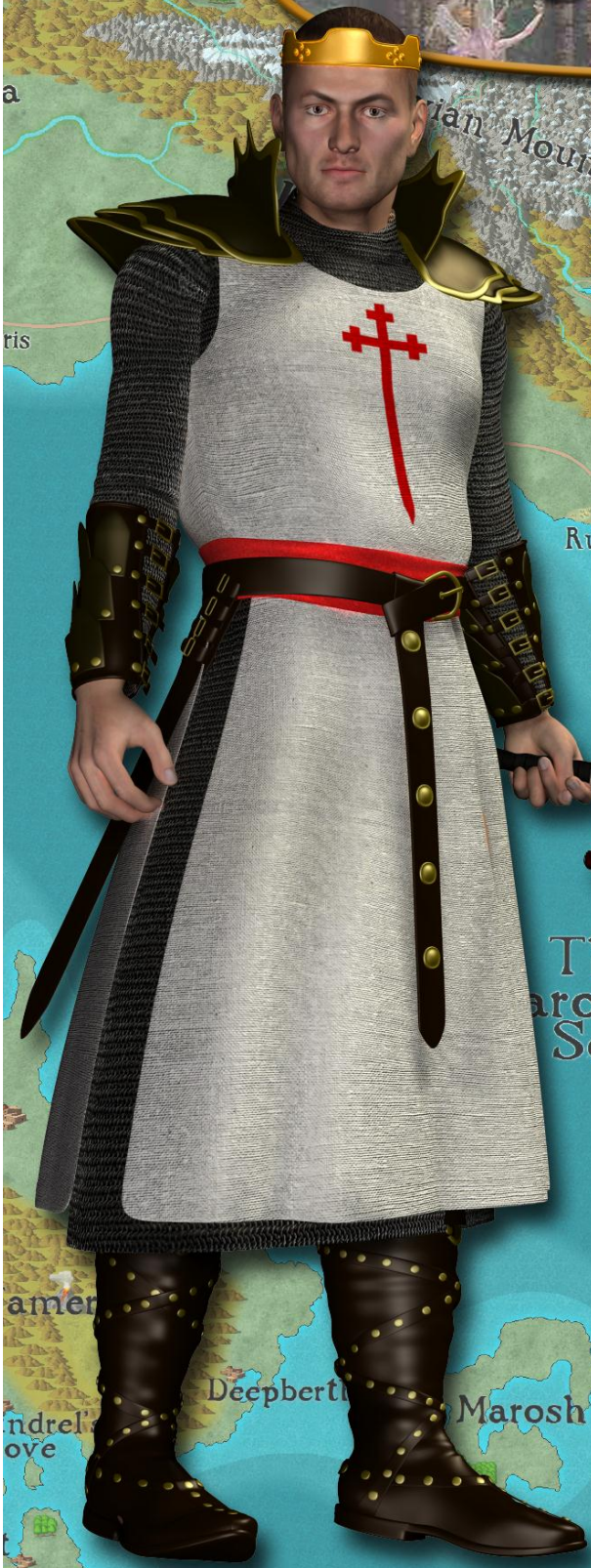


Feyworld

a Pathfinder Campaign Setting

Player's Guide to Duria

The Sea of Blades



by R. William Morris

A Player's Guide to Duria

A guide for the Feyworld Campaign world

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with thanks to the many people who have played in this world, always adding their own creativity and imagination
special thanks to Sheryl Moody for her editorial eye. Any mistakes contained within are due to my own stubbornness

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Duria

With so many natural wonders in abundance, it is no surprise that so many have tried to tame the wild and mystical wilderness of Duria, either by settlement or by sword. Whoever is able to unify these disparate people across vast stretches of open wildlands will truly hold in their grasp a power beyond any prior human reckoning.

- Abelard de Montagne, noted explorer, circa 1998 N.C.

Duria is the northeastern continent of the world of Gallorea, stretching over 2,200 miles from the frozen northern shores of the Trollstova Isles to the tropical southern tip of Harshwind Isle (from about 65° to 33° longitude). The continent is north of eastern Gallorea and east of the continent of Aurea. It is bordered by the frozen White Ocean to the north, the Endless Ocean to the east and the Betshaban Ocean to the south and west. Though the Pirate Isles are not truly part of the continent, they are considered geographically and culturally connected. The continent includes three seas: the Sea of Blades in the northeast, the Maroshan Sea between the continent and the Pirate Isles and the Danek Sea between the northwestern coast and the frozen lands of the Danek.

Duria has two large mountain ranges. The ancient Divian Mountains in the north are heavily eroded, averaging about 3,000 feet above sea level. The largest mountains in the range tend to be in the western arm, with Mount Josephus the tallest in the range at over 4,500 feet. The Cambrecian Mountains, by contrast, rise sharply in southern Duria, averaging about 12,000 feet above sea level, with the Throne of Balthor being the tallest mountain on the continent at over 15,500 feet. Both ranges tend to be wilderness with a large variety of animals, mystical beasts, giants and humanoids.

Despite the variety of climates on Duria, the climate of the Interior Shores (those bordering the Maroshan Sea) are moderated by the Betshaban Stream, which warms the southern shorelines of the Divian Peninsula and cools the shores of the southwestern coast before it moves south to the continent of Gallorea to be warmed again. The southern Exterior Shores (those facing the Endless Ocean) are warmed by the Galloreaan Current from the south. The northern shores of the continent are exposed only to the frozen waters of the White Ocean, making much of the land cold taiga throughout the year, except for the borders of the Webwood, which appears to be supernaturally warmed by unknown methods.

Chapparal is the predominant ecology along the southern Interior Shore, bordering the Maroshan Sea from

Danas into southern Koramia. The interior of the continent is mainly dominated by forests, from the coniferous forests of the northern Webwood to the abundant deciduous forest that encompasses the Cambrecian Mountains and the plains surrounding it. Taiga dominates the northern coastline, with tundra found only in the heights of the Divian Mountains, the northern shores of the Webwood and the remote Trollstova Isles. There are no classical deserts on Duria, though the land northeast of the Sea of Swords tends to be extremely dry steppe that can become dusty during major droughts.

The continent itself tends to be fairly stable geologically, with periodic and mild temblors mainly along the Interior Shores. The Island of Tamerynd, in contrast, tends to be very active, with truly devastating earthquakes occurring every two or three centuries. There are at least two major active volcanos on Tamerynd, though they are near the interior plateau and well away from any settlements.

The weather tends to be mild, relative to the other two known continents, with large, violent storms rare. The southeastern coastline tends to be hit by hurricanes periodically, though not nearly as often as the Interior Shore of Aurea. For much of the continent, spring and summer tend to bring ample rainfall, with autumn and winter being comparatively drier. Weather patterns tend to move from west to east along westerlies, though northeast trade winds tend to bring warm rain to the Pirate Isles during the summer months. The northern half of the Divian Peninsula tends to have stormier winters than in southern climes, with blizzards lasting several days not uncommon. The Divian Mountains tend to protect the southern Divian Peninsula from the frigid northern winds. The plains of Lun Dorak have no natural protection from extreme weather and tornados are not uncommon during the spring storm season.



A PASS INTO THE CAMBRECIAN MOUNTAINS

Duria is peppered with numerous woods, most of which were inhabited by elves at some point. The Webwood in the far north, has one of the largest concentrations of elves outside the elven homeland of Elarean, though their numbers were greatly reduced when the orcish horde put the southern half of their woods to the torch after the Mage War at the conclusion of the Third Age of Man.

Cultures

Duria's history is one of settlement, war and constant invasion, which has resulted in a rich tapestry of varied cultures, some unknown over a century ago, some whose origins are lost in the dawn of time.

Current Durian cultures are:

Calmergh: It is believed that the Calmergh Gaels once dominated the entire continent, if not the world, though in modern times they are found in their purest form only in the remote Calmerian Marches in the southeast of the continent. Their language bears a strong resemblance not only to the language of the Hobbits but also to the other Gael languages across the continents. The Calmergh Gaels tend to be a clannish culture, likely not dissimilar to the cultures on the rest of the continent prior to conquest by Aurean or Gallorean cultures after the Second Age of Man.

Cambrecian: Cambrecians first came to Duria as part of the wave of Zetian conquerors in the Third Age of Man. When the Great Empire withdrew from Duria, the Cambrecians were one of the few cultures to remain loyal to the Emperor. Cambrecians have a long history of subjugation to the Church of Zelos, god of the state, though rebellion and strife in the last century has shattered the authority of the Potentate and his Bishops. The Cambrecians in the Fourth Age of Man are a mere shadow of the dominating force they once were and it is likely that their culture will not see another century dawn.

Derlisch: The dwarves of Derlos live beneath the Cambrecian Mountains in southern Duria, with their only periodic contact with humanity generally ending in violence (with the marked exception of the Freecity of Neptaris, which they provided military aid to more than once over the years). Of the various dwarven cultures, the Derlisch have historically been the least isolationist and eagerly began constructing trade settlements in the Cambrecian Mountains to establish contact with the surface world after the restoration of the Goblet of Gundagor at the conclusion of the Third Age of Man. For dwarves, the Derlisch are known to be practically friendly and somewhat adventurous.

Elven: For centuries, the Webwood forest in the north of the continent was the only known enclave of elves on Duria. Early in the Third Age of Man, there were a group of elves known as the Arisian Elves who participated in the rise of the Freecity of Neptaris, but they were eventually massacred by people of the city they helped established. The Webwood elves were extremely reclusive and xenophobic

We of the Kingdom of Derlos have long seen kinship in humanity. When the Peace of Gundagor was shattered, we were the lone voice among the Six Kingdoms to say that blame did not rest on all Humans for the crimes of some. But the other Kingdoms did not see this. Our long seclusion beneath the earth brought us closer to Balthor, but it made us too stagnant, too unbending to the march of time. It is good that the Peace is restored and we should embrace them as brothers. Though they are still youthful and often given to rashness, there is much we can learn from the Humans of the sunlit world.

- Freiherr Morcar of Clan Intiefen, spoken to the King of Derlos in Council, 2086 N.C.

and, for the most part, humans left them to their wood. At the conclusion of the Third Age of Man, the Mage War brought them out of their seclusion as they entered into an alliance with humans, dwarves and even their ancestral enemies, the orcs. Once the Mage King Lucasa was defeated, however, the orcish Horde turned on their elven allies, burning down much of their sacred wood.

The razing of the Webwood led to the Great Elven Diaspora, as formerly xenophobic elves became refugees spreading across the continent. Though the Webwood has mostly regrown in the last century, most of the elves of the



Diaspora have chosen to continue their exile for their own mysterious reasons.

As a result, small elven communities have risen within the human lands of Duria, both in remote wooded areas and at the edges of human cities. The most notable of these is in eastern Enesia, at the edge of the Mistwood. Rumor suggests that the elves have claimed the hinterlands there as something of a penal colony for elves who break some obscure tradition. If this is true, the growing population of elves along the Mistwood are the exiles of the exiled.

Gundage: The Gundage are the dwarves beneath the Divian Mountains. Substantially more isolationist than their southern cousins, the Derlich, most humans weren't even aware of a thriving dwarven nation beneath the Divian Mountains until late in the Third Age of Man, when the stolen Goblet of Gundagor was returned and relations between dwarves and man rekindled. Though the Gundage dwarves have since built a trading settlement in the central Divian Mountains north of Koramia, they still tend to prefer to remain within their underground kingdom, working their mines deep beneath the surface.

Hobbit: Despite being a peaceful, almost lazy, agrarian people, hobbits thrive in any human lands where they may farm and drink unmolested. Though each community has its own distinct traditions, most hobbit traditions are focused on comfort, brewing, farming and their unique local superstitions. Hobbits are usually found near human settlements, just over the next hill or around the bend in the river, where they can remain as unobtrusive as possible. They pay their taxes and take what oaths are required of them to be left alone.

It is notable that Duria has one of two places in the known world where hobbits congregate in any numbers and involve themselves in national government. Danas, on the



southern tip of Duria, has long been a stronghold of the hobbits and it has even been suggested as the ancestral homeland of hobbits.

Kamar: The Kamar are an ancient people that peopled southern Duria prior to the coming of the Empire. Once nomadic horsemen, centuries of Imperial rule all but wiped out the Kamar tribes and traditions. When their Cambrecian oppressors lost their divine might during the Third Interannum, the people of Cambrecia rose up against the now toothless priests and re-established the Kamar culture, although in a very modern form. The Kamar of today tend to be a very chaotic people, resistant to any authority except those who are strong enough to hold it. The Kamar culture dominates Daredonia, Kamara, and Numentora today.

Koramian: The Koramian people were once a widely diverse range of Simer and Tracini tribes and clans in constant conflict with one another over the Divian Peninsula. When the Empire came during the Third Age of Man, the Zetian governors sought to unify them along the lines of an Imperial colony, but the people constantly resisted subjugation. With the rise of the Koramian Heresy, the worship of Vortumnus became pervasive among Koramians, who were eventually abandoned by the Empire as too expensive to rule. Eventually, under King William I Greysword in the last century of the Third Age of Man, the Koramian people were unified under one King.

The Koramian people are known for being honorable or stubborn, depending on the point of view of the foreigner describing them. Despite years of civil war during the Third Interannum, the Koramian people rose in the Fourth Age of Man a strong cultural force on Duria, even if they do not control as much territory as they did during the reign of King William I.

