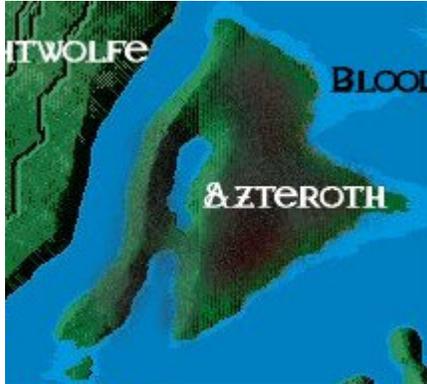


Domaria: A Gazetteer

By Jason Vey

Azteroth



Description: This realm is one of volcanic ash and evil. Overrun by demons and undead, and named for the powerful and ancient Lich who rules the land, Azteroth's armies are held at bay by the waters surrounding them and the tenacity of their enemies. Most civilized beings avoid this place at all costs. Time and again great heroes have ventured into Azteroth with the intent of assassinating its lord and pacifying the region. Nobody has yet returned from such a mission intact.

In the Second Age of Domaria, the great elven wizard Azteroth fell prey to the dream-whisperings of the Archon Eloeus and fell into darkness. He spent decades in his dank laboratories, conducting the worst kinds of necromantic experiments on orc and goblin slaves, under the guidance of his unholy master, until finally he emerged, an immortal lich with the powers to call upon the legions of the Abyss to bolster his vaunted might. With this massive army at his command, Azteroth made war upon the world. His forces swept over much of the world, an earthly mirror to the Blood War in the heavens amongst the gods. In the end, the arrival of the Orishas and the end of the Blood War saw Azteroth and his entire kingdom break away from the continent proper and sink beneath the Blood Sea. Alas, during the Scourge, as the world was reshaped, Azteroth leapt forth from the oceans once again, but the lich king found the world quite a different place than the one he had left behind. He has taken to his old ways again, sending his forces in the West to batter the eastern coast of Vêrfold in an effort to take the human kingdom of Lightwolfe and again stage a campaign to conquer as much of the world as he can. To date Lightwolfe, bolstered by forces from Dwarfholme and Danneland, has held strong against these incursions.

Azteroth is inhabited and boasts a population of roughly 8 million humans, orcs, goblins, dwarves, gnomes, and halflings. Most of these were prisoners taken in Azteroth's many raids upon Lightwolfe, or foolhardy adventurers unable to escape the island kingdom. The humans, dwarves, gnomes, and halflings in Azteroth generally live in squalor and misery, as Azteroth is not a kind or benevolent ruler and in his corrupted state prefers the company of the less-civilized monster races and demons. Alas, in a society with very little social mobility, few have the option to leave. Those that attempt to leave often find themselves at the hands of Azteroth's border guards, who do not tolerate emigration. After all, without subjects, Azteroth becomes insignificant in the grand scheme of things. Even those who find a way to bypass Azteroth's security forces face the challenge of acquiring a ship to take them off the island.

Since the soil of Azteroth is less than suitable for extensive crops, the country turns its resources to industry, mining the precious ores that exist within the volcanoes of the region. These resources Azteroth then trades with the various independent city-states of the Coastland Collective in exchange for food, water, and other necessities. Added to this is a renowned wizards' college that is open to any who wish to attend. This college teaches courses on all schools of wizardry, and in necromancy, with the latter being the most advanced, prized, and at the same time feared and despised school of study on Domaria. The price of tuition is seven years' service using magic to provide the necessities of life to the inhabitants of the kingdom. Magi are the only folk ostensibly allowed to come and go in Azteroth as they please, for the lich has no desire to propagate potential rivals to the throne; however, all magi in Azteroth are subject to wearing a special bracelet that allows the lich king to remain continuously aware of their goings and dealings while within the borders. The penalty for failing to wear one of these bracelets, or to obscuring its magic, is death by torture. There are, of course, rumors that many magi who risk studying at the college on Azteroth never returning to the mainland.

As mentioned previously, for the last several decades, Azteroth has been engaged in a brutal war with the small human kingdom of Lightwolfe, in an effort to invade the continent of Vêrfold from the east, and most of its resources are geared towards this conflict. For this reason, combined with the number of demons that Azteroth has

running rampant in his land's borders and under his command, few nations have seriously contemplated any attempt to invade, conquer, or destroy the country. Most feel it is best to leave Azteroth to his own devices, but to prepare defenses in case the day arrives when he defeats or treats with Lightwolfe and turns his sights to the rest of the world. Recently, however, there have been secret talks between the peoples of the Coastland Collective and dark mystics from the desert kingdom of Khem, which point to a buildup of military along Azteroth's own Eastern border. Rumor has it that Azteroth has decided it is no longer happy with trade agreements between it and the Coastland Collective and seeks to conquer that land and add its resources to Azteroth's own. As of now, these rumors are unconfirmed speculation. What effect this redirecting of Azteroth's military will have on the world, from its attempts to send troops from its western border through Lightwolfe's east, to massing troops along its own eastern border facing the Coastland Collective, remains to be seen.

