear government or laws, though some sailors suspect it is fear of the infamous pirate Redbeard who is perhaps the unofficial "king" of this lost isle.

The Reach

Climate: Cold/Temperate

Est. Population: 30,000

Religion: The Old Gods (Torm)

Government: Chiefdom/Tribal

Army: NA

Navy: NA

Races other than men: 87%

Alliances: Nordmahr

Largest Cities: NA

Pop of Largest City: NA

Major Imports: NA

Major Exports: NA

Heraldry: White star on blue field

Important Groups: The Frozen Hart Tribe,
The White River Tribe, The Elk Rapid Tribe,
Guardians of the Reach (criminals and exiles)

Noble Houses: NA

Current Rulers: None



Overview:

The Reach is a cold and inhospitable land dividing the realms of Nordmahr and Gahl in the north. It is largely cold plains and woodlands all the way to the Great North Wood. The Reach has no government or civilization to speak of, though the people of Malketh have a supply and garrison post at Farstead on the shores of Icewind Lake. Malketh also occupies Frostreach Castle which is a garrison in the far north that criminals and exiles from Maradon are sent to serve a period of 7 years service in return for a chance at freedom. Several small native tribes also live in this region, though most are nomadic, moving from place to place following the wild game that sustains them. They have an uneasy relationship with some of the larger tribes from Nordmahr or Gahl as well as the men from the southern kingdoms who claim to be protecting the interests of the south.

In ancient times the Reach is rumored to have been the birthplace of civilization with roots as deep as the Titans of old. The tribes of Nordmahr and Gahl often hunt and raid in the reach for its rich abundance of wild game. It is also the home of many dangerous and wild beasts and creatures that have long been forgotten by the civilized people of the south. The climate is also a constant threat to those who do not know how to survive in the long harsh winters of the north.

The Stormwind Isles

Climate: Warm/Tropical

Est. Population: 18,000

Religion: The Old Gods (Auros)

Government: Monarchy

Army: 2,000 (soldiers)

Navy: 30 (ships)

Races other than men: 9%

Alliances: None

Largest City: Stormhold

Pop of Largest City: 10,000

Major Imports: grain, textiles, metals

Major Exports: wine, fish, pearls, exotic foods

Heraldry: Yellow bolt on blue field

Important Groups: Storm Brigade (soldiers and sailors of the isles), Wave Riders (elite group of sorcerers/sailors), Vintners Guild (wine makers)

Noble Houses: Windhelm (royal line), Namora, Cromwell, Moran, Vespar, Shoal

Current Ruler: King Roderick Windhelm III (middle aged king and ruler of the isles)



Overview:

The Stormwind Isles are steeped in tradition and heritage. Mastering the waves and wind is one such claim to fame, fine wines and exotic foods and spices are another. There are three islands in the Stormwind chain each loyal to the king of the isles. The royal family lives on the largest island, also called Stormwind Isle. He makes his home at the ancient fortress of Stormhold, an immense keep built on a bluff overlooking the sea which is famous for being impregnable. The town of Namor is named after a famous hero of the isles who was said to be the son of a sea titan. The town of Seaside is famous for its vineyards and farms, a relatively peaceful paradise of simple folk.

The people of the Stormwind Isles are known for their hard work and their strength of character. Most notably they are remembered during the great storm as the only people who lost not a single man to the storm. It is rumored that they loaded their entire population onto ships and fought the storm on the seas where they were meant to be fought. It is not that they did not endure great hardship during this time, simply that their will to survive and hardy nature pulled them through.

Two Kings

Climate: Warm/Temperate
Est. Population: 3,000
Religion: The New Gods (The 9)
Government: Twin Monarchy
Army: 200 soldiers each
Navy: 3 ships each
Races other than men: 2%
Alliances: None
Largest City: Rohbear Estate/Morgan Estate
Pop of Largest City: 1,800/1,200
Major Imports: grains, metals, ores
Major Exports: fish, exotic foods, wine
Heraldry: Black crown on gold field
Important Groups: Noble Families (The Rohbear Family Estate and the Morgan Family Estate)
Noble Houses: Rohbear & Morgan
Current Rulers: NA



Overview:

The Two Kings are two large islands far off the coast of the mainland. The story behind the settling of these islands is as rich and unique as any you will find in the realms of man. In ancient times two powerful kings were at war for almost their entire lives, the tide of battle shifting back and forth so many times that no one could remember if there was ever a victor. One king in his old age after seeing his sons killed on the battlefield decided to take his family and with what wealth he had left escaped the mainland to settle on an island discovered by explorer's only months before. The story would have likely ended there but his rival could not bear to live without a clear victory and he so followed the old king and settled on a second island near the old king. These two families have been at odds ever since, generations of their heirs passing down this nonsensical feud.