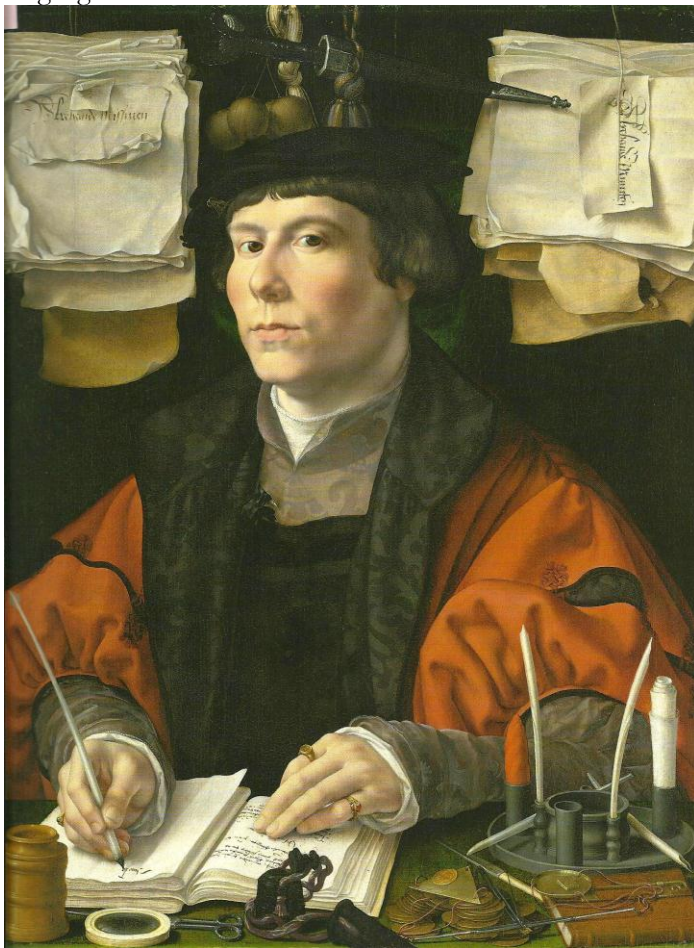
It is notable that the Koramian language has some strong grammatical connections to the Dwarven tongues, suggesting some ancient interaction between dwarves and men on the Divian Peninsula.

The Koramian culture spans the breadth of the former Simer people, from the Divian Peninsula to Dakra, Illyria, Pelusia and Nagos.

Midal'garash: The Midal'garash are primarily the orcs of Vor Midal, though even relatively isolated bands of orcs across the continent of Duria can trace their cultural identity to the Great Horde that began in Vor Midal at the conclusion of the Mage War and raged across the continent, bringing the Third Age of Man on Duria to a violent conclusion. The Midal'garash are militaristic horsemen who do sometimes establish permanent settlements despite being otherwise nomadic. Like other orcish cultures, the Midal'garash have a well-earned reputation for genocide but are noteworthy in that they are the only orcish people to have allied with dwarves, elves and humans to fight against the Mage King Lucasa of Lun Dorak. Of course, upon the defeat of the Mage King, the Great Horde turned on its

elvish and human allies, bringing about the destruction of much of the Webwood and the fall of the human nation of Koramia. Currently, the orcs of Vor Midal and the remnants of the conquering tribes in the Orcish Wastes on the Divian Peninsula have no Great Khan to lead them in battle against the other races, so they mostly busy themselves with fighting one another over perceived slights and nuances of honor.

Neptaran: Concentrated on the city state of Neptaris and the surrounding territories, the fiercely independent and democratic Neptarans are descendants of Aebasan explorers who settled in southern Duria over two thousand years ago, during the Second Interannum. The Neptaran language has become something of a trade language over the last century, particularly for the Interior Coasts, replacing Zetian as the common trade language. Modern Neptaran has little resemblance to the original Aebasan tongue, having been influenced heavily by Zetian, Tamerish and other local languages.



Unlike other cultures on Duria, Neptarans are rarely found in large numbers beyond the borders of their ancestral lands. Lone Neptaran merchants and small bands of explorers certainly travel far and wide, but excepting a few trade missions in large cities along the Inner Shore of Duria, they do not have a significant presence elsewhere.

Norl: The Norl are the hardy men and women of the extreme north of the Divian Peninsula. The Norl language itself is an amalgamation of Old Koramian and Icenii; the
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latter language is still spoken primarily by the nobility of Norlund. The Norl are fiercely loyal to one another and tend to be xenophobic in the extreme, resistant to any foreign intervention or traditions interfering in what they consider their affairs, in part due to decades of domination by the Koramian Crown during the waning years of the Third Age of Man.

Tamerish: The Tamerish people have a well-deserved reputation as scoundrels, pirates and ne'er-do-wells. Located primarily in the Pirate Isles, the Tamerish people are an



amalgam of Durian and Aurean cultures modern and ancient. They have historically been extremely resistant to domination by other cultures and were viewed even by the Great Empire as simply too expensive and difficult to conquer. Despite the perception that strength of will, intellect or steel is the only thing that can keep a crew of Tamerish working together towards a single goal, there is a surprising amount of democracy, fairness and law aboard their raiding ships. This system of self-governance is often used on land as well in those few cities and towns they choose to settle together in any numbers.

In war, we ride our horses to victory. In famine, we eat them. Let us ride them... (the elves) ...to victory. And when victory is ours and the battle is won, let us stave off the famine of peace by feasting on the bones of our allies.

- Gar'dun, Great Khan of the Orcish Horde, on the eve of the Siege of Davalor, 2003 N.C.

Utherian: The Utherian people tend to be a peaceful lot, interested primarily in peaceful, agrarian pursuits. Despite this modern reputation, it is believed by some scholars that the Utherian people once dominated central

Duria from the Interior Coast to the Sea of Blades. There is little evidence today of any pretense to expansion among the people of Enesia, the only remaining nation dominated by Utherians.

Zaran: The Zaran are the common people of Lun Dorak as well as the rebels of Stenoa along the southeastern shores of the Sea of Blades. Little is known by scholars and historians of the Zaran before the coming of the Dorakian mages and much of their culture today is the result of centuries of subjugation by their wizard overlords. The rise of Stenoa after the Mage War, however, has breathed new life into this ancient people as they establish new traditions based on equality of man and democracy. The Dorakian Mages, it should be noted, are mostly Zaran themselves in modern times, though they publicly resist any connection between their own culture and the Zaran they have traditionally subjugated.

Zetian: Though the Great Empire died a violent death at the end of the Third Age of Man, its attempts to reconquer Duria left Cirtasnia as the one remaining outpost of Zetian culture on the continent. In many ways, the highly organized people of Cirtasnia are even more Zetian than the former Imperial states on the continent of Aurea. Despite the fact that Cirtasnians are a reminder of Imperial domination in Duria, their alliance with Koramia in the War

of Two Crowns against the orcs of Vor Scheral has resulted in an almost friendly relationship between the two nations.

Societies and Government

Societies on Duria range from the simple clans of Calmeria to the complex constitutional monarchies of Koramia and Illyria. Cambrecia has been a theocracy for centuries, though after the chaos of the Third Interannum, it has developed into a substantially less domineering theocracy. One notable aspect of Duria is that several regions that were once autocratic in nature have become more democratic since the dawn of the Fourth Age of Man. Neptaris, of course, has been a democracy since its foundation two millennia ago, but with the rise of the Republic of Enesia, the Stenoa Freehold and additional rights for the people of even traditional monarchies, people across Duria have had more say in their local and national political structure, for good or for ill.

Duria is also home to Lun Dorak, the one known Magocracy. Despite their defeat at the conclusion of the Mage War, Lun Dorak remains dominated by the wizard class, with priests considered second-class citizens and non-magical citizens as slaves. Only the rebel Stenoa Freehold stands against their oppression and seeks to overthrow the Dorakian Mages.



That the Zetian people are the greatest species of man is known to all who fear us, all who serve us and all who become us. What greater purpose or more noble action is there than to bestow this greatness on others? That some may choose, out of ignorance or fear of losing their despotic stranglehold on the less fortunate, to fight against this gift only serves to ensure that only those who are worthy of the gift will receive it in the end. Because have no doubt, there is no people that we will not bring the gift of our civilization to, no matter how many battles must be fought in the name of our generosity. We will not waver. We cannot waver. It is not in our blood to fail in any true and just cause.

- Emperor Gaius Aurelius of House Zetar, upon the defeat of the last 'false' claimants in the Third Succession War, 1779 N.C.

Titles

Human Titles

English	Cambrecian	Gael	Kamar	Koramian,	Neptaran
Noble Titles					
Emperor	Imperator ¹	Ard Rìgh	N/A	N/A	N/A
King	N/A	Rìgh	Brëgë	King	N/A
Queen	N/A	Banrìghinn	Gëlan	Queen	N/A
Prince	N/A	Flath	Perëlandë	Prince	N/A
Princess	N/A	Banfhlath	Kaelan	Princess	N/A
High Noble	N/A	N/A	Athënoth	Earl	N/A
Major Noble	N/A	N/A	C'hagënoth	Count	Cont
Minor Noble	N/A	N/A	Bëlënoth	Baron / Lord	Arkan
Landless Noble	Lord	N/A	N/A	Lord	Arkan
Knight	Equites	N/A	Mac'hargë	Knight	Vittiezo
Clan Head	N/A	Ceann-Cinnidh	Djurënoth	N/A	N/A
Civilian Titles					
Elected Leader	N/A	N/A	N/A	N/A	N/A
Elected Senator/Councilor	N/A	N/A	N/A	N/A	Prytaris
Minister	Ministere	N/A	Shanbëgë	N/A	Phorade
Governor	N/A	N/A	N/A	N/A	Domnarch
Mayor	Prefect	N/A	Prëphë	Mayor	Demarch
Judge	Judex	N/A	Drëthë	Judge	Krith
Sheriff	Censor	N/A	Bësaldanë	Sheriff	Kastor
Military Titles					
High General	N/A	N/A	N/A	N/A	Polemarch
Major General	Legate	N/A	N/A	N/A	Chilarch
Minor General	Duke	N/A	Djurëdanë	N/A	Stratego
Lieutenant	Centurion	N/A	Mënc'hargë	Lieutenant	Captain
Sergeant	Decantus	N/A	Rinc'hargë	Sergeant	Decarch
Calvaryman	Alaris	N/A	N/A	N/A	Hippeus
Private	Legioner	N/A	N/A	Private	Phalangite
Naval Titles					
High Admiral	Fleet Legate	N/A	Narrënoth	Grand Admiral	Magnis Navarch
Major Admiral	Fleet Prefect	N/A	N/A	Admiral	Navarch
Minor Admiral	Squadron Prefect	N/A	Ümnarrënoth	Commodore	Drungario
Captain	Navarch	Sgiobair	Bethëc'hargë	Captain	Kybern
Petty Officer	Subnavarch	N/A	Shanbeth	Mate	Contraro
Seaman	Fleet Legioner	N/A	Turbeth	Seaman	Epibatës
Religious Titles					
High Priest	Pontifex	N/A	Pontëphë	Prelate or Potentate	Archiereus
Major Priest	Archbishop	Priomh-Dhraoidh	Üpiskëpë	Archbishop/Bishop	Metropolitan
Minor Priest	Bishop	Draoidh	Arc'hshakëdë	N/A	Proterio
Temple Priest	Sacred Priest	N/A	Shakëdë	Pastor	Presbuto
Monk	Monk	N/A	Menekë	Monk	Rassaphoro
1: Though Cambrecia still technically recognizes the rank of Emperor for the ruler of Zeth, there has been no true Emperor in over 100 years.					