People of Azteroth

Population by Age:

0-14 years: 2 million

15-64 years: 5 million

65 years and over: 1 million

Racial Breakdown: 80% human, 1% Dwarf, 5% drow, 5% morellon, 1% gnome, 5% goblin/orc, 1% halfling, 2% other

Religions:

Spentas: less than 1%

Daevas: 20%

Orishas: 50%

Archon Cults: estimates are that at least 10% of the folk in Azteroth worship Eloeus, and an additional 5-10% worship another Archon (including Sophia cults).

Other: 5-10%

Languages: Tradespeak 95%, Ancient Elven 6%, Elven 10%, Dwarven 10%, Infernal/Abyssal 30%, Orcish 20%, other 5%

Government Type: Tyrannical monarchy

Capitol: Azteroth

Holidays: Resurrection Day, a festival celebrating the raising of Azteroth from the bowels of the earth, occurs at Midautumn. This holiday is celebrated with all manner of debaucheries, drunkenness, promiscuity, and human sacrifices (determined by lottery) to Eloeus, the Lord of Undead at the darkest hour of the night. All citizens are required to participate in the revelry, adding to the breakdown of moral compasses of the population.

Legal System: Criminals are brought before Azteroth himself, who it is said looks directly into the soul of the accused to determine the truth of the claims. Azteroth then either releases the criminal (which is so rare as to be unheard of) or declares him a threat to society, to be eliminated.

Crime and Punishment: The only crimes in Azteroth are treason, sedition, attempted flight from the country, and failure to live up to civic duties (serving in the military, work the mines, provide food and necessities if a mage, participate in Resurrection Day festivities). Those evils that are considered criminal in other countries, such as murder, theft, robbery, even rape are tolerated and encouraged in Azteroth. Such encouraged behavior breeds the kinds of social misfits who remain within the borders of Azteroth because they are incapable of existing in other societies. The only punishment for any crime in Azteroth is death by slow torture.

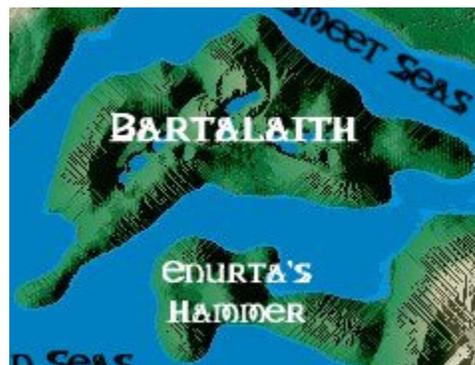
Heraldry: A crimson flag with a scythe and black rose crossed, a medallion in the shape of a split heart wrapped around the nexus of the scythe and rose crossing.

Military: All men aged 14 and over are pressed into service as part of Azteroth's military. Most of the population that leaves the country comes from military deserters, though any who attempt to desert and are captured face a long

and torturous death. On the other hand, soldiers who distinguish themselves with skill and cruelty in battle might well find themselves landed by Azteroth, who rewards fealty as a means of keeping his most powerful supporters loyal. Women are not disdained, though they are not required to serve. Any woman wishing to serve in Azteroth's military (and who can withstand the abuse of her fellow male soldiers) is welcome to join, and some of Azteroth's most brutal and feared military commanders (and landed gentry) are women. Azteroth holds drow and morellon in high regard, and many of his highest ranking warriors are from these two races.

Bartalaith

Similar in size to Lightwolfe, Bartalaith is an elven kingdom that occupies a small continent across the Goddessmeet Seas from Dunneland, and a peninsula on the continent to the south of Bartalaith proper. It is a heavily forested area, and rumors abound of vast crystalline cities hidden by powerful glamours and illusions. Few enter the kingdom of Bartalaith, and most who do never find the legendary cities. The elves engage in trade relations with the humans of Lightwolfe, but always arrange meetings on a tiny island in the middle of the strip of ocean known as the *Pertalaf*. This island is so small it does not appear on a world map, being less than a mile in diameter, but is a constantly open outdoor market and bazaar, where all manner of entertainments, goods, and supplies can be found. It is, in many ways, a deadly and violent no-man's land; with no country claiming rulership of the island, no country sees the need to defend or police it. Still, those who commit crimes against Bartalaith can be brought up on charges by the elves, and those who commit crimes against Dunneland can be brought on charges by Dunneland, so generally folks endeavor to maintain some semblance of manners and behavior.



The reclusive elves of Bartalaith also engage in trade relations with tribes of humans, centaurs, and other races who inhabit the coastal regions of the Celbeneru continent. Such trade relations are held on the elves' lands on the plateau known as Enurta's hammer. Indeed, for those wishing to visit a real elf city, there is an open city located on this plateau, though as any who have been fortunate enough to spend time in the forests of Bartalaith and have been subject to the elves' hospitality will testify, this city pales in comparison to the true communities hidden in the forests. As with Vêrfold, Dirdraug, Rawdîr, and other wilderness races also roam freely through Bartalaith and act as dignitaries and intermediaries between the Morellon and human kingdoms. Alas, even those of other races who emerge from Bartalaith to adventure in the outside world cannot claim to have visited one of the magnificent elven cities that lay hidden within the forests, and those who have speak of wonders and splendor unimagined, but could not find their way back no matter how hard they tried, for the cities are protected by glamours that allow only those of elven blood to find their way home.

Population: Unknown. Anywhere from 100,000 to several million.

Racial Breakdown: It is estimated that the elven population of Bartalaith is roughly 60% high elf, 30% morellon, and 10% other subraces of elf, but no one save the elves themselves know for certain.

