

# Hundred Realms

Once a united kingdom under Arthur before the [Fall of Camelot](#), the Hundred Realms are what stand after years and years of fighting amongst monarchs and generals: a huge multitude of realms, each with a different culture and way of life; some vying for supremacy, others simply trying to deal with the next ogre attack. It's said that no two realms are alike, and this is yet to be proven false.

Despite their differences, each Realm has maintained the need for:

- A Name by which to call themselves
- A Flag under which to march
- A [Monarch](#) for whom to fight (who may be the same person as the General)
  - A Monarch may:
    - Collect Resources from the Realm
    - Influence which [Quests](#) may occur in their Realm
    - Trade away the Territories of their Realm
    - Deliver speeches of importance for the Realm
- A [General](#) to deliver the Orders (who may be the same person as the Monarch)
  - A General may deliver Orders in [Conquest](#)

While some Realms have stuck to the old religion, worshipping [The God of Albion](#), others have devoted themselves to new (or arguably older) Gods, or forsaken religion entirely.

Presented here are all Realms, and their territories, that currently exist and are known.

## The Realms



### Algaroth



Once known far and wide as the Kingdom of Fairwynn, a Realm of peace and prosperity, The Archanic Kingdom of Algaroth is a relatively new Realm, born five years ago through bloody revolution. Now ruled over by the Grand Warlock Skarn who appeared as out of nowhere. The Algarothi reject the God of Albion and follow instead 'The Dread Axioms' which they proclaim will lead them to Supremacy.

**Realm Name:** Algaroth

**Monarch:