English	Norl	Tamerish	Utherian	Zaran	Zetian
Noble Titles					
Emperor	N/A	N/A	N/A	Zortenliz Sain	Imperator
King	Cyning	N/A	Erregea	Saina	Rex
Queen	Cwene	N/A	Erregina	Saino	Regina
Prince	Fengel	N/A	Printze	N/A	Princeps
Princess	Hlaefdige	N/A	Printzesa	N/A	Regis Filia
High Noble	Atheling	N/A	N/A	N/A	Dux
Major Noble	Ealdorman	N/A	Konde	N/A	Comes
Minor Noble	Thegn	N/A	Handikiak	N/A	Baro
Landless Noble	Hlavord	N/A	Jauna	N/A	Dominus
Knight	Cniht	N/A	Zaldun	Bássea	Miles
Clan Head	Brego	Patro	Nagusi	N/A	Pater Familias
Civilian Titles					
Elected Leader	N/A	N/A	Lehendakari	N/A	Consul
Elected Senator/Councilor	N/A	N/A	Kansakari	Consiliz	Senator
Minister	N/A	N/A	Enplegatu	Dräben	Praetor
Governor	N/A	N/A	Zuzendari	Zortenliz Bäliz	Proconsul
Mayor	Portgerefa	Parfect	Alkate	Zortenliz Präfët	Urbis Praefectus
Judge	Deman	N/A	Epaitu	Zortenliz Magi	Magistratus
Sheriff	Scīrgerefa	Mussler	Nagusi	Zortenliz Muzcul	Compulsor
Military Titles					
High General	N/A	N/A	Mariskal Handi	Zortenliz Legta	Legatus
Major General	N/A	N/A	Mariskal	Zortenliz Duza	Dux Legio
Minor General	N/A	N/A	Koronela	Zortenliz Maora	Centurion Maior
Lieutenant	Stīweard	N/A	Teniente	(Zortenliz) Dabássea	Centurion
Sergeant	Sergeant	N/A	N/A	(Zortenliz) Dross	Decantus
Calvaryman	N/A	N/A	N/A	Ecça	Alaris
Private	N/A	N/A	Gudari	Morzash	Legionary
Naval Titles					
High Admiral	N/A	N/A	Almirante Nagusi	Zortenliz Präfët	N/A
Major Admiral	N/A	Waerkapten	Almirante	N/A	Praefectus Classis
Minor Admiral	N/A	Caemda	N/A	Zortenliz Bezaza Maora	Nauarchus
Captain	Herewisa	Kapten	Kaio	Zortenliz Bezaza	Triarchus
Petty Officer	N/A	Mae	N/A	(Zortenliz) Bezässea	Pentacontarchos
Seaman	Flotmann	Boskru	Itsasgizon	Remishez	Remiges
Religious Titles					
High Priest	N/A	N/A	Aita Handiko	Aebariz Pentafax	Pontifex
Major Priest	N/A	N/A	Gotzain	Menor Pentafax	Episcopus
Minor Priest	Bisceop	Basha	N/A	Arshesakkedoz	Archisacerdos
Temple Priest	Preost	Pater	Aita	Sakkedoz	Sacerdos
Monk	Munuc	N/A	Fraide	Pintao	Monachus

Titles of Other Races

English	Dwarven	Elven ¹	Hobbit	Orcish
Noble Titles				
Emperor	N/A	N/A	N/A	Ka'galkhan
King	Kuning	N/A	N/A	Khan
Queen	Kuningin	Keeper of the Sacred Blume	N/A	N/A
Prince	Furist	N/A	N/A	N/A
Princess	Furisten	N/A	N/A	N/A
High Noble	Herizogo	Keeper of the Foalswort	Ardtiarna	N/A
Major Noble	Graf	Keeper of the Mastic	Bantiarna	N/A
Minor Noble	Baron	Keeper of the Myrtle	Thiarna	N/A
Landless Noble	Edler	N/A	N/A	N/A
Knight	Ritter	Keeper of the Elm	Ridere	N/A
Clan Head	Fürstvater/Haupt	Keeper of the Fig	Clan-Kennið	Phatrakhan
Civilian Titles				
Elected Leader	N/A	N/A	N/A	N/A
Elected Senator/Councilor	Abgeordnete	N/A	N/A	N/A
Minister	Stadtrat	Keeper of the Iris	N/A	N/A
Governor	Pfalzgrafio	N/A	N/A	Bhurakhan
Mayor	Bürgermeister	N/A	Méara	N/A
Judge	Rihten	Keeper of the Sage	Breitheamh	N/A
Sheriff	Friedensrichter	N/A	Sirriam	N/A
Military Titles				
High General	N/A	Keeper of the Oak	N/A	N/A
Major General	Oberst	N/A	N/A	N/A
Minor General	Hauptmann	N/A	N/A	Kavrakhan
Lieutenant	Leutnant	Keeper of the Mulberry	N/A	Dunekhan
Sergeant	Hauptfeldwebel	N/A	N/A	N/A
Calvaryman	N/A	Keeper of the Elm	N/A	N/A
Private	Feldwebel	N/A	N/A	N/A
Naval Titles				
High Admiral	N/A	N/A	N/A	N/A
Major Admiral	N/A	N/A	N/A	N/A
Minor Admiral	N/A	N/A	N/A	N/A
Captain	N/A	N/A	Seebhair	Salesh Dunekhan
Petty Officer	N/A	N/A	N/A	N/A
Seaman	N/A	N/A	Iascaire	N/A
Religious Titles				
High Priest	Furst Holunder	N/A	N/A	N/A
Major Priest	Holunder	Keeper of the Mistletoe	N/A	Dhalkazar
Minor Priest	Akoluth	N/A	N/A	N/A
Temple Priest	N/A	Keeper of the Myrrh	Sagart	N/A
Monk	N/A	N/A	N/A	N/A
1: The Elven language is far too complex (and includes tonal differences) to transcribe here. Instead, the translations often given to other races are listed.				

Calendars and Time

Most of the people of Duria, when they need to count years, count it from the beginning of the reign of their ruler, whether a local ruler or national one. Only explorers, nobles and scholars tend to need a dating system any more complex than that.

For those who do need a more complete measurement of years, three major systems are used across Duria. The Davidian Calendar is prominent on the Divian Peninsula, which traditionally measures years from the foundation of Zeth (though many Koramian scholars have begun measuring years from the discovery of the Glorious Galleon 196 years later). The Neptaran Calendar is popular in the south and is measured from the foundation of Neptaris. The Abarisian Cycle of Years is commonly used among the sorcerers of Lun Dorak.

By the Davidian Calendar, the current year is 1352; by the Neptaran Calendar, the current year is 2102; in the Abarisian Cycle of Years, it is the 339th year of the Cycle of the Twin Sky Worlds (the 11th Cycle of the calendar).

Most humans on Duria tend to use the Davidian cycle of months, which begins with Folloch in the spring, followed by Giblean and Beltain. The summer months are Betasha,

Mudens, Lunasa and Sheldsmet. The autumn months are Damhar, Sultain and Samhain. The winter months are Nollaig, Eanaire and Gerran, which is the last month of the year. The seven days of the week are Luanday, Mirtday, Ciadain, Ardainday, Anday, Satharn and Domnach.

Even scholars rarely attempt to keep an accurate measure of hours, but when they do they divide the day into 12 equal hours and the night into 12 equal hours (which results in longer daytime hours than nighttime hours in the summer and the reverse in winter). Prime is the time between sunrise and midmorning. Terce is the time between midmorning to midday. Sext is between midday and mid-afternoon. Nones is from mid-afternoon to sunset. At night, measurement of time is even less specific: Evening is the time between sunset and midnight and Vigil is the time between midnight and sunrise. In some areas, particularly in Koramia, Nocturne is a four-hour period around midnight. Needless to say, most farmers and workers aren't awake long enough to need any measurement for evening hours, though some religions prescribe certain rituals during these periods.

It is generally considered bad luck to leave a raging fire going through Nocturne. It is believed that during the Witching Hour, the hour after midnight, the sinister God of Fire, Dagon, can view the mortal world through flames left



burning during this time. Glowing coals and even smaller flames are considered safe. This nightly ritual is particularly observed, and sometimes enforced, in Koramia and Cambrecia.

Weights and Measures

Most of the people of Duria use the Imperial system of measurement, based on the old Aebasan system. Though the Bakali system of measurement is almost never used on Duria, there are some merchants in Neptaris who are skilled at converting between the systems.

Linear

- 1 inch = 3 barleycorn
- 1 hand 4 inches
- 1 foot = 12 inches
- 1 yard = 3 feet
- 1 fathom = 6 feet
- 1 rod = 16 ½ feet
- 1 chain = 4 rods (66 feet)
- 1 furlong = 10 chains (660 feet)
- 1 mile = 8 furlongs (5280 feet)
- 1 league = 3 miles: distance a person can walk in an hour

Area

- 1 acre = 1 chain by 1 furlong (4840 sq yds): As much area as can be ploughed in one day.
- 1 bovate = 15 acres: Amount of land one ox can plough

in a single year.

1 virgate = 2 bovates (30 acres): Amount of land a pair of oxen can plough in a single year.

1 hide = 2-4 virgates: Measurement of land able to support a single household (varies depending on soil quality and weather).

1 hundred = 100 hides

Volume

- 1 mouthful = ½ ounce
- 1 jack = 5 mouthfuls
- 1 gill = 2 jacks
- 1 cup = 2 gills
- 1 pint = 2 cups: A pint of pure water weighs a pound and a quarter.
- 1 quart = 2 pints
- 1 pottle = 2 quarts
- 1 gallon = 2 pottles
- 1 peck = 2 gallons
- 1 pail = 2 pecks (4 gallons)
- 1 bushel = 2 pails (8 gallons)
- 1 cask = 2 bushels (16 gallons)
- 1 barrel = 2 casks (32 gallons)
- 1 hogshead = 2 barrels (64 gallons)
- 1 butt = 2 hogsheads (128 gallons)
- 1 tun = 2 butts (256 gallons)

Weight

- 1 pound = 7000 grains (of barley)
- 1 ounce = 16 dram
- 1 pound = 16 ounces
- 1 clove = 7 pounds
- 1 stone = 2 cloves (14 lbs)
- 1 hundredweight = 100 pounds
- 1 ton = 20 hundredweight



Economics and Trade

Trade is the very lifeblood of Duria. Though trade was extremely difficult and dangerous during the Dark Times, over the last six decades old trade routes were re-established and new trade routes have been forged across the continent. Though trade with Aurea and Gallorea is still fraught with danger (particularly from Tamerish pirates), some large and hardy ships have been putting in at the larger port cities along the Inner Coast to sell their wares.

Nomadic

Nomadic hunter-gatherers and pastoralists can be found throughout Duria, though they are typically composed of monstrous humanoid and goblinoid races. Usually, these creatures are scavengers and raiders, taking crafted items from more civilized travelers or even the odd remote hamlet.

There are some human family groups that are essentially nomadic traders, but they do not form a cohesive society and are generally considered with suspicion in remote rural areas.

Rural

Much of the land on Duria, particularly in human societies, is divided into manorial estates where peasants work fields for subsistence and trade. These estates are ruled over by a noble, a representative of a noble or, in some, by an elected governor or mayor. Most of these people practice some form of communal agrarianism, where herds of livestock or land is held in common among all of the people of the area (or by their lord) and each person is required to assist in maintaining it. Unless some unique resource exists nearby (such as timberlands or a quarry) manorial estates rarely produce substantially more than they and their lord requires. In more fertile regions, certainly, agrarians are able to generate much more than they need for subsistence, but the difficulty in transporting fresh foodstuffs usually limits the range that they can make a profit on what they produce.

Urban

Even the smallest village is essentially a central market where local people come to buy and trade for goods that require materials they do not have access to or skills to create themselves. Even a small fort built purely for a military purpose rarely stands for long before merchants begin to settle near or within its walls.

Cities tend to be where skilled craftsmen congregate to manufacture goods using materials farmed, gathered and mined in more rural areas. They, in turn, sell those manufactured goods to one another and back to the agrarians who produced the raw materials in the first place. Of course, this buying and selling does not take place in person... merchant caravans move raw materials from rural areas into cities and then return to rural areas to sell the manufactured goods that those people need.

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The largest cities on Duria are not only centers of trade and highly defensible, but often a place where disparate cultures meet and mingle. Most of these cities have found reason in the past to ensure their own native culture is not completely dominated by a foreign culture, so 'foreign quarters' (like Neptaris' Castaway Hill) are a fairly common feature of large urban centers where foreign merchants must sell their goods. In some lands these settlements are temporary in nature, dependent upon seasonal arrival of merchants. Because native merchants don't tend to enjoy the competition, these foreign settlements are often the target of pogroms or increased taxation by the local merchant class or nobility. Conversely, when one city begins to tax its foreign merchants too harshly, another nearby city usually will begin to relax their own laws and therefore draw these foreign merchants to trade with them. Such activities are what trade wars are all about.

The vast majority of urban economies on Duria are dominated to one degree or another by a myriad of trade guilds that often set prices for goods, purchase raw materials in bulk, regulate the quality of goods produced and establish which craftsmen are considered "Masters" and thus enabled to establish their own shop and train Apprentices of their own. In some countries, such as Lun Dorak and Kamara, these trade guilds are heavily regulated and even sometimes incorporated into the government itself. The port towns of the Pirate Isles, of course, take the opposite approach... guilds are relatively rare and most craftsmen are free to set their own prices and employ who they wish. Perhaps unsurprisingly, the places where trade guilds have the most independence (such as the Freecity of Neptaris) tend to produce the highest quality goods.

The largest cities tend to not only be port cities but the capitals of powerful nations. Noviozeta, Paeldain, Balderstein, Terregos, Trias and Zelos City are all major port cities as well as national capitals. Neptaris, arguably the largest and wealthiest city on Duria (comparable only to Paeldain in the size of its population), is an independent Freecity, despite attempts by others to conquer the wealthy city over the millennia. Davalor, though the hub of trade in Lun Dorak, is located high on an extremely defensible mountain peak and has only gained prominence due to the Dorakian's highly structured society.

Trade Routes

Though every road and even most paths are technically trade routes, there are a few major trade routes criss-crossing Duria through more civilized lands. The High Road is the longest trade route overland, stretching from Caladon in Malvetia in the south to Lar Rentoris in western Koramia. Though substantially slower than travel by sea, the High Road tends to be relatively easier to patrol and, therefore, a much safer choice for transporting goods.

Overland routes into the interior of the continent tend to be difficult and fraught with danger. There are two major passes in the Divian Mountains leading from Koramia to Norlund that are relatively secure. The Durian Road from Neptaris northward is the main trade route for the dwarves of the Cambrecian Mountains. Most merchants looking to transport goods between the Maroshan Sea and the Sea of Blades tend to follow the river into Nagos, then take goods overland to Terregos or Utherios.

In the Betshaban Ocean (including the Maroshan Sea), most merchant vessels hug close to the Inner Coast, travelling from Danas to Ciritasnia while attempting to avoid discovery by the wicked Tamerish pirate ships that prowl the waters looking for easy prey. The Sea of Blades also sees no small amount of trade, particularly between Dakra, Pelusia, Nagos and Enesia. Despite the instability of Stenoa and the xenophobia of Lun Dorak, some brave merchants even travel east of the Mistwood looking for profit. Very few, however, are willing to brave the Maraudine, lest they be captured by Dorakian war vessels on patrol or sunk by orcish raiders.