Religion: Most known elves from Bartalaith claim to worship the Mardukian gods, and these are as such assumed to be the national patron religion of the kingdom, though there are persistent rumors that the morellon in particular may worship the Daevas or even the Archons. The drow, for their part, are well-known to be in league with the Daevas and Archons.

In addition, elven druids have been known to worship mystery cults of Sophia and the One, to adopt earth and mother goddess figures from all pantheons, and even to follow strange faiths no other country recognizes, with gods sporting names such as Danna, Morrigan, Branwen, Brighd, and others, and collectively known as the Tuatha de Dannan. These mysterious deities wouldn't be much of a concern to the other races (and deities) of the world, except that their worship seems to be spreading among druidic communities throughout the world like wildfire. Indeed, the simple fact that these mysterious deific figures seem to be actually granting spells and power to their followers speaks to the suspicion that there might be more going on than meets the eye with the elves of Bartalaith...

Languages: Tradespeak 70%, elven (various dialects) 100%, other 5%

Government Type: Unknown

Capitol: Unknown. Trade relations are conducted on Enurta's Hammer (population 20,000) and on the Peralaf island market (Population approx. 2,500 at any given time).

Holidays: Unknown. The druids celebrate the four major holidays of the Vernal and Autumnal Equinoxes, and the Summer and Winter Solstices.

Legal System: Unknown.

Crime and Punishment: Unknown

Heraldry: No heraldry has been seen from the elves of Bartalaith

Military: Unknown. No one ever sees their attacks coming.

Celbeneru Desert

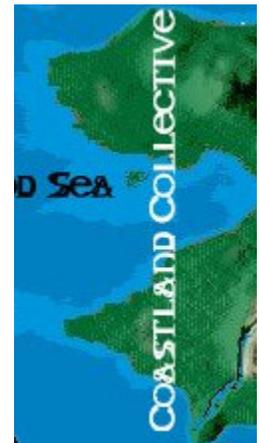


An arid bowl of little vegetation and less water, the Celbeneru Desert is a harsh region nevertheless populated by minotaurs, reptilian races, nomadic humans and a savage breed of leathery-skinned, desert-dwelling Elves called the *Eru'el*. It is rumored that one or more Archons lie trapped beneath this desert, and that the desert was created when the Celebeneru Mountains sprang into existence after the Scourge. The mountains surrounding the Desert are the home of another, smaller clan of dwarves, the Mountainter clan, a large population of gnomes, and a roving tribe of minotaurs, as well as various monsters.

As the Celbeneru continent is a wild and untamed place, and difficult to enter and exit to boot, due to the mountain ranges forming a barrier enclosing the entire region, the vast majority of its inhabitants are nomadic, and tribal conflicts and wars are continuous as the natives fight for food, water, and other resources. It is impossible to give a clear picture of the population or culture of this region, as it houses every type of nomadic society from those resembling Arabic nomads in the north, to Cossacks on the steppes of Russia in the frigid south. The coastal areas are dotted by primitive fishing and hunter/gatherer communities which often engage in trade relations with the elves that inhabit Enurta's hammer.

The Coastland Collective

This is an arrangement of human, elvish, and even a few civilized orcish and goblin city-states who maintain trade, diplomatic, and military relations, coming to one another in time of common need. They defend each other from raids by "barbarians" from Khem (technically, an untamed area within Khem's borders called "the Empty Space") and non-allied towns, and their navy is feared throughout the world. Each city-state is independent, but decisions for the Collective are made by a council of elders from the various city-states involved. Currently, the Collective, which is largely an agricultural and fishing community, maintains important trade relations with Azteroth for industrial goods, and with Khem for crafts, clothing, and other goods. Unfortunately, there have been signs recently that Azteroth,



whose war with Lightwolfe has reached a long-standing stalemate, has turned its sights on the Collective. Azteroth has been diverting military forces, creating a buildup on its eastern shores, facing the Collective, which is quickly outfitting large fishing vessels with weaponry, as its engineers work on constructing powerful warships with advice from mysterious dark mystics from Khem. There are also whispers of cults worshipping the Archons and the Daevas in secret black rituals throughout the Collective; these cults may be in league with Azteroth, waiting to strike at the Collective from within. As of yet, no witch hunts have resulted from these whisperings, but tensions grow as the citizens of the collective trust one another less and less.

Population by Age (Human Standards):

0-14 years (infant to adolescent): 1 million
15-64 years (young adult through middle age): 4 million
65 years and over (elderly): 3 million

Racial Breakdown: 50% human, 20% elf, 20% orc/goblin, 10% various other races

Religions:*

Spentas: 58%

Daevas: 5%

Orishas: 30% (broken down: 10% Lucumi, 10% Annunaki, 5% Mardukkians, 5% Saiva)

Archon Cults: 5%

Other: The remaining 2% follow the Pantheon of the Blade, the Khemite pantheon, or a Mystery Cult

*The high percentage of Daevas and Archon worship is due to the proximity of Azteroth and the Misty Isles.

Languages: Tradespeak 98%, Westspeak 60%, Elven 40%, Orcish 40%, Goblin 30%

Government Type: Independent city-states with a representative council

Capitol: None.

Holidays: Planting and Harvest festivals take up a week in early spring and fall, respectively.