The two islands trade with mainland on occasion but are very inclusive when it comes to family and they have not allowed any real town or city to build up, claiming ownership of their islands exclusively. They have each managed to secure ways to generate income and expand their estates but most of their time is spent fighting or thinking of creative ways to undo the other. Many have left the islands to escape the insanity of the situation, seeking their own fortunes on the mainland but they are often disinherited and written off as traitors to the family name.

Valencia

Climate: Temperate/Cold

Est. Population: 270,000

Religion: The New Gods (The 9)

Government: Matriarchy

Army: 40,000 (soldiers)
2,000 (cavalry)

Navy: 15 (ships)

Races other than men: 17%

Alliances: Maradon

Largest City: Queens Town

Pop of Largest City: 130,000

Major Imports: ores, metals, spices, textiles

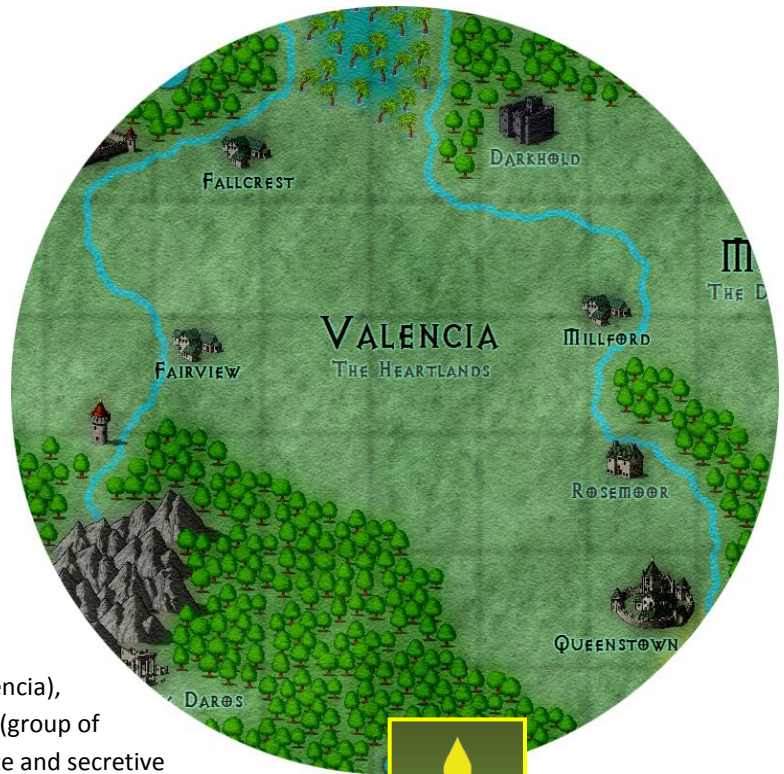
Major Exports: lumber, wool, grain, livestock

Heraldry: Yellow Fleur-de-lis on green field

Important Groups: Queens Guard (soldiers of Valencia), Peace Keepers (elite group of magistrates), Coven (group of reclusive female wilders), Crown Brotherhood (elite and secretive agents and protectors of the realm), Consulate (advisor to the queen)

Noble Houses: Lockeheart (royal line), Rosewood, Wylde, Gray, Ellis, Crawford, Longfellow, Westbrook, Burgess, Finch

Current Ruler: Queen Callista (popular and well respected Queen and sole ruler of Valencia as well as mother of two young daughters)



Overview:

Valencia is one of the youngest kingdoms in the realm though arguably one of the most stable. The Queen is popular among her people and is said to be a fair and wise ruler, though no one argues that at times she has displayed a fierce temper. Her two young daughters are the pride of the court and share their mother's beauty and strength. Opponents of the Queen argue that it is the Consulate who rules Valencia and the Queen is little more than a pawn of the Magi. Queens Town is one of the most beautiful cities in the realms with open air gardens, sylvan architecture and clean streets.

The people of Valencia are known for their progressive views about women and their role in society as well as their devotion and pride in their realm. Valencian law is said to give equality to women in almost all areas save war, which is still thought to be the dominion of men. The common folk of Valencia are thought to be hard working and honest and many settlers have sought refuge here to escape the changing political discourse in many other realms once thought to be safe.

Zephyria

Climate: Warm/Desert/Tropical

Est. Population: 250,000

Religion: The Old Gods (Reh, sun god)

Government: Sultanate

Army: 30,000 (soldiers)

Navy: 50 (ships)

Races other than men: 27%

Alliances: Chan Dora, Tarsis

Largest City: Zephryn

Pop of Largest Cities: 190,000

Major Imports: grain, water, lumber

Major Exports: silk, spices, glass, flax, slaves

Heraldry: Red lion on gold field

Important Groups: Dervish (zealot priests),
Gladiator (Zephyrian slaves who fight for sport),
Sunguard (soldiers of both sultans), The Vizier (sages
and advisors), Augur (fortune tellers)

Noble Houses: Jafari, Farid, Hassan, Maktahr, Zayd,
Nazari, Isa, Amari, Mikhail, Rassam