Coinage

Coinage throughout Duria tends to be minted in the “common” precious metals, including (in increasing order of worth) copper, silver, gold and, rarely, platinum and electrum. The ability to mint coinage is considered the hallmark of a stable nation, so most human and dwarven nations mint their own coinage of varying degrees of purity and worth.

The most common coins in circulation internationally are Koramian, Neptaran and, to a lesser degree, Imperial coins.

The BUC

To make conversion between different coinages easier, each coin is assigned a BUC (Basic Unit of Currency) value. This value exists only as a means for players and Dungeon Masters to convert coinage... no moneylender in Duria actually uses this terminology when converting coinage.

Generally, 1 BUC = 1 silver coin, except in regions where the standard silver coin is heavily debased.

When converting from the prices in the Pathfinder rules, 1 BUC = 1 gp. Gold is relatively rare in Feyworld, so most places are on a silver standard (essentially, all prices given in the Pathfinder rules are actually 1/10 of their given value in Feyworld).

Imperial Coinage

- 1 copper semi = 0.05 BUC
- 1 copper as = 2 semissis; 0.10 BUC
- 1 bronze dupondius = 2 asses; 0.20 BUC
- 1 silver sestertius = 2.5 asses; 0.25 BUC
- 1 silver denarius = 4 sestertiae; 1.00 BUC
- 1 gold aureus = 25 denari; 25.00 BUC
- 1 platinum solidus = 4 aurei; 100.00 BUC

Silver Denarius Standard

1/100 solidus = 1/25 aureus = 1 denarius = 4 sestertiae
= 5 dupondi = 10 asses = 20 semissis

Imperial Coin Weights

One pound of coins is equal to:

- 200 copper semissis
- 100 copper asses
- 100 bronze dupondius
- 100 silver sestertius
- 50 silver denari
- 40 gold aurei
- 100 platinum solidus

Koramian Coinage

- 1 copper farthing = 0.004 BUC
- 1 copper penny = 4 copper farthings; 0.017 BUC
- 1 silver shilling = 12 pence; 0.20 BUC
- 1 silver crown = 5 shillings; 1.00 BUC
- 1 gold pound = 4 crowns; 4.00 BUC
- 1 platinum noble = 20 pounds; 80.00 BUC

Silver Crown Standard

1/80 noble = 1/4 pound = 1 crown = 5 shillings = 60 pence = 240 farthings

Koramian Coin Weights

One pound of coins is equal to:

- 100 copper pennies
- 200 silver shillings
- 100 silver crowns
- 50 silver pounds
- 50 gold nobles

Neptaran Coinage

- 1 copper obelisk = 0.004 BUC
- 1 bronze obol = 20 obelisks; 0.083 BUC
- 1 silver drachma = 6 oboli; 0.50 BUC
- 1 gold mina = 50 drachma; 25.00 BUC
- 1 platinum talent = 10 minae; 250.00 BUC

Silver Drachma Standard

1/250 talent = 1/50 mina = 1 drachma = 6 oboli = 120 obelisks

Neptaran Coin Weights

One pound of coins is equal to:

- 50 platinum talents
- 40 gold mina
- 40 silver drachma
- 240 silver obol
- 200 copper obelisks

Average Incomes

Incomes across Duria tend to range wildly. For example, a guilded craftsman in Neptaris can expect to be paid five or six times as much as a craftsman of equal skill in Danas and all of his earnings would go to his master if he were a slave in Lun Dorak. Needless to say, the standard of living for each class varies from region to region, but the incomes below assume an average throughout Duria:

Lower Class

Lower class incomes generally range from no significant income (slaves, rural beggars) to about 0.25 BUCs a day. Obviously, for much of the lower class, income varies wildly: a common prostitute may pull in as much as 2-3 BUC a night during a major local festival, but none in the off-season and a farmer might only get paid when the seasonal harvest comes in.

Middle Class

The Middle Class is composed primarily of skilled laborers, craftsmen, merchants and specialized soldiers. Their income tends to be a bit steadier, but varies wildly depending on the rarity or importance of the skills they provide. Of course, professions that rely on shipping large amounts of goods tend to only receive income when those goods are delivered.

Middle class incomes range from about 0.50 BUCs a day to as much as 50 BUCs a day.

Upper Class

The Upper Class in Duria is composed primarily of nobility and merchant barons who have amassed wealth far beyond their peers. Upper Class begins at 50 BUCs a day and averages around 100 to 125 BUCs a day in most regions. In some areas, particularly Lun Dorak, a sizeable lower class is not permitted to own property and even the poorest of the upper class is able to earn as much as two to five times more a day.

Legends and History

Forgotten Empires

The history of Duria prior to the Third Age of Man is deeply obscured in the mists of history. Even the dwarves of the Kingdoms of Derlos and Gundag have few records from this period that are relevant to the surface world. Over the last century, however, some evidence has been unearthed to suggest that forgotten empires rose and fell across Duria during these periods.

It is generally believed that the first nation, the dwarven nation of Kalazar, was founded on the continent of Duria, though the dwarves themselves cannot pinpoint precisely where this ancient nation existed. Fragments of literary evidence suggests that it lay on the Divian Peninsula, though to date no ancient dwarven ruins have been found on the surface there.

If this is true, it would be along the Divian Peninsula that the War of Dark Sorrow took place, where the dwarves were overrun by hordes of orcish raiders for the first time and driven deep underground. Unfortunately, all six of the major dwarven kingdoms have records of their defeat and diaspora into the world below. The vast distances between dwarven kingdoms suggest that either some dwarves fled over the surface of the world or else these kingdoms were founded independently with some loose knowledge of the War of Dark Sorrow and its aftermath.

While most Imperial scholars suggest that mankind on Duria was composed of little more than savage tribes scraping by with primitive tools, at some point during the First Age of Man humans on Duria organized well enough to push back the orcish hordes and conquer the lands that the orcs had taken from the dwarves. What is known is that when the dwarves decided they were strong enough to retake the surface world, they found humans reigning instead of orcs. The War of the Sun between dwarves and humans began around four thousand years before the foundation of Neptaris and while all but one of the dwarven kingdoms participated in the war (the dwarves of Derlos refrained from joining in), it is generally believed that the humans of Duria were strong enough to push back the dwarven legions in barely a century of fighting. Eventually, peace was established between dwarves and humans at a place called Gundagor somewhere on the Divian Peninsula around 1400 years before the foundation of Neptaris, during the Second Age of Mankind.

The vast majority of stories about the rise of the Tuatha de Dannan in the First Age of Man and the great world-spanning wars during the Second Age of Man make no mention of the continent of Duria, though stories from late in the Third Age of Man suggest that Math Mathonwy had gone into exile near the Webwood on the northern shores of Duria, which suggests that Math may have had strong

support on Duria, at least in the waning years of Second Age of Man.

There is some evidence that the foundations of the city of Paeldain, the capital of Koramia, are truly ancient. Some scholars suggest that a city has existed in some form or another on that spot since before the dawn of the First Age of Man. The only direct evidence to support these claims are strange pottery and statuary brought up from deep beneath the sewers of Paeldain by intrepid adventurers that scholars have, to this point, been unable to identify.

According to the Annals of Davalor, when he was searching for a hermitage to conduct his mystical research during the time of the Zetian Republic, he was drawn to already ancient ruins on what would come to be known as Sapphire Mount in eastern Duria. Even the knowledgeable demiurge could not decipher precisely what culture had left the ruins behind... or even if they were human, but he was able to decipher several mystical texts he discovered there. The demiurge would eventually build the Citadel on those ruins, around which rose the city that shares his name and, eventually, the nation of Lun Dorak.

There is curious mention in some elven histories of a human Empire just south of the Webwood forest around 4000 years ago (which would place it firmly in the period between the First and Second Ages of Man), but there is no evidence of any ancient ruins on the northern shore of the Sea of Blades to substantiate these legends.

If there were major human empires on Duria during the First and Second Ages of Man, they either were not aware of Aurea and Gallorea, did not possess the means to communicate with humans elsewhere or they chose not to involve themselves in the affairs of the other continents.

The Third Age of Man

Most modern scholars agree that a little over a century prior to the foundation of Zeth on Aurea and the start of the Third Age of Man, Neptag (later Neptaris) was founded on the Inner Shore of Duria by an Aebasan adventurer known as Zarakos of Taranio. Early on, Neptaris was befriended by a group of elves known as Arisian elves, though it is not known for how long those elves inhabited southern Duria prior to Zarakos' arrival. Unfortunately, a dispute with the humans of Neptaris eventually led to the extermination of Arisian elves, so much of their (primarily oral) history is now lost. Early Neptaran records do report that there were some human tribes in the area, with the Kamaros being one of the most prominent.

Though much of Duria was unaware of it at the time, the city of Zeth had begun its meteoric rise to power on Aurea, throwing off its tyrannical dictators and establishing itself as a Republic that was slowly growing in power and

influence. One of the Republic's most powerful wizards, however, was well aware of Duria. Frustrated with the restrictive guild structures among wizards in the Republic, Davalor went into a self-imposed hermitage, wandering the continent of Duria in search for what he called "the Seat of Power." He eventually stopped in what would become Lun Dorak, founding a nation of wizards and sorcerers that would later help bring about the fall of the Third Age of Mankind.

By the fifth century of the Third Age of Mankind, King Larstat II of the Tracini tribe on the Divian Peninsula had requested aid from the growing power of Zeth to fight against a mysterious people called the Xaclos. The Republic legions, under the command of Marcus Argentis of House Zetar, not only defeated the Xaclos but began conquering the other neighbors of the Tracini, ostensibly to ensure that no other groups could threaten the Republic's allies. Marcus Argentis would see the Tracini first become his clients, then the territory become a subject of Zeth itself. Less than a century after the death of Marcus Argentis, the Zetian Republic had become the Great Empire of Zeth.

At its greatest extent, the Great Empire controlled territory that included almost the entirety of the Inner Shore of Duria, including present-day Dakra, Illyria, Norlund,

Ciritasnia, Koramia, Pelusia, Nagos, Enesia, Numentora, Kamara, Cambrecia, Daredonia, Auteria, Malvetia and even, for a short time, the city of Neptaris itself (one of the few times in its long history that city was subject to a foreign government).

About three centuries after the arrival of Zeth on Duria, a young boy named Garimund of Ryard discovered a flying ship, the Glorious Galleon, flying in the skies above the flock of sheep he was (poorly) tending in a rural pasturage now located in Koramia. After chasing after the drifting ship for several days, he finally found a hilltop high enough to allow him to board the vessel. He found the ship itself empty, though in a small room at the aft of the ship he discovered the rotting corpse of a man in strange, alien armor gripping an ancient tome. The tome, when it was finally translated by Imperial scholars, contained the stories and lessons of Vortumnus, god of chivalry. Most importantly, however, was the retelling of the Tale of the Last God, wherein Fides, god of oaths, and Meliboea, goddess of justice, were fleeing the wrath of Lord Ptharos for violating his prohibition against procreation. As in the Aebasan and Imperial traditions, the story faithfully told how Lord Ptharos found the two lovers just as Meliboea was giving birth to Vortumnus and, recognizing the nobility in the newest god,



his wrath melted away and he forgave the sin. However, this new tome revealed that Lord Ptharos, shameful of the wrathful dictator he had become, was so impressed by the nobility and wisdom of Vortumnus that he turned over his scepter, crown and orb of rulership to Vortumnus, making him King of the Gods.

The response in Zeth was immediate... the teachings of this new book, called the Koram in some unknown tongue, were heresy and those repeating the stories found within would be put to death. Unfortunately for the Emperor, copies were made of the Koram and the original disappeared from the temple stores. Word spread like wildfire across the Divian Peninsula... and the god that Zeth had called Emperor of the Gods was no Emperor, perhaps the Emperor of Zeth himself was not their rightful ruler.

The rebellion against the Empire was initially small, with only a few skirmishes with the Imperial legions across northern Duria, usually when a local adherent to the Koramian Heresy was found by inquisitors and executed (or martyred, depending on the point of view). Eventually, however, the Great Empire found itself unable to sustain its Durian colonies and slowly began to withdraw its legions. Modern Koramian scholars suggest it is no coincidence that the Empire's legions were first defeated by the Narbar on Aurea a mere ten years prior to the discovery of the Glorious Galleon by Saint Garimund of Ryard... the first real threat the Empire faced on Aurea in centuries. It was their war with the Narbar that resulted in the slow withdrawal of the Empire over the next four centuries. When the last two Imperial garrisons in present-day Koramia declared their independence around the eleventh century of the Third Age of Mankind, only the colony of Cambrecia remained loyal to the Emperor.

Cambrecia's loyalty to the Great Empire made it something of a political anathema among those young nations that rose up in the wake of the Empire's departure. Neptaris, in particular, became a rival of Cambrecia and the two states fought several wars with mixed results over the centuries. Unfortunately, the loyalty of the nobility of Cambrecia to the Empire (and to the Potentate of Zelos) resulted in the slow erosion of secular power in the nation. By the fifteenth century of the Third Age of Man, Cambrecia had become the Holy See of Cambrecia, dedicated to Zelos, god of the state, and ruled over with an iron fist by his Potentates.