Legal System: Representative council

Crime and Punishment: Crime and punishment are simple and direct, with each town enforcing its laws individually, and penalties for crimes range from restitution for petty theft, to the death penalty for murder, to exile in the deserts of Khem for conspiracy and sedition.

Heraldry: The Coastland Collective has no identifiable heraldry

Military: Each town maintains a standing militia, which can be combined as an army in time of war. They also enjoy peaceful relations and a defense agreement with Khem, though it is feared that should the Collective ever need to call upon its eastern neighbor for help, that Khem would quickly subjugate the city-states as part of its empire. Still, it would be a far more preferable fate than subjugation by Azteroth, in the end.

Khem

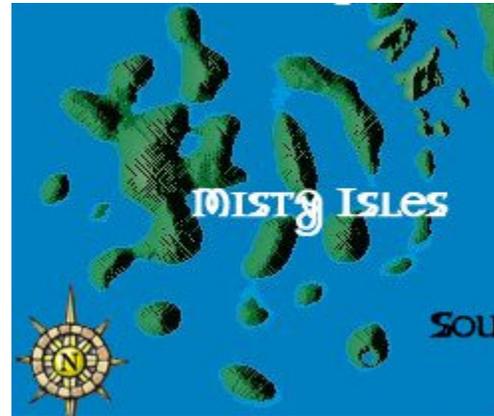
For detailed information on Khem, please see *Gary Gygax's Necropolis*, published by Necromancer Games / Sword and Sorcery Studios. Khem is a renamed version of the society presented in that work. For those unable or unwilling to acquire this book, Khem could be a mirror of the Hyborean Age Stygia, as presented in Mongoose Publishing's *Conan* roleplaying game, or simply use ancient Egyptian history as a guide to developing this region. The only accepted faith in Khem is the Khemite pantheon of Orishas, though Archon and Mystery Cults exist. Most civilized societies in Khem are situated along the wide river that cuts through the continent along the western edge of the desert. This river creates something of a fertile area, where irrigated crops are possible, enabling civilized growth.



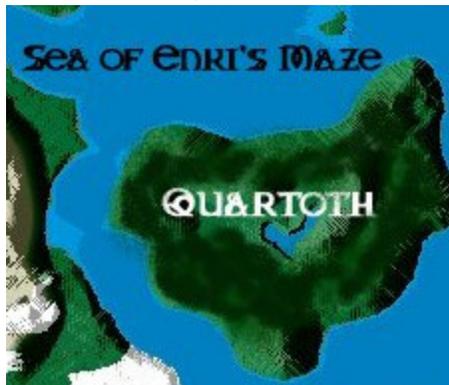
Perhaps the most mysterious area of Khem is a large, untamed area in the mid-west portion of the desert, known as the Empty Space. This area is rumored to be the sleeping place and prison of one of the Archons, and men who enter here seeking to learn its secrets often come out quite mad, or not at all.

The Misty Isles

The rumored prison of yet another Archon, these islands are always shrouded in thick mists. They are known to be overrun with undead and lycanthropes, and ruled by a coven of powerful dragons. It is also suspected that a band of pirates makes their cove in this region. As the Misty Isles has no civilized society inhabiting it (at least, none that any have recorded) no demographic information is needed. It is suggested that if information about this island chain is needed, that the Archduchy of Spirosblaak as presented in Green Ronin's *Spirosblaak* be located here, though take caution with introducing black powder weapons into a standard fantasy world.



Quartoth Jungles



Thick rainforest populated by exotic animals, barbaric pygmy humans, and savage goblins and orcs. Most civilized folk don't venture here, though rumors persist of a kingdom of yet another subrace of Elves lives within the forest, and indeed citizens of the small fertile coast on Celbeneru's eastern side insist that these jungle elves have come to their aid during minotaur, orcish and goblin raids on more than one occasion, sailing forth from Quartoth in magnificent green ships that move with impossible speed across the waters. Travelers in Quartoth have also insisted that these strange elves with long ears and greenish skin have saved them from assaults by cannibalistic pygmies, jungle goblins, trolls and other jungle-dwelling menaces. Unfortunately, no real contact has been established, because the elves always flee back across the ocean and/or into the jungle immediately after the battle is won.

Population by Age: Unknown. The jungles are known to be densely populated by various creatures both friendly and hostile.

Racial Breakdown: Unknown.

Religions: Unknown. An Archon is rumored to be imprisoned beneath the jungles of this small continent.

Languages: Unknown

Government Type: Presumably varies among different societies, but likely tribal.

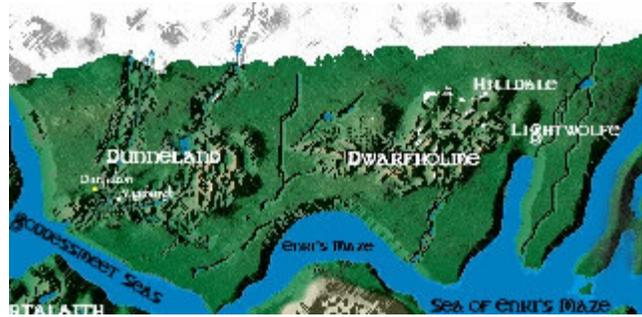
Capitol: n/a

Heraldry: None.

Military: The jungle elves seem to use guerilla tactics when fighting.