Current Rulers: Sultan Amir of Zephryn (most powerful
Sultan of Zephryn)



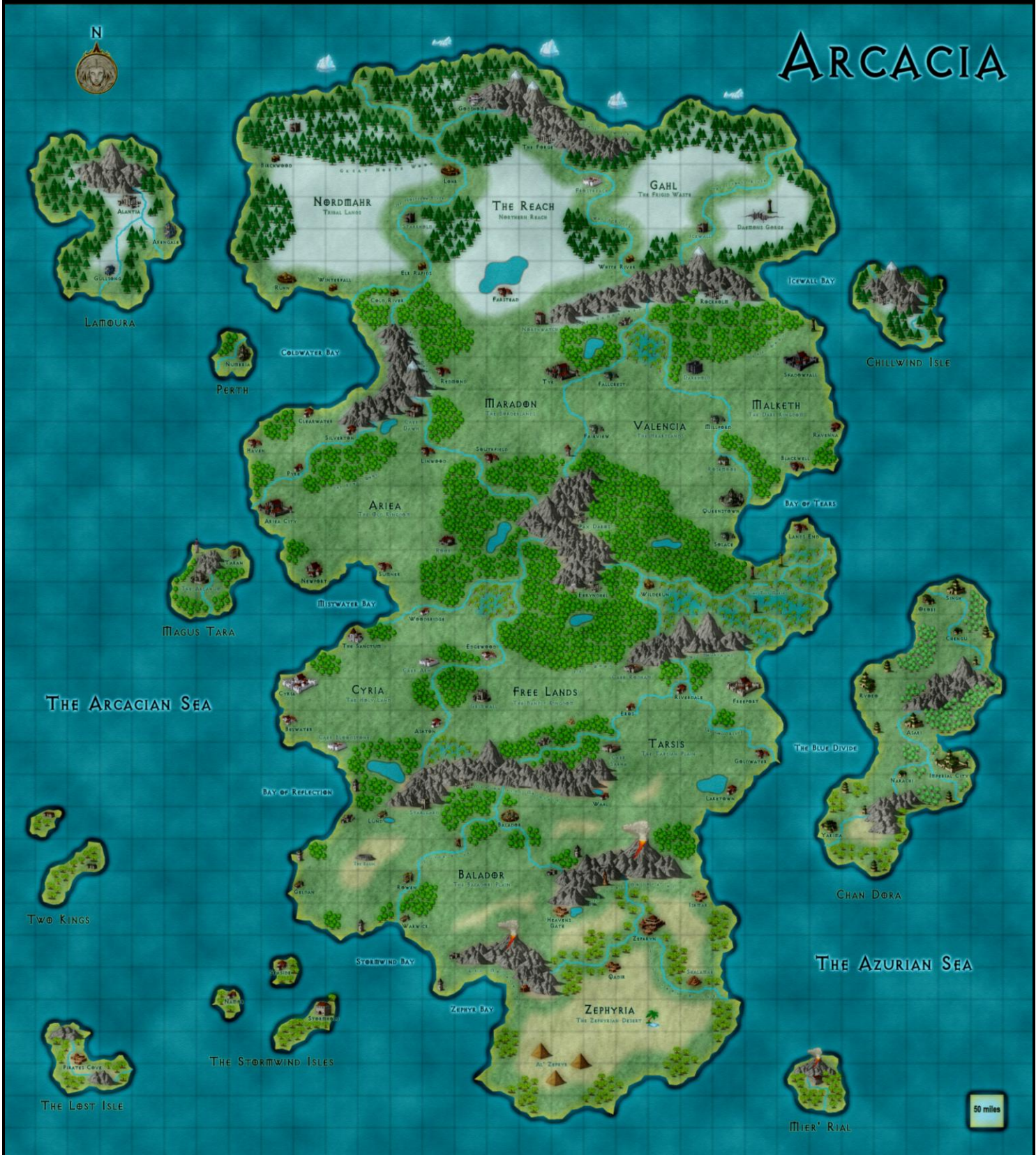
Overview:

Zephyria is a mostly desert and tropical region with over ninety percent of its population occupying one of three cities: Zephryn, Ishmar and Qadir. Zephryn is by far the largest and most notable of the three, it is famous for its gladiatorial arena and its outlandish palaces that serve as status symbols for the various ruling sultans. Ishmar has become famous as being the realm's largest open air market and port and Qadir is known for its slave markets. There are multiple sultans who constantly compete for power and wealth in the region and that power often shifts back and forth between them.

The Zephyrian people are known for their dark skin and natural resistance to magic. They are also known as fierce slavers, the gladiatorial arena in the city of Zephryn being a great source of income for the sultans who rule there. Indosian women are seen as property and very few are given any real freedom, wealthy males often have many wives. The black skinned natives of this region have long been a slave race though in recent times there have been rumors of a resistance forming among them.

ARCACIA WORLD MAP

CIRCA 915, THE 3RD AGE



ARCACIA



50 miles



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