Northward, the former colony of Cimmeria along the Divian Peninsula became fractured, with several petty Kings and Barons rising up to claim power over this region or that. These conflicts continued for centuries until, in the last half-century of the Third Age of Mankind, the Divian Peninsula (with the notable exception of Illyria) is unified under the divinely inspired King William I "the Greysword" of the newly founded nation of Koramia. The heady time of the Conquest would prove to be the last flickering light of

greatness of the Third Age of Man in Duria... and, in some ways, would lead to the fall of mankind on the continent.

Four decades after the reunification of Koramia, the Imperial Fleet again took sail eastward, bringing its legions to reconquer Duria. The Empire had finally settled its northern border, allying with the nation of Powys and defeating an orcish horde that threatened the Empire's territory. With the frontier safe, the Empire could again focus its energies on retaking Duria. Unbeknownst to many at the time, the Empire's new aggression was the result of the machinations of a talented young Koramian sorcerer named Lucas Chamberville who had been kidnapped by the mages of Lun Dorak and trained as one of their own.

Under the guise of Lucius, Chamberville was instrumental in engineering the peace between the Empire

The Mage-King was born an albino who was blessed with the ability to read men's thoughts as easily as reading a book. Unfortunately, as he grew older, it became apparent that he was unable to control this wondrous ability. Imagine then, going through life knowing the deepest, darkest thoughts of others... others who may fear you for your strange eyes or judge you by the pale cast of your skin... even those who love you who may have a moment's doubt... Imagine what it must be like for a young boy growing into manhood never knowing solitude or quiet within his own mind.

It should be remarked that the Mage-King was neither mad nor evil. That is not to justify the atrocities he committed or encouraged others to commit... that is to make clear that perception, slightly altered, can lead men down dark and dangerous paths. Here was a young wizard, powerful indeed, who found that minds trained in the arcane arts to be more orderly and rational than the minds of those who were not so trained. He therefore concluded that those with such orderly and rational minds would be most fit to rule, instead of relying on such random factors as heredity and military prowess. Is it then so wrong to conclude that intellect, not blood or sword, should determine rulership?

Lucas' lapse...and I will call him by his given name, for I knew him as boy filled with wonder at the world... his lapse was not realizing that magic itself did not make the minds of his peers more orderly. It was the training they underwent to achieve that knowledge that made them rational. Perhaps humanity should all endeavor to the level of education and training that wizards receive, regardless of their ability to wield magic.

Can you imagine a world where *all* men were ruled by their intellect instead of their passions? Dare you dream of such a world as young Lucas did?

- Coriolanus the Wise in his final advice to the King of Koramia before departing Paeldain, 2004 N.C.

and Powys, a feat for which he was recognized and rewarded by the Emperor Publius Antonius of House Zetar. Lucius quickly became one of the Emperor's closest advisors and, upon the death of the Imperial heir, adopted Lucius into House Zetar.

As Lucius Augustus of House Zetar, Chamberville was granted leadership of the Imperial Legion in Koramia. Under Chamberville, the flower of Koramian chivalry was driven back by the relentless march of the legions. The Imperial legions made their way quickly to Paeldain, the capital of Koramia, and set siege to the great city. King William I, who had promised to return when Koramia most needed him, organized the defenses of the city, but few expected a Koramian victory. At the height of the siege, however, the recently reformed Dragonknights arrived in the midst of the battle with a Koramian knight at the helm of the legendary flying ship, the Glorious Galleon. The Imperial legion was decimated and, for a time, Paeldain was saved. Chamberville was not so easily dissuaded from his plans, however. Soon after the First Battle of Paeldain, Chamberville obtained the legendary sword of Davalor himself, the Magesword. He reformed the legion within a year, this time with mysterious foreign wizards to provide tactical support. He again attacked Paeldain and, in the Second Battle of Paeldain, the Empire finally took the city. The Greysword and much of his family were slain. As the Koramian forces retreated to the mountains, a nephew of the Greysword, Gawyn Asheva, was crowned King of what remained of Koramia.

By the end of the second year of the war, Publius Antonius lay dead from a mysterious disease and Chamberville was raised to the Purple as Emperor Lucius Augustus of House Zetar. It was only after his coronation that he revealed that he was truly called Lucasa, the Mage-King of Lun Dorak. His plans revealed, Lucasa formally moved the capital of the Empire from Zeth to Davalor and directed the armies of both nations to conquer Duria once and for all.

The free people of Duria proved unwilling to lay down as slaves to the Mage-King. Under the leadership of the Dragonknights, the humans of Koramia and Illyria allied with the dwarves of Gundag and Derlos, the elves of the Webwood Forest and even the orcs of Vor Midal, who were unified under the strong hand of their first Great Khan in centuries, Gar'dun. The combined allied force fought its way to the gates of Davalor itself. In the titanic battle that followed, the city was laid to waste and many on both sides lost their lives. When the dust finally settled, the Mage-King Lucasa was defeated... not, it is said, from any military genius of the allied forces, but from a mystical disease, perhaps a curse placed on him by Abaris herself for his hubris in her name.

With the Mage-King defeated, the Alliance quickly tore itself apart. The Dragonknights receded from Duria. The Great Empire, now without a clear heir to the Purple, fell

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into its Fourth Succession War. Those legions remaining in Divia quickly coalesce around a charismatic commander in Koramia, occupying an area they call Ciritasnia. Seeking to keep the Great Horde unified, Gar'dun turned against his former allies, first slaughtering the elves of the Webwood forest (and burning much of the forest to the ground) before moving through Illyria, Koramia and the newly founded Ciritasnia before finally settling on the western shores of the Divian Peninsula, founding the nation of Vor Scheral. Meanwhile, people across Duria rose up against the wizards and sorcerers that had oppressed them, burning every Dorakian mage they could find at the stake, murdering more than a few mages who were not involved in the Dorakian Empire. Even those arcane spellcasters who had fought against the Dorakian occupation were subject to the backlash against mages.

Amidst this chaos, the Crimson Plague, a mystical disease that began on the continent of Gallorea, first struck in Neptaris. The Plague spread slowly at first, but soon priests across Duria (and across the world) discovered that they were abruptly without their powers. What would come to be called the Recession of the Gods had begun. The Third Age of Man came to a close in an apocalypse of disease, bloodshed and fear.

The Third Interannum

Without divine healing, the Crimson Plague raged across the continent unchecked during the Third Interannum, reducing some cities to as little as a tenth of their population in the course of a decade. Trade slowed to a standstill and the continent was cut off from Aurea and Gallorea. Several nations, including Koramia, were ravaged by civil war as inheritance was questioned and conquered peoples took advantage of weak crowns to claim independence.

Despite the chaos of the end of the Third Age of Man, Duria fared better than the other continents. During these

Despite the terror of the Recession of the Gods, this was not the first time the Old Gods withdrew from the world. Unknown to most, druids had risen before and moved about the world to help humanity... for the duration of the Second Age of Man, no priest could call upon the Old Gods for divine aid. Unlike the mere two score years of the Third Interannum, however, humanity was bereft of its creators for twenty-seven centuries. When the Old Gods returned at the dawn of the Third Age of Man, few actually knew any of the old legends or rituals on how to properly appease them. If the Tuatha had not withdrawn themselves to Otherworld during the Second Interannum, it may well be that no one would have noticed the return of the Old Gods at all.

- Docent Merythil of the Abarisian Order, a lecture on Divinity and Worship at the New University of Paeldain, 2010 N.C.

dark times, the druids of the Calmerian Marches decided to go forth into the world from their seclusion and attempt to help humanity recover in the absence of the Elder Gods. They slowly spread across Duria, replacing the failing priesthods in many places as judges and advisors as well as helping to curb the tide of the Crimson Plague. Many of the elves of the Webwood, no longer secure in their remote and well-defended forests, spread throughout human lands, often establishing small enclaves near major human cities. The dwarves of Gundag and Derlos also came forth from their hermitage, openly trading and settling in human nations.

Humanity on Duria endured the Third Interannum and prepared for a long period of darkness and fear. And then only four decades after the Recession of the Gods, the Elder Gods abruptly returned.

The Fourth Age of Man had begun.

The Fourth Age of Man

Upon the return of the Elder Gods, humanity across Duria began to work towards rebuilding almost overnight. The civil war in Koramia came to a close and the newly reunified kingdom allied with their old enemies, the legions of Ciritasnia, to fight against the orcs that occupied the western shores of the Divian Peninsula. The Holy See of Cambrecia, long a supporter of Imperial power on Duria and an oppressor to its subjects recognized not only the legitimacy of the people who had fought against the Potentate during the Third Interannum, but also proclaimed its neutrality in the internal affairs of Duria's nations, even in areas of religious differences. Rebels in Lun Dorak founded the nation of Stenoa, establishing a democratic republic out of escaped slaves and former brigands. More than a few nations on Duria, their hereditary nobility dead from war and disease, chose to establish republics rather than continue to fight over who had the right to reign.

Despite the return of the Elder Gods, the druids continued to expand across Duria. In some regions they were scorned by the newly re-empowered priests, but in most human nations druids and priests found ways to work

side-by-side to provide their services to the populace, even if relations were often somewhat strained between the two groups.

Meanwhile, the great Mage Guilds of Gallorea and Aurea began to spread to the human nations of Duria (barring Lun Dorak, where they are still prohibited). The Mage Guilds provided a certain stability and accountability to the wizards of Duria, promising to help secular authorities police their numbers to ensure that a new Mage-King would not rise to wreak havoc across the continent again. Distrust of mages continued, of course, but that the Mage Guilds were more than willing to assist in capturing and executing those mages they considered Renegade (i.e. those not belonging to one of the Great Guilds) convinced most people of their sincerity.

In some regions, particularly in the south and among the nations of the western Sea of Blades, nobles and wealthy merchants have begun investing in science as a means to prevent another magically-induced Interrannum. The idea of being able to accomplish great deeds without the need for divine or arcane magic is appealing to many people. The movement is particularly popular in the Freecity of Neptaris, where some local craftsman have begun to build seemingly magical wonders out of little more than boiling water and a few spinning gears.

More importantly, however, there seems a pervasive hope across Duria that the Fourth Age of Man will bring even greater wonders than the Third. Because the Interannum was only four decades long, much of the knowledge and social structures of the Third Age of Man remained intact. For certain, some of the villains of the Third Age: the mages of Lun Dorak continue to lick their wounds in the east, the orcs of the north remain a threat should they be unified again and the Imperial legions in the west could again threaten the free peoples of Duria should a strong Emperor reassemble the shattered Zetian Empire. But despite these threats, humanity has rebuilt much of what was lost in only three score years and, in some cases, even moved beyond what was known into entirely new realms of knowledge.

Religion

Religious practice on Duria tends to be aligned along national lines, with much less communication between cultures than is common on Aurea. Most states have a patron deity, either of the nation as a whole or a personal patron of the monarch that is held in high esteem across the nation. In contrast, the former states of Cambrecia (Daredonia, Kamara and Numentora) tend to eschew national religious structures because of a history of oppression by the priests of Zelos in the Third Age.

The Koramian Heresy

Koramia is, of course, the heart of the Koramian Heresy, though the vast majority of worshippers of Vortumnus in Duria look to the Prelate of Paeldain as their ultimate spiritual guide in the mortal world. It is in Koramia that it was believed that, about eleven centuries ago, a young boy named Garimund of Ryard discovered the Glorious Galleon and retrieved the Koram. This holy book describes how, upon the birth of Vortumnus to Fides and Meliboea, Lord Ptharos realized he had become mad with power and turned over rulership of the gods to this newest of gods.

Though the Church of Vortumnus is heavily involved in the politics of Koramia, church leaders elsewhere are careful to point out that their loyalty is to the God of Honor, not to the Koramian Crown. Within Koramia, the Church is administered by seven Archbishops (including the Prelate, who is described as a ‘first among equals’), with most other nations having at least one Archbishop responsible for the administration of the Church in those nations. The Red Band are a knightly order of paladins dedicated to Vortumnus who operate as fighting monks for the Church, mainly centered in Paeldain (though there are chapterhouses of the Red Band throughout western Duria and even a few in far-flung Narbonne, on Aurea).

Outside of Koramia, most worshippers of Vortumnus are knights, lesser nobility, some soldiers (particularly cavalrymen) and hunters.

The Harvest Lord

As in most of Gallorea, the worship of Podalirius is pervasive throughout the human nations of Duria, particularly in more rural or manorial settings. The Holy Fields themselves have been located in Enesia for centuries. The Potentate of Podalirius holds great influence over the vast and loose array of priests of the Harvest Lord throughout Duria, though he rarely exerts that power, even within Enesia itself. By way of example, elected officials in Enesia usually request the blessing of the Potentate, rather than the Potentate being legally required in confirming a leader to his seat.

Most human cities and almost all rural villages have a temple to Podalirius with at least a lay priest in attendance, supported by local taxes. The only human region that is

typically hostile to the Harvest Lord is the Pirate Isles, where Podalirius’ mother and ally, Betshaba, is particularly reviled.

The Triad

Direct worship of the Triad as a concept is not as predominant a concept in Duria as it is in Aurea. While Baelthor and Betshaba are certainly popular in certain regions, Ptharos tends to be worshipped only by sages and the elderly, when there is a local congregation at all. In places where there is a unified Temple to the Triad, the Transept of Ptharos is often without a priest and is tended as a shrine for the Father of the Gods by the priests of Baelthor and Betshaba.

Betshaba is, unsurprisingly, popular along the Inner Shores of Duria, particularly in large port cities. The most prominent Temples of Betshaba are in Neptaris, Noviozeta and Paeldain (the Bishops of these three temples are often in disagreement as to who should be considered ‘first among equals’ for Duria). Most sailors, fishermen and even some pirates (ones that conduct raids under writ from a nation) are extremely devout worshippers of the Bitch of the Sea.