The Continent of Vêrfold

The nations of Dunaanland, Dwarfholme and Lightwolfe, and the community of Hilldale are all positioned on the continent of Vêrfold. Vêrfold is the largest continent on Domaria, and boasts three of the most powerful nations in the world, as well as the largest organized community of halflings and gnomes anywhere. It is generally viewed by the rest of the world (sometimes with disgust) as the continent that defines the benchmark against which civilization is measured. The communities positioned on this continent share very close ties, and for a thousand years no nation on Vêrfold has engaged in open warfare with another. Certainly there are minor skirmishes between individual nobles and landholders, but since the days of the Scourge, Vêrfold has not known war within its borders. Even the constant assaults by Azteroth on Vêrfold's eastern coast are resisted by the combined might of all four major communities that live here.



Money: Vêrfold uses a universal monetary standard agreed upon by all the nations living here, though prices of items may vary from place to place depending upon local economy. This standard of coin is equivalent to that found in the core rulebook, where ten copper pieces (stamped with the image of a halfling or gnome) equals one silver piece (stamped with a gnome or dwarven visage), and ten silver pieces equals one gold piece (stamped with the face of a human), and ten gold pieces equals one platinum piece (stamped with the face of an elf). Higher denominations exist, these being small platinum bars or mithral pieces, equaling ten standard platinum pieces and stamped with the faces of all the races of Vêrfold, being overseen by Ormazd, but such large denominations are rare and many places simply cannot make change for such an amount of money.

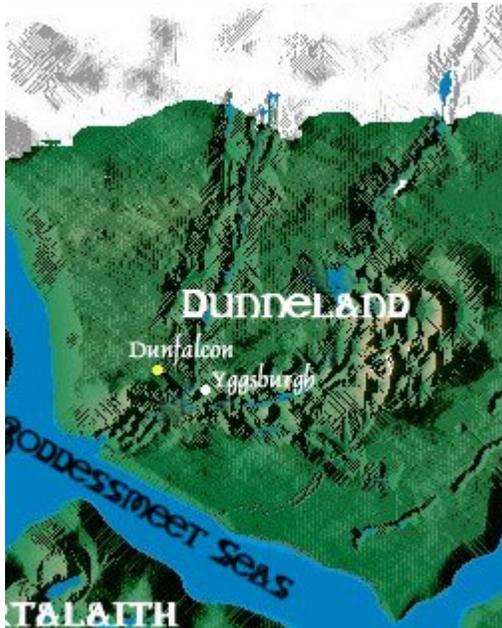
Calendar: The calendar year of Domaria is based upon the Vêrfold standard, as this standard simply makes the most logical sense. The revolution of Domaria around its sun, and the revolution of its twin moons around the world, is regular. Thus, the calendar year is one of twelve months, divided into four seasons with each season spanning three months, and each month being divided into four weeks of seven days each, with each week representing a single phase of the moons. The months of the calendar, as defined by its Dunaanland founders, are as follows. While most of the world uses the same calendar standard, many countries have varying names for the months, based on the dominant pantheon of gods in the region. In addition, the seasons associated with varying months differ based on the hemisphere one currently occupies. Vêrfold's calendar remains named for the Zarathustran gods, despite the rise in popularity of Orisha faiths.

Table: The Domarian Calendar

Month	Season	Holidays or Festivals (Country)
Ahura	Spring	Rebirth
Haurva	Spring	n/a
Asha	Spring	Founding Day (Dunaanland)
Meret	Summer	Longday
Arma	Summer	n/a
Vohu	Summer	Proclamation Day (Dunaanland)
Khsha	Autumn	Harvest
Manah	Autumn	n/a
Zairi	Autumn	n/a
Saurv	Winter	Longnight
Taur	Winter	n/a
Zair	Winter	Year's End

Dunneland

Representing the largest human-dominated kingdom in the world, Dunneland was forged from an alliance of many free cities and towns to stand against the onslaught of orcs, goblins, and undead that ravaged the world after the Scourge. Given its human population dominance, it is ironic that the founder of Dunneland as a kingdom was a great dwarven knight named Lord Dunnebar. As the community's tradition holds, Dunnebar, once a great and noble hero, fell to temptation and darkness through the machinations of a succubus named Eliriel, who seduced the dwarf into



deep love for the demon. When this happened, Dunnebar became a Dread Knight, an undead mockery of his former self. While his fall from grace was tragic, it did not, however, cost Dunnebar his honor, and he ruled over his realm for hundreds of years with an iron fist, his armies and police forces bolstered by devils from the Nine Hells, but none can say that Dunnebar was dishonorable or unfair. Indeed, his sense of justice was rigid and unflinching, and those who obeyed his laws to the letter were left largely alone. But torture and death at the hands of Eliriel and her infernal servants awaited even the smallest infraction.

Eventually, Dunnebar's rule waned and passed away, though none know for certain what happened to Dunnebar himself. One day, his seneschal, a herald demon from the seventh level of Hell, held a public address where he read to the people from Dunnebar's will, which officially renounced his lordship of the realm and passed it to the people, who were ordered to establish a democratic monarchy, which would cycle every seven years, the new monarch to be elected by representatives from every free town and city in the land. Following the reading of this will, all devils summarily departed Dunneland with no questions asked, and left the town in the hands of its shocked and joyous citizens.