Though worship of Baelthor is limited mainly to masons some scholars and smiths in human states, worship of Baelthor as Balthor is pervasive throughout the dwarven kingdoms of Derlos and Gundag. Though propitiating of the other descendants of Ptharos is allowed when circumstance requires it and relationships with their human clergies friendly, only gods who are descendant from Balthor



are permitted to construct temples and maintain a clergy in regions where dwarves hold sway on Duria. The worship of Baelthor as Balthor has begun to spread as dwarves come to live in human communities during the Fourth Age, often constructed out of solid bedrock beneath a human temple to Baelthor.

The Kingmaker

Though the priesthood of Zelos is fairly pervasive throughout the capital cities of human nations of Duria, perceptions of the priesthood is often marred by the absolute domination of Cambrecia by the Potentate of Zelos for over four centuries. Even after the Great Empire withdrew from Duria, the Holy See of Cambrecia remained the one state that remained loyal to the Emperors until the Mage War in the final years of the Third Age of Man. During this war, when Potentate Horatius IV declared his allegiance to Emperor Lucasa the Heretic, it caused a great schism in the formerly monolithic religious hierarchy of Zelos. The priesthood had not yet settled the schism when Zelos withdrew from the world with the other Elder Gods a little less than a century ago. The Recession of the Gods crippled the priesthood of Zelos in Cambrecia (as it did elsewhere) and the Holy See split in open civil war. By the dawn of the Fourth Age, the Potentate of Zelos controlled far less territory as the Holy See and struck a conciliatory tone with their new neighbors, refuting the Great Empire (or what was left of it) and re-establishing the priesthood as a politically neutral entity. The Church even recognized the Koramian Heresy as a possible explanation for the rulership of the Gods and formally announced its neutrality between the Koramian, Orthodox and Imperial religious structures.

Many still distrust the priesthood of Zelos, as most suspect Cambrecian priests of organizing a vast conspiracy against the former Imperial colonies on Duria and particularly against the Freecity of Neptaris, whose democracy was a constant nemesis to the Holy See in the Third Age. As a result, there are few active lay worshippers of Zelos in Duria. Even so, no human nation has been willing to permanently ban the worship of Zelos in their territory for fear of upsetting the God of the State and losing their sovereignty, so the relatively small priesthood of Zelos tends to maintain at least a sizeable temple in national capitals and smaller temples in regional seats of power. Inside the remaining territories of the Holy See of Cambrecia, of course, worship of Zelos is still predominant, despite loosening of religious requirements for secular leadership there.

The Lady of Mystery and her Dukes

Worship of Abaris was considered innocuous for much of Duria's history, with her small clergy focused primarily on wizardry and esoteric research than political or societal matters. Unfortunately, the insane dreams of Davalor the

Mad, founder of Lun Dorak, were revived by the last Mage King, Lucasa the Heretic, sparking the Mage War at the conclusion of the Third Age of Man. During his relatively short reign, Lucasa succeeded in conquering much of the continents of Duria and Aurea in Abaris' name, subjugating all non-casters as slaves and establishing wizards and sorcerers as a ruling elite. After the Mage King's defeat and the Recession of the Gods, worship of Abaris was outlawed in some human nations on Duria and wizards were actively hunted down and burnt at the stake, regardless of whether they supported the Mage King's naked aggression. The small priesthood of Abaris went underground in these regions, working to protect those wizards who refused to heed the Mage King's call.

Eventually, pogroms against wizards began to abate, in no small part due to the work of the Wizarding Guilds that began to establish themselves throughout Duria. Originally predominant on Gallorea, during the Third Age of Man only a few of the Wizarding Guilds had any real presence on Duria (and in those cases, most were based in or near Neptaris). Those Guilds began to work for recognition among nations that were persecuting wizards, eventually succeeding in becoming something of a self-policing force that actively ensured renegade wizards were hunted down and turned over to the government for punishment. By the dawn of the Fourth Age of Man, most wizards in human lands on the continent of Duria belonged to one or another of these guilds, most of which looked to Abaris or one of her Dukes for patronage. The Church of Abaris on Duria slowly came out of hiding, though the vast majority of Mysterioriums on the continent ignored, if not actively opposed, edicts from the Grand Mysteriorium of the Seventh Carnation in Lun Dorak. Politically, the worshippers of Abaris realize they are in a very tentative state as far as the free peoples of Duria are concerned and work hard to ensure the mistakes of the Mage War are not repeated.

Of the Dukes of Mystery, Faunaros, Pavor, Sarpedon and Selene tend to maintain the most respect throughout Duria, though worship of Melpomene and Paelemona is respected in most nations. Of the Dukes, only Tethys tends to be relatively reviled by most human nations:

- Faunaros, god of hunting, is extremely popular in Koramia and is likely the third-most popular deity in that nation (behind Podalirius and, of course, Vortumnus). Ironically, Faunaros tends to also be very popular in Ciritasnia, a fact that was significant in arranging an alliance between the Ciritasnia and Koramia in the early years of the Fourth Age of Man. Despite his association with Abaris under the guise of Bidari the Warmaster, Duke of Evocation, worship of Faunaros did not wane in the areas where Abarisian worshippers were persecuted.
- Melpomene, goddess of Clouds, has never had a large or politically powerful clergy and few lay worshippers

on Duria. She is often propitiated by expectant mothers and those seeking a change in the weather. As Jomaera the Ever-Changing, the Duchess of Mystery of Transmutation, Melpomene is somewhat distrusted still in human lands because of her association with Abarisian worship and notable Jomaeran clerics who fought with Lun Dorak in the Mage War.

- Paelemona, the Fateweaver, has long been extremely significant not only to those seeking advice on the future, but to clothiers and weavers throughout Duria. As Scalla the Spider-Queen, Duchess of Mystery for Divination, Paelemona is somewhat distrusted by those who recall the assistance Scallan worshippers provided to the Mage King's armies in the waning decades of the Third Age of Man. Though never specifically proscribed, temples to Paelemona tend to be restricted primarily to cities and other areas with large numbers of clothiers or weavers.
- Pavor, the god of travel, is popular throughout western Duria, with small shrines along all the major trade routes and temples in any significant trading town. Though worship of Pavor as Pavari Longshanks, the Duke of Conjuraton, was unpopular in regions where Abarisian worshippers were persecuted, Pavor was never formally listed as a prohibited deity.
- Selene's popularity waned after the fall of the Third Age of Man, but only insomuch as people turned more to more utilitarian deities during those dark and difficult times. Though worship of the goddess of beauty was never proscribed, even in her aspect as Alera the Alluring the Duchess of Enchantment, many temples closed or fell to ruin prior to the rise of the Fourth Age of Man. Her small clergy have begun to rebuild, but even still most people only implore Selene when they need something specific, such as falling in love or when needing inspiration for art.
- Worship of Sarpedon, god of guardians, actually increased as the Third Age of Man came to a close and continued to surge after the dawn of the Fourth Age. Congregations are composed mainly of town guards, warders and even some soldiers. In his aspect as Sard, the Duke of Abjuration, worship of Sarpedon waned only inasmuch as those who worshipped him in this aspect (i.e. wizards) were forced underground.
- Worship of Tethys, the goddess of undeath, has long been proscribed in most human nations and worship of the deity during the Dark Times was considered a capital crime. As the Crone, the Duchess of Mystery for Necromancy, Tethys is still generally reviled, particularly because more than a few necromancers plied their trade in support of Lun Dorak during the Mage War. Even with the coming of the Wizarding Guilds, direct worship of Tethys is prohibited in most

human nations, despite the presence of a shrine to the Crone in most Abarisian temples.

All of the Dukes of Mystery remain popular in Lun Dorak, where their temples receive state support from the ruling council.

The Tuatha de Dannan

Worship of the Tuatha de Dannan during the Third Age of Man on Duria was relegated only to the druids of the Calmerian Marches and, to some degree, secluded giant tribes of the Divian Mountains. Even during this time, worship of the Tuatha was markedly different than worship of the Elder Gods across Duria. While there were certainly holy places associated with the Tuatha and stories told of their deeds among the tribesmen, they were not directly worshipped or propitiated in the same way as the Elder Gods expect.

At the conclusion of the Third Age of Man, stories about the Tuatha and the druids who exposed their wisdom were already beginning to spread. Upon the Recession of the Gods, the druids of the Tuatha began their first foray into the wider world beyond the Calmerian Marches in over two millennia, providing many of the same services that the now-powerless clerics of the Elder Gods had provided. It was generally believed among the druids that the Fourth Age of Man would mirror the Second Age, with the druids providing spiritual guidance to the populace while the Elder Gods remained unable to affect the mortal world.

This was not to be. The powers of the Elder Gods returned a mere forty years after their Recession and, for the first time, druids and priests found that they were co-existing and, in some ways, competing for the spiritual hearts and minds of the mortal populace. In some areas, the priests re-established themselves rather quickly, their divine authority having been lost well within the living memory of many. In others, particularly in the former Cambrecian states that distrusted the priesthoods of the Elder Gods, the druids continued to provide spiritual and even judicial services to the populace.

Centers of Tuathan belief on Duria include the Calmerian Marches (where the Archdruid of the Golden Oak still resides), Auteria, Danas, Kamara, Malvetia, Numentora and Dakra. Rumor is that a second Great Henge is under construction in the Volasci Forest of Numentora and it is said that druids have made serious inroads allying themselves with the rebels of Stenoa, much to the consternation of the Dorakian mages.

The Judiciary

The priesthoods of the Judiciary are pervasive throughout Duria, though they tend to be weaker in regions where the druids established themselves after the Recession of the Gods at the end of the Third Age of Man. Even when they were bereft of divine guidance, priests of Aridnus, the god of judgment, were valued as judges throughout

western Duria and priests of Fides, the Oathmaker, continued to provide services in overseeing contracts and oaths in cities and towns. The clergy of Majestas, goddess of law, was small even before the Recession of the Gods and began to rebuild only after their return at the dawn of the Fourth Age of Man.

The largest and most significant temples to the Judiciary are located in the Freecity of Neptaris and most other temples across Duria, which are usually organized on national lines, tend to look to Neptaris for leadership when necessary. There are also significant temples to Meliboea in Koramia and a growing interest in the goddess of Justice among the rebels in Stenoa.

The Deepdweller

The direct worship of Taltos, the Deepdweller, is prohibited in most human lands and actively opposed by worshippers of Betshaba in most major ports. Among the Pirate Isles, of course, worship of Taltos is pervasive and often the cause of wars between those who look to Betshaba and those who look to Taltos for security on the waves. The largest and most significant temple to Taltos in the known world is believed to be somewhere near the central plateau of Tamerynd Isle, though it is debated as to whether it is closer to Vispilio Bay or Deepberth (or neither!). Regardless of the location of this Temple, worshippers of Taltos prowl the Betshaban Ocean, both looking for booty to steal and for worshippers of Betshaba to send down to the briny depths.

Regions and Realms

Geographic Regions

Forests

Bartik Wood

The frozen Bartik Wood lies in the extreme north of the Divian Peninsula on the continent of Duria, bordered by Norlund to the east and the ruined wastes of what was once northwestern Koramia to the west. Bartik Wood is a boreal forest, with elk and caribou being the largest game in the region. Small game are plentiful, particularly foxes and rabbits, though there are some wild boar and goats in the hilly southern reaches of the forest. Seal and walrus are abundant on the rocky northern coasts of the White Ocean.

Much of the eastern edge of the forest is heavily harvested by the humans of Norlund, mainly for building materials as the rest of Norlund tends to be somewhat bare of wood strong enough to be used in construction. Though there are some hobgoblin tribes lurking in the eastern and northern reaches of the forest, they rarely wander far enough east to come into conflict with their human neighbors. There are rumors of giants living deep within Bartik Wood, though there have been no reliable reports of giants in the region for generations.

Farnham Wood

Nestled in the northeastern Calmerian Marches on the continent of Duria, Farnham Wood has long stood as a bulwark between the Gaelish clans of the Marches and the depredations of the Magocracy of Lun Dorak to the east. Farnham Wood is a magical place, viewed with reverence and awe by the Gaelish clans and decried as a place of wild, dangerous magic and Otherworlders by the Dorakians. Though all forests have at least some Fey activity, Farnham Wood is considered to have the strongest connection to the Fey. Legends suggest that there are no small number of Fey hill forts and portals to Otherworld scattered throughout the wood and more than a few unwary traveler has entered the wood never to return (or to return a century later, believing himself to have been gone for only a day).

Mistwood

Situated south of the Sea of Blades and east of Enesia on the continent of Duria, Mistwood is believed to be an ancient haven of elves, though there are no reports of contact with the elves of the Mistwood for centuries, even among other elven nations. Though the forest is primarily an old, mixed temperate forest, there is relatively little harvesting along its western edge, despite the proximity of several villages to the forest. Most of the humans of Enesia have an almost religious reverence for the forest and many stories would indicate that it is haunted, though no one

seems to know what event may have lead to such a preponderance of spiritual activity.

The forest is often shrouded in a dense fog that seems to descent from the Cambrecian Mountains to the south, which sometimes encroaches on the grasslands east and west of the forest. There are legends of "something" living in these thick mists that will take away the unwary traveler and even a rumor that some time in the ancient past, an entire town disappeared to the fog.



Volasci Forest

Volasci Forest lies in northern Cambrecia in central Duria. It is primarily a mixed temperate forest, with broadleaf trees predominant in the western lowlands and conifers more present in the eastern highlands. The forest was relatively tamed by humans by the end of the Third Age of Man, with several logging communities throughout, though the chaos of the Fourth Interannum has left many of those communities empty or cut off from civilization and the forest has reclaimed much of the land that was once cleared. Reports of hobgoblins and giants migrating down from the mountains also suggests that Volasci Forest has become much more forbidding and dangerous.

There are more recent rumors that suggest a mysterious group of people identified as druids have formed a community somewhere deep within the Volasci forest and have allied with some giants in the area. Traders skirting the northern reaches of the forest have reported seeing giants lugging huge stones quarried from the Cambrecian Mountains that some scholars suggest are for a new Great Henge deep within the forest. It is unknown if these druids are allied with the Great Henge of the Calmerian Marches or if they are a break-away sect seeking to establish their own Archdruid.



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Webwood

The mysterious Webwood lies north of the Sea of Blades, east of Illyria and Dakra and west of Vor Midal. The forest is primarily boreal in the north, though the forest quickly shifts into a temperate broadleaf forest in the south, where the cold northern winds have less sway over the climate. Elk and caribou are fairly common in the north, particularly along the edges of the forest, near the grasslands of Illyria. Walruses are common along the rocky northern coast and whales are often seen near the coast in the summer months. The southern forest is dominated by great grizzly bears, usually found along the floodplains of the Danural

River, and hives of giant spiders along the forest edge that give the forest its name. These giant spiders are the apex predators of the Webwood... wolves are extremely rare and there are rumors that those wolves who did live in the Webwood were killed off by the spiders there.

The Webwood is one of the remaining hereditary territories of the elves, though the forest itself was almost wiped out in recent memory. After the defeat of Lun Dorak at the conclusion of the Mage War, the orcs of Vor Midal turned on their allies and began a conquest of the Divian Peninsula. Unfortunately, the elves of the Webwood were directly in the path of the orcish horde. Much of the forests

south of the Danural River were burned as the horde moved through and most of elven civilization in the Webwood was destroyed. Many of those elves who survived began a diaspora into neighboring human nations that were at least semi-friendly with the elves. Though some stalwarts remained in the Webwood and have worked to regrow their ravaged woods, it is generally believed that about three fifths of the surviving elven population chose to leave their ancestral lands and have yet to return.

Mountains

The Cambrecian Mountains

The Cambrecian Mountains rise sharply in central Duria and run southward towards the Endless Ocean. They are substantially higher and rockier than the more northerly Divian Mountain range, averaging about 12,000 feet about sea level. The Throne of Balthor, the tallest mountain on Duria, rises over 15,500 feet into the sky. Much of the surface of the Cambrecian Mountains are wild, with giants, goblins and strange creatures lurking in its deep valleys. In contract, the dwarves of the Kingdom of Derlos have built expansive caverns and cities beneath the mountains, with a large fortification dominating the one known pass through the mountain chain. There are rumors of other dwarven settlements on the surface, though few human scholars or merchants are willing to brave the wilds of the mountains to confirm these rumors.

The Divian Mountains

The rolling mountains that bisect the Divian Peninsula on the continent of Duria.

Swamps

Dragonmire

The Dragonmire is a large swamp that lies between the elves of the Webwood forest and the orcish grasslands of Vor Midal. Legend claims that a dragon was slain by orcs somewhere deep within the mire and that its undead form still haunts the crooked trees and stagnant water. There are also rumors that the Dragonmire was once a shallow lake that was somehow drained into the depths of the world.

There are no dragons in the Dragonmire.
- Delathatra, the Dragon of the Dragonmire

Frostmire Swamp

Located north of Ciritasnia on the northwest coast of the Divian Peninsula on the continent of Duria, the Frostmire Swamp is the frigid delta of the Galforth River where it spills into the Danek Sea. Despite being frozen for almost half the year, the Frostmire quickly floods in the



summer as glacial melt in the Divian Mountains swells the banks of the Galforth, often changing its course in the delta.

The swamp is dominated by birch and alder (which look much like skeletal hands grasping at the grey northern sky in the winter), with some spruce along the northernmost shore. Most of the local game are small, such as rabbits and foxes, though caribou are not uncommon in the northern months. Since the defeat of the orcs of Vor Scheral, small herds of wild Midalan horses sometimes wander into the areas of the Frostmire that border the surrounding grasslands. When the orcs of Vor Scheral first defeated the Koramians of the region, there were no real predators in the Frostmire, but worgs have been lurking in the depths of the swamp since they were abandoned by the orcs' hobgoblin cavalry.

There are rumors that there was once a city deep within the Frostmire, before the orcs came after the end of the Mage War. It was protected from the chaotic changes of the Galforth by great levees and is rumored to protect the treasures and secrets of the Third Age of Man. None are known to have ventured into the Frostmire since the dawn of the Fourth Age of Man, though most presume the city was consumed in the cold, frozen grip of the Frostmire.

Zaralan Marsh

A large saltwater marsh on the southeastern shores of the Sea of Blades, Zaralan Marsh was long a hiding place for rebels and escaped criminals from Lun Dorak. After the conclusion of the Mage War, in which the refugees of Zaralan provided some assistance in defeating the Mage King Lucasa, the rebels formed the nation of Stenoa on the plains to the west of Zaralan Marsh, using the tangled swamplands as something of a physical buffer against the Dorakian armies. The swamps today are even more dangerous than in ages past, with some independent raiders still trying to eke out an existence on the salty wetlands, fighting against the terrible creatures (some of which created

by Dorakian mages) that lurk in the deeper recesses of the swamp.

Waterways

The Betshaban Ocean

The Betshaban Ocean lies between the continents of Aurea, Duria and Gallorea and includes the Pirate Sea and the Maroshan Sea near Duria and the Yglarsed Sea on the Gallolean coast. The ocean is dominated by the clockwise Betshaban Stream, which is fed by warm waters in the west from the Aebasan Ocean and warm waters from the Endless Ocean in the east. The Betshaban Stream tends to cool somewhat along the Durian coast, feeding into the Endless Ocean south of Danas. Prevailing winds in the southern Betshaban Ocean tend to move from the east, with the current, making westerly travel particularly easy for most ships and easterly travel extremely difficult. In the northern reaches, winds tend to move from the west, also with the current, making travel from Aurea to Duria particularly easy, though the converse more difficult. The currents and prevailing winds create a large calm area southwest of the Island of Tamerynd known affectionately as "Betshaba's Bosom". Ships who drift into Betshaba's Bosom are rarely heard from again. The northern reaches of the Betshaban Ocean are known for its legendary storms, particularly in autumn and winter. Hurricanes are a constant threat during the storm season, particularly along the Aurean coast and the northern Pirate Isles.

Though all oceans are claimed by Betshaba, the Betshaban Ocean is, obviously, considered particularly blessed (and cursed) by the Wave Queen. The Pirate Sea, however, is considered by many to be appropriated by her greatest enemy, Taltos, the Deep Dweller. Most aquatic creatures, monstrous and sentient, can be found in the Betshaban, though the most legendary creature known to travel Betshaba's ocean is the Leviathan, an impossibly huge whale said to be her personal eyes and ears in the mortal realm.



The Player's Guide to Duria

The Danek Sea

The Danek Sea lies in the frozen north between the continents of Duria and Aurea, bisected by the rocky peaks of the Valtanni Peninsula. The currents in the Danek Sea are often unpredictable, particularly in the stormy winter months, where intrepid sailors must be wary both of sudden, violent storms and pack ice moving southward. In warmer months, the Sea is patrolled by Valtanni raiding ships looking for easy prey.

The Endless Ocean

The Endless Ocean lies to the east of the known world and is considered the eastern edge of the world by most. Known currents move predominantly northward, with a major warm current entering the Betshaban Ocean north of Haleland on the northeastern shores of Gallorea, forming the Betshaban Stream. The Betshaban stream cools substantially before re-entering the Endless Ocean just south of Danas, on the southern shore of Duria. The main current turns eastward once it reaches the easterly currents of the White Ocean.

The Endless Ocean is a place of legend and a source of fear for sailors who ply her waters, almost always hugging close to the shores. Fantastic creatures, all of which seeming to consider air-breathers a delicacy, ply her deep waters. The island of Kesh hangs off the eastern shores of Gallorea, the only known island in the Endless Ocean. Rumors are heard from Kesh traders of another continent to the east across the trackless waves, but most scholars consider these rumors little more than foundless myths.

The Maraudine

The Maraudine is the small stretch of water wherein the Sea of Blades empties into the Endless Ocean. It is patrolled both by the warships of Lun Dorak and Vor Midal, who are constantly at war with one another. Merchants and other neutral parties who attempt to use the Maraudine tend to either end up confiscated and conscripted by the Dorakian mages or raided and murdered by orcish pirates.

The Maroshan Sea

The Maroshan Sea is a part of the Betshaban Ocean between the Pirate Isles and the mainland of Duria, west of the Black Isle and north of the island of Marosh. The Sea itself is relatively calm, with major storms usually restricted to early autumn. The Maroshan Sea is a major trade route along the Inner Shore of Duria and is patrolled by many of the nations of the Inner Shore searching for the elusive Tamerynd pirates who lurk about looking for easy prey.

The Sea of Blades

The Sea of Blades lies in northeastern Duria. The Sea is mostly freshwater in the west, where it is fed by the Upper and Lower Blades on either side of the nation of Pelusia at the eastern terminus of the Divian Mountains. In the east, the water is substantially saltier, particularly where the Sea

empties into the Endless Ocean through the strait known as the Maraudine.

The western shores of the Sea of Blades is crisscrossed by merchant vessels from Dakra, Pelusia, Nagos, Enesia and even a few merchant ships from Stenoa and Lun Dorak. The eastern shores tend to be extremely dangerous, with orkish pirates from Vor Midal competing with military ships from Lun Dorak for dominance of the Sea.

There are rumors of deep tunnels that pass deep beneath the Sea of Blades and dwarven legends even tell of a lost dwarven city somewhere deep underground in the region, though there is little direct evidence of either.

Nations and Realms

Auteria

The Grand Duchy of Auteria separated from the Kingdom of Malvetia during the Mage War, when it was established as a separate province by the conquering mages of Lun Dorak. After the fall of the Mage King, the Grand Duchy remained independent from Malvetia, in part because of its alliance with the dwarves of the Kingdom of Derlos, who took part in helping Auteria gain its independence from Lun Dorak. Despite the sovereignty of the hereditary Grand Duke, Auteria today has become a mixture of dwarven and human societies, with several dwarven settlers earning both elected positions and even some hereditary titles.

The Black Isle

The Black Isle, formerly Steelgate Isle, was the headquarters for the Koramian navy in the closing centuries of the Third Age of Man and represented Koramia's indomitable power in the Pirate Sea and the Maroshan Sea. During the Mage War, the island's forces were constantly a thorn in the side of Imperial naval supply lines, becoming privateers when the island's fortifications at Leeward were taken by Imperial forces. At the conclusion of the war and victory over the Mage-King, Admiral Theodore Coldberg returned in victory to Leeward, only to see the entire island fall to the Crimson Plague.

Now called the Black Isle, those few who dare to sail within sight of the island report strange mists on the oceans, eerie lights along shore and great tattered warships still patrolling her waters helmed by unseen crew.

The Calmerian Marches

The Calmerian Marches are so called because they were once considered the edge of the civilized world by the Great Empire when it reached its farthest extent in the Third Age of Man. Mainly composed of warring clans constantly manipulated by and enslaved by the mages of Lun Dorak, the Calmerian Marches are nevertheless one of the remaining strongholds of the ancient Druids and worship of the Tuatha de Dannan.



Cambrecia

Long the center of the worship of Zelos, God of the State, in the Imperial Pantheon, The Holy See of Cambrecia was long the last nation loyal to the Great Empire in Duria, despite being an essentially independent state. Cambrecia suffered greatly during the Third Interannum, with chaos and rebellion ravaging the land after the fall of the Mage-King Lucasa and the Crimson Plague decimating the population thereafter. At the dawn of the Fourth Age of Man, the Potentates of Zelos have re-established their authority, despite losing a great deal of territory during the Third Interannum. Despite the more liberal policies of recent Potentates, there are still some rebels covertly working to replace the theocracy with a monarchy.

Cirtasnia

Once part of Koramia, when the forces of the Great Empire were left stranded on the Divian Peninsula at the conclusion of the Mage War, they chose to create their own state rather than integrate into the victorious Koramian

society. Ciritasnia was also in the path of the orcish horde from Vor Midal that ravaged the region and eventually settled in Vor Scheral. Despite their hatred for the "Koramian Rebels" to the east, they allied with their Koramian enemies to drive out the orcs from Vor Scheral in the early years of the Fourth Age of Man. Ciritasnia is still a military state, under the command of the Legate, though more than a few of the descendants of the original soldiers have since settled as farmers and craftsmen. If a new Emperor should rise and unify the remnants of the Great Empire, it is likely Ciritasnia would again become a serious threat to Koramian independence.

Dakra

Formerly part of Illyria and subsequently Norlund, Dakra was the first of Norlund's eastern territories to rebel during the dark times of the Third Interannum. Long known for their skill at sea, Dakra became a haven for pirates and other criminal organizations at the dawn of the Fourth Age. They currently dominate the Sea of Blades, preying on any who dare to trade there, even the heavily-ensorcelled vessels of Lun Dorak.