Elections were immediately called for, and a charismatic young paladin named Lord Falcor became the first ruler of the new Free Kingdom of Dunneland. Dunnebar City was renamed Dunfalcon, to represent the combination of the founder of the kingdom, and its new ruler who represented a bright and hopeful future. Immediately Lord Falcor established a High Council made up of a single elected representative of every city within the kingdom's borders that would both advise the monarch and be required to ratify his proclamations. In this way, it was hoped, it would be a long time before corruption would rear its ugly head and tear down the kingdom.

Dunneland boasts large populations of almost every race, and has trade agreements with the dwarves of Dwarfholme, and has signed a mutual defense treaty with both Dwarfholme and the kingdom of Lightwolfe, ensuring that almost the entire continent of Vêrfold is united in friendship and free of war. Much of Dunneland and Dwarfholme's military is currently supporting Lightwolfe, as the small kingdom is engaged in a brutal war with the Lich-king Azteroth who seeks to invade the continent from the East and expand his evil empire. Tribes of savage barbarians range through the wildernesses in the eastern buffer between Dunneland and Dwarfholme, and have posed problems for Dunneland's outlying settlements from time to time.

Population by Age (Human age equivalency):

0-14 years (newborn through adolescent): 5 million

15-64 years (young adult through middle age): 10 million

65 years and over (elderly): 3 million

Racial Breakdown: 75% human, 5% elf, 5% dwarf, 5% gnome, 5% halfling, 5% other

Religions:

Spentas: 55%

Daevas: 2%

Orishas: 35%

Archon Cults: 1%

Other: 7% follow the Pantheon of the Blade or a Mystery Cult of Sophia and/or The One

Languages: Tradespeak 99% (closer to 85% in the outlying thorps and hamlets); Westspeak 99%; Dwarf 60%; Elf 60%; Eastspeak 40%; other 20%

Government Type: Representative Democratic Monarchy

Capitol: Dunfalcon (Population 70,000)

Holidays: There are seven major holiday festivals in Dunneland, five consisting of standard one-day feasts celebrating the changes of the seasons, held at the solstices and equinoxes and celebrating Rebirth, Harvest, Longday and Longnight; a Year's End celebration on the last day of the year; and two special week-long festivals celebrating the city itself. The first of these days is the Founding Day Festival, celebrating the day when Lord Dunnebar drove out the monsters plaguing the country during the Scourge and united the lands under one banner, and the second is the Proclamation Day Festival, which celebrates both Dunnebar's abdication and the election of the first Free Lord of Dunneland, Lord Falcor. Founding Day Festival is held during the first week of the third month of the year, and Proclamation day during the last week of the sixth month of the year.

Legal System: Each town (over 1,000 citizens) in Dunneland has magistrates elected by the town or city council, who hear all claims of criminal activity or civil suits seeking damages. Each community keeps its own militia and town guard, charged with keeping the peace and enforcing the laws and statutes of the region. For more on legal systems, crime and punishment, see *Castle Zagyg, Vol. 1, Appendix B: Crime and Punishment*

Crime and Punishment: see *Castle Zagyg, Vol. 1, Appendix B: Crime and Punishment*

Heraldry: A gray phoenix rising from an anvil on a field of jewel blue

Military: Dunneland maintains a standing army of nearly 100,000 loyal cavalry, archers, infantry, and specialists, including magi, spread throughout its various communities. This is in addition to local militia and guard patrols maintained by each individual city-state. Currently, military service is voluntary, but carries excellent benefits and pay. In times of war, however, conscriptions can be called in, requiring each community to contribute 10% of its able-bodied men to enter the armed service.

Dwarfholme



The expansive mountain range to the east of Dunneland, which ranges almost 1500 miles across, is home to the largest Dwarven kingdom in Domaria. Dwarfholme traces its history back tens of thousands of years, to the Second Age of the world, though most of the ancient historical records of the place were sadly lost during the Scourge, when the vast majority of the original inhabitants were wiped out by the dark elf magics that spawned the morellon. During the thousand years between the Scourge and the dawning of the Fourth Age, representatives from the Stonegrinder Clan of Dwarves came to the ruins of Dwarfholme and vowed to rebuild their race's ancient homeland. It was from this clan that Lord Dunnebar, the eventual founder of Dunneland, emerged with his knights to explore and cleanse the western regions of Vêrfold from goblinoid threats while the majority of his kin cleared the tunnels beneath the mountains of orcs, demons, goblins, trolls, ogres, undead, and various other threats arcane and mundane.

Clearing out the ruins of Dwarfholme took decades and cost thousands of dwarf lives; rebuilding the vast city beneath the mountains took a generation, during which the doors of Dwarfholme were sealed tightly to the outside world. Many presumed the dwarves had failed in their task to rebuild; others put forth the theory that the Stonegrinders had simply withdrawn from society, being tired of the politics of other races and content in their dark tunnels. Eventually, however, the gates of Dwarfholme were thrown wide, revealing a megalithic underground complex unparalleled in the history of the world. The Stonegrinders wasted no time in establishing trade and mutual

defense treaties with their neighbors both to the west and east, and inviting emissaries from all lands to visit their fine kingdom, which spans nearly 1,000 of the 1,500 miles of the mountain range. They have been staunch supporters and allies of the other kingdoms on Vérfold ever since that day, and a dwarven face is a welcome one in any home on the continent. Unfortunately, the dwarves never were able to completely drive their enemies from the mountains, and thus see their military resources taxed between support of Lightwolfe in keeping with the defense treaty, and from a long-standing and bloody war for control of the undermountains with a vast clan of savage orcs and goblinoids led by the orcish war chief Rothbau Ashkugrym. A wild card in this struggle is a clan of minotaurs that range through the mountains above ground, and occasionally clash with both orcs and dwarves. Little contact has been made with the minotaur clan, though it is rumored that they war with a society of centaurs that competes for their resources much as the orcs do with the dwarves beneath the surface.

Population by Age (Dwarven standards):

0-80 years (infant through adolescent): 2 million

80-450 years (adult through middle age): 8 million

450 years and over (elderly): 5 million

Racial Breakdown (Dwarfholme proper): 94% dwarves, 5% gnomes, 1% humans and halflings

Racial Breakdown (Dwarfholme + entire undermountain): 45% dwarves, 50% orcs and goblins, 5% others

Racial Breakdown (overmountain): 20% minotaurs, 20% centaurs, 10% dwarves, 10% humans, 40% other demihumans and monsters

Religions:

Spentas: 20%

Daevas: less than 1%

Orishas: 30% of Dwarves worship the Lucumi, and 30% worship the Saiva

Archon Cults: less than 1%

Other: 20% of Dwarves follow the Pantheon of the Blade or belong to Mystery Cults of the One and/or Sophia.

Languages: Tradespeak 100%, Dwarven 100%, Westspeak 50%, Eastspeak 50%, Goblinese 40%, Orcish 50%, Gnomish 50%, other 5%

Government Type: a Council of Elders made up of the oldest 10% of the population makes decisions for the community.

Capitol: Stonegrinder Hall (population 50,000)

Holidays: The dwarves celebrate Opening Day, the anniversary of the day when Dwarfholme was re-opened to the world, on the 15th day of Khsha. In addition, following this festival, many dwarves make their way into Dunneland or Lightwolfe to participate in those communities' Harvest festivals. Besides this very special day, however, the Dwarfholme residents need no special holidays or excuses to celebrate life. Every day is a day of hard labor, and every night is a night of hard revelry.

Legal System: The dwarven legal system is swift and sure. When an alleged crime is committed, the perpetrator is arrested by the guard and brought before representatives from the Council of Elders (the entire Council need not be present, but at least three members must hear each case) along with all witnesses who can testify to the defense or prosecution of the accused. Hearsay is not only accepted, but encouraged, as the dwarven code of honor and ethics forbids lying, and if a dwarf is caught lying in court, he can be exiled from the halls of Dwarfholme forever. Fortunately, most dwarves are honorable, so true crimes are rare here, and often involve outsiders. Most civil disputes are adjudicated with a good old-fashioned fist fight, which is seen as fair and proper, so long as the arguing parties remove themselves from any area where monetary or physical damage could occur from their scuffle. As such, every community in Dwarfholme has a number of "Debt Rings," which are little more than cordoned-off areas where dwarves may go to settle disputes. Weapons, naturally, are forbidden in these minor disputes, and any duels of honor involving the possible loss of a life must be approved by the Council of Elders.

Crime and Punishment: The Council of Elders tailors every punishment to exactly fit the crime. That is to say, thieves often find themselves stripped not only of the stolen property, but of an equal value of their own property or

money, which is then auctioned or sold to benefit the town coffers. Murderers are, of course, executed, and rapists castrated. In any given situation, the Council makes its decision based on the accused and the circumstances. A poor beggar caught stealing a loaf of bread to feed his family, for example, might find himself jailed for a month while the council seeks a means to get his family off the streets so that such theft won't be necessary in the future. Repeat offenses, as one might expect, carry escalating penalties, and it is not unheard of for a habitual thief to have his hands removed as a final punishment.

Heraldry: A dwarven smith at an anvil, with a mug of ale in one hand and a hammer in the other, on a field of deep green.

Military: All dwarves in Dwarfholme undergo military training from the time they are able to hold a weapon, and the entire kingdom can be mobilized in case of a great threat. The current standing, volunteer army numbers 150,000 sturdy dwarven men and women, mostly infantry bolstered by clerics.

Hilldale

Hilldale really consists of the foothills at the south of Dwarfholme. It is the largest organized community of gnomes and halflings in the entire world. Led by a governing council of nine elected by the rest of the community, the gnomes herein are said to be fascinated with mechanics and clockworks, and some stories claim that every so often, the lid blows off of a foothill from a massive explosion deep within. Otherwise, it is a peaceful community. The gnomes leave everyone alone, and ask only that they be left alone in return. They are hospitable and friendly to visitors, so long as the visitors display common courtesy in return. Often, gnomes and halflings from Hilldale travel to the nearby settlements of Dwarfholme and Lightwolfe to engage in trade and exchange news of the world outside.



Population by Age (gnomish standards):

0-50 years (birth to adolescence): 150,000
50-150 years (adult through middle age): 300,000
150 years and over (elderly): 100,000

Racial Breakdown: Roughly 50% gnomes and 50% halflings. Less than 1% of the inherent population of Hilldale is comprised of other races, though dwarven and human visitors are fairly common.