Danas

A sleepy, agricultural nation ruled by a hereditary human Earl, Danas has an extremely high population of hobbits and is one of the regions considered most likely to be the hobbit homeland. Because of its relative isolationism, Danas was not deeply affected by the chaos of the Third Interannum, though the Earl did break off ties with the religious hierarchy of the Old Gods and converted to worship of the Tuatha de Dannan early in the Fourth Age of Man. As a result, the population and recruitment of druids in the region has been on the rise.

Daredonia

One of the former Cambrecian states, Daredeonia gained its independence from Cambrecia during the Third Interannum. Though Daredonia's first king, Drogo I Garibald, was known as a draconian dictator as well as a brilliant general, his descendants have proven substantially weaker and unable to curb the growing power of the nation's nobility. Daredonia today is essentially a nation of nearly autonomous counties and baronies who bicker amongst themselves, with the King powerless to effect any real change or conduct national affairs outside the capital of Tryscon.

Enesia

Once a sleepy agricultural nation composed of peaceful farmers who had fled the autocratic rule of the Potentate of Zelos in Cambrecia, Enesia was conquered and its populace enslaved by the armies of the Mage-King of Lun Dorak during the Mage War. When the Mage-King was defeated, Enesia found itself without a King or the means to determine a new one. Despite being the location of the Holy Fields of Podalirius, worship of the Tuatha de Dannan spread in Enesia during the Third Interannum and at the

dawn of the Fourth Age, the people of Enesia are still divided between worship of the Old Gods and the Tuatha.

Harshwind

Southernmost of the Pirate Isles, Harshwind is sparsely populated by subsistence fisherman and a few retired pirates. Tremendous storms, particularly in late summer and early fall, constantly buffet the island. Contact with Harshwind during the Third Interannum trickled to almost nothing and little is known in the outside world what tragedies, if any, the island experienced during these chaotic dark times.

Illyria

Once part of the Imperial colony of Ciritasnia, Illyria staunchly maintained its independence during the Conquest, the only nation able to not only halt the advance of the Koramian crusaders, but killed their legendary King William I. They remained in a stalemate with Koramia for decades, until finally they made some advances due to a secret alliance with the mages of Lun Dorak in the early years of the Mage War. Despite these initial successes, the Illyrian King Gunthar Caldwell was finally convinced that his alliance was a dark one and Illyria allied with Koramia as well as the elves of the Webwood Forest and the orcs of Lun Dorak in the final defeat of the Mage-King.

When the orcish horde ran out of enemies, it turned on its former allies and Illyria was squarely in their path. After the horde passed, Illyria was in no position to defend itself when the rebel Kingdom of Norlund overtook them in the closing years of the Third Age of Man. The people of Illyria spent the Third Interannum under the domination of the Norlunders, only recently rising up in rebellion and re-establishing themselves as a sovereign nation.

Kamaros

One of the former Cambrecian states, Kamaros was part of the Royalist movement that seceded from the See of Cambrecia to become the Kingdom of Daredonia under King Drogo I Garibald during the Third Interannum. When the draconian King Drogo I died and was succeeded by his infant grandson, a cousin of King Drogo I named Lothar I Nitha rebelled against the Regency and established the Kingdom of Kamaros. The Kamaran people tend to be a severe people who were never fully imperialized by the Holy See. Throughout Imperial domination, they retained much of their language, strong familial ties and love of war (or sport when war is not convenient). The King is constantly on the lookout for rebels and traitors among his people, particularly in the frontier in the foothills of the Cambrecian Mountains.

Koramia

Formerly the gleaming gem of Duria, Koramia was likely the nation most deeply affected by events that brought the Third Age of Man to a close and ushered in the chaos of the Third Interannum. Despite coming to dominate the entirety of the Divian Peninsula under the legendary King William I Greysword, Koramia fractured when it became the main

battleground for the Mage War. Despite successfully allying with the elves of the Webwood Forest, the orcs of Vor Midal and even their old enemies in Illyria to defeat the Mage-King, Koramia was left in shambles and was unprepared when the orcish horde turned on them after the war. In the wake of the orcish horde, Koramia found itself without a clear heir to the throne, unable to maintain control over rebellious Norlund and with a large number of Imperial troops still stranded in their borders, forming the nation of Cirtasnia.

Despite this chaos, many scholars have come to believe that 'something' happened in the capital of Paeldain around 1361 I.C. that ushered in the return of the Old Gods and the Tuatha de Dannan to Creation, heralding the start of the Fourth Age of Man. Though there is little factual evidence to back this up, the Koramian Civil War came to a close with a Greysword on the throne, the errant nation of Dunkirk reaffirmed its allegiance to the Crown and Koramia allied with the soldiers of Cirtasnia to remove the orcs of Vor Scheral from the Divian Peninsula.

Lun Dorak

Once a decadent and isolationist society in a remote corner of the world, Lun Dorak sprang into global politics when its last Mage-King, Lucasa, became Emperor of the Great Empire and brought the full might of the mages of Lun Dorak and the Imperial military to bear in a quest for global domination, sparking the Mage War. Himself of Koramian birth, Lucasa's forces bogged down in Koramia and were eventually defeated by an unusual alliance between humans, elves, orcs and, it is rumored, a group of Dragonriders. Though most believe he was slain in the final battle, rumors persist in Lun Dorak that he was spirited away after the final battle by the Dragonriders for unknown reasons.



After the fall of the Mage-King, Lun Dorak's mages fell to infighting as her mundane slaves rose in rebellion. Despite the fact that the mages have since settled their differences and re-asserted control over the region, pockets of rebellion still stymie their efforts for domination in the region, particularly in the tangled swamps along the Sea of Blades. Rumors persist that these rebels are being assisted by the Dragonriders, though there are no credible reports of dragons in the skies over Lun Dorak since the end of the Great War.

Malvetia

A quiet nation on the eastern shores of the Malvetian Peninsula, Malvetia was decimated first by the slave armies of Lun Dorak in the opening stages of the Mage War, then by the depredations of the Crimson Plague, then finally the chaos of the Third Interannum. Though peace again reigns in the area and the population is rebuilding, only the rise of the druids and worship of the Tuatha de Dannan in the area gives the people any real unity.

Marosh

Long a haven for pirates and smugglers in the Maroshan Sea, Marosh has also served intermittently as a safe haven for the naval forces of Neptaris in times of war or revolution. During the Third Interannum, several groups from Neptaris settled more or less permanently in Marosh and now, at the dawn of the Fourth Age of Man, there are stirrings of an actual governing body on the island for the first time in known history, despite attempts by worshippers of Taltos to maintain it as a haven for pirates.

Nagos

Once a syndicracy controlled by its powerful Merchant Fleets and Guilds, Nagos was unprepared for the slave armies of Lun Dorak and fell under the might of the Mage-King in the Mage War in the closing decades of the Third Age of Man. After the defeat of the Mage-King, the people of Nagos rose up against not only their wizardly masters, but all who displayed a talent for arcane magic. Though some of the Arcane Guilds have since made some inroads in appeasing the newly-established monarch of Nagos and trade has recently opened up with the dwarves of the Divian Mountains, Nagos remains fearful of outsiders and arcane casters in particular. In some regions, practicing arcane magic is still considered a capital offense, with any practitioners caught in the act summarily burned at the stake by angry mobs.

Neptaris

The Freecity of Neptaris has a long and proud tradition of being the oldest true city on the continent of Divia, even preceding the foundation of Zeth by over a century. Despite its sometimes war-torn history, Neptaris is one of the few states that has actually succeeded in maintaining a democratic government for much of the Third Age of Man. They were able to avoid domination by the slave armies of Lun Dorak during the Mage War, but the population was decimated

when the Crimson Plague struck in the final years of the Third Age and trade ground to a standstill. When the Old Gods receded, the city finally fell to chaos as the civil government fell apart. Many of its prominent citizens who survived these dark times fled for Marosh, leaving the city a nearly empty ruin controlled by various gangs squabbling for survival. Only the efforts of a handful of scholars and druids trickling in from Malvetia provided any sense of order and kept the city from being abandoned altogether.

When the Old Gods returned and the few remaining priests in Neptaris again began to receive answers to their prayers, the Supreme Assembly was re-established and trade routes were reopened. Though Neptaris still struggles with the power of its various guilds and gangs still roam certain parts of the city, the people of Neptaris are slowly rebuilding to their former glory.

Numentora

Formerly a part of the Holy See of Cambrecia, Numentora was founded by Zelosian schismatics who opposed Cambrecia's alliance with the Mage King during the height of the Mage War. After formally declaring their independence from Cambrecia at the dawn of the Fourth Age of Man, the Archbishop of Trias formally granted political power to the citizens of Numentora, establishing a Republic that relied on an ancient familial system to elect a non-hereditary Duke to oversee an Assembly composed of representatives of over two-hundred ancient clans and families. Though Numentora has seen numerous violent rebellions and riots in Trias since the foundation of the Republic, the Numentoran people are fiercely independent

and ally quickly against any outside threat.

Orcish Wastes

Formerly known as Vor Scheral, the Orcish Wastes lie on the frozen northwestern shores of Duria. The orcish horde that founded Vor Scheral was beaten back to the Wastes early in the Fourth Age of Man, but the human armies have not been able to fully dislodge the orcish clans from the Divian Peninsula. The armies of Ciritasnia seem content to leave the Waste to the orcs and have recently begun constructing a large defensive wall from the Frostmire Swamp to the Divian Mountains to keep the orcs at bay.

Norlund

Once dominated by Koramia during the Conquest, Norlund again became independent in the chaos after the Mage War and the subsequent Civil War. When the orcish horde from Vor Midal ravaged the region, Norlund send messengers to the warriors of Valtaan. The Valtanni King answered not with mercenaries, but with a conquering army. Norlund was quickly overwhelmed by the Valtanni barbarians, who quickly established a new King. To settle various disputes and petty rebellions, the most recent King replaced all of the native nobility with his own loyal generals and adventurers from the Valtaan.

Pelusia

Once a powerful mining nation governed by a hereditary Prince, the nation of Pelusia was enslaved by the slave armies of Lun Dorak during the Mage War. The Mages of Lun Dorak did not honor the treaties with the dwarves that the Pelusians had established with the dwarves of the Divian



Mountains. After a few minor skirmishes, the dwarves responded by declaring the Mages of Lun Dorak in violation of the Treaty of Gundagor and rose to attack. The local church of Baelthor, long the predominant religion among the people of Pelusia, joined forces with the dwarves and the people rose in revolt. Many scholars believe that the revolution in Pelusia is one of the factors that allowed Koramia and her allies to finally defeat the Mage-King.

During the Third Interannum, Pelusia suffered the same depredations as other cultures, but the dwarven troops of the region remained in the area to support the Prince and local governments through the chaos. The stability the dwarves brought endeared them to the people of Pelusia and they quickly integrated into Pelusian society. At the dawn of the Fourth Age of Man, Pelusia stands as a unified nation of dwarves and humans with more material resources than anywhere else in Duria.

Stenoa

Located on the eastern shores of the Sea of Blades, Stenoa was founded by brigands, escaped slaves and rebels who once hid from their Dorakian masters deep within Zaralan Marsh. During the Mage War, the refugees from the Marsh helped the allied forces defeat the Mage King Lucasa and occupied the relatively wild grasslands west of the Marsh, founding their own state there. Throughout the first century of the Fourth Age of Man, Stenoa and Lun Dorak have been at war with one another.

The Zaran people of Stenoa are a hardy and proud people, steadfast in their opposition to the mages of Lun Dorak (and, in many areas, against any sort of wizard or sorcerer). Druids traveling from the Calmerian Marches have recently gained some level of acceptance by the people of Stenoa and rumors suggest they may be forging an alliance between the Calmerian tribesmen and the Zaran refugees in Stenoa. It is generally presumed that Lun Dorak is actively opposing such an alliance.

Stormward Isle

The northernmost of the Pirate Isles, Stormward Isle is known for its tremendous storms in all seasons as well as being a pirate haven in years past. Contact with the island was lost during the chaos of the Third Interannum and no one knows precisely who, if anyone, survived on the island.

Tamerynd

The largest of the Pirate Isles, the Island of Tamerynd was once a seething haven of pirates, outlaws and the worst of Creation's scum. Tamerynd was hit particularly hard by the Crimson Plague and the remaining populace fought for control of the waters near the island. Though there has been little communication with the island since the dawn of the Fourth Age of Man, but there are rumors that orcs have taken hold of the remaining shipyards and have begun to construct their own varieties of pirate ships to terrorize the waves with.

Valtaan

A nation of savage raiders and fishermen, the Valtanni making shipping and even living on the southwestern shores of the continent a dangerous proposition. It is rumored that they are actually commanded by a group of rebel elves who live beneath the icy, sharp peaks there.

Vor Midal

Vor Midal has long been the main center of orcish power in Duria. The orcs of Vor Midal were instrumental in defeating the slave-armies of Lun Dorak, though they then turned against their allies and marched their assembled horde across the continent of Duria, leaving chaos in their wake. Though much of the population of Vor Midal departed and eventually settled in Vor Scheral (which was subsequently defeated by the humans of Ciritasnia and Koramia), they were not decimated by the Crimson Plague and did not experience much hardship from the departure of the Old Gods. At the dawn of the Fourth Age of Man, Vor Midal is again full to bursting with orcish warriors eager to conquer new lands. It is only a matter of time before a new Great Khan rises to unify his people and again march across Duria.