Religions:

Spentas: 50%

Daevas: >1%

Orishas: 35%

Archon Cults: >1%

Other: 20% of the population (of this 15%, roughly 80% are halflings) worship Sophia, the lady of Wisdom, who is believed to smile upon the halfling race.

Languages: Tradespeak 100%, Gnomish 90%, Halfling 90%, Dwarven 60%, Eastspeak 75%, other 10%

Government Type: Democratic Bureaucracy

Capitol: Hilldale is a single community.

Holidays: The residents of Hilldale celebrate the four standard holidays at the equinoxes and solstices, and also take any opportunity for celebration and festivity. Birthdays, weddings, even wakes are cause for a party among the halflings in particular.

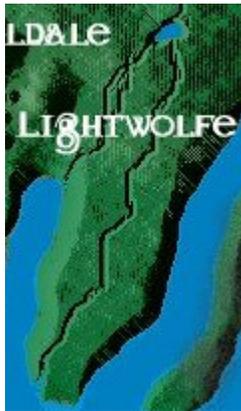
Legal System/ Crime and Punishment: There is little crime in Hilldale; the town jail consists of a few drunk tanks and holding cells, where miscreants can "cool their heels" until they're ready to go home. Violent crimes are punished severely, with a trial before the Council of Nine and death by hanging being the penalty for murder, or long-term jail sentences for assault or varied other criminal activities. There hasn't been a hanging in Hilldale in

decades, and even if there were one, hangings are conducted inside a small building and are private affairs, with only the affected parties being permitted to bear witness.

Heraldry: An unidentifiable gadget with lots of gears and springs, with a smoking pipe laid overtop, this on a field of yellow.

Military: The gnomes in particular in Hilldale are capable warriors, and the community demands that all able-bodied males be trained in the military. Generally, gnomes train as infantry or cavalry warriors (the gnomish cavalry rides rams into battle), while halfling members of the military often form special forces units that rely upon stealth attacks and reconnaissance, though there are exceptions to both rules.

Lightwolfe



The largest human kingdom in the world, Lightwolfe is a fairly standard medieval kingdom, though very large by our historical standards. It is 500 miles across, and spanning approximately 1,000 miles north to south. The men of Lightwolfe enjoy good relations and fast friendship with the dwarves, gnomes, and halflings of Dwarfholme and Hilldale, and as the dwarves supply troops and supplies to assist Lightwolfe with the defense of its borders against Azteroth, so does Lightwolfe lend what aid it can (mostly in conscripted magi) to assisting the dwarves in their struggle against Ashkugrym.

Lightwolfe was founded only a few hundred years after Danneland, when a group of humans, refugees from a natural disaster whose exact origins are lost to time, found themselves hopelessly lost in the wilderness, far from home. With the help of the kindly halflings and gnomes, and the support of the local tribes of rawdír and dirdraug, they managed to survive a harsh winter in the wilderness and build a community under the leadership of one Philip Alexius, who named the community Lightwolfe, and was proclaimed king. For nearly a thousand years the community has not only thrived, but grown into a large and prosperous kingdom, and the Alexius dynasty continues to this day and the current ruler, Steven Alexius. Dirdraug and rawdír still roam the southern and western portions of Lightwolfe, but in honor of their once helping the beleaguered founding fathers of the community, these tribes are left to their own devices and are not considered subject to the laws of Lightwolfe, so long as they do not harass or harm any citizens of the kingdom. The tribes have no problem with this arrangement, as the citizens of Lightwolfe have always been respectful and treated the rawdír and dirdraug with honor.

By far, the bulk of Lightwolfe's current problems stem from the constant battering of their coastal regions by the forces of Lord Azteroth. The beleaguered people of this kingdom have held out against these attacks by undead, demons, and mundane troops for decades, but a war of attrition is going on behind the scenes, and Azteroth has a seemingly endless number of demons to throw at his enemies. Something will have to give, and soon, or Lightwolfe may cease to exist, and Azteroth may once again have a foothold on the mainland....

Population by Age (Human Standards):

0-14 years (birth to adolescence): 4 million

15-64 years (adult to middle age): 10 million

65 years and over (elderly): 3 million

Racial Breakdown: 85% human, 5% gnome, halfling, and dwarf, 4% rawdír and dirdraug, 1% other

Religions:

Spentas: 80%

Daevas: 5%

Orishas: 3%

Archon Cults: 5%

Other: 2% of the population belong to Mystery Cults or follow the Pantheon of the Blade

Languages: Tradespeak 98%, Eastspeak 99%, Dwarvish 60%, Gnomish 60%, Rawdîr 40%, Dirdraug 40%, other 15%

Government Type: Feudal Monarchy

Capitol: Lightwolfe City (Population 46,000)

Holidays: Most people in Lightwolfe quietly celebrate the equinoxes and solstices, but times are tough these days, so there isn't a great deal of celebration going on.

Legal System: Local magistrates appointed by their feudal lords adjudicate disputes and enforce laws with the help of the town guard.

Crime and Punishment: Penalties for various crimes are similar to those in Dunneland

Heraldry: Two crossed swords over a fleur-de-lis on a field of royal blue.

Military: Currently the country boasts a military of 150,000 strong, divided equally amongst archers, infantry, cavalry, and magi, and has a strong navy. However, the war is taking its toll and numbers are dwindling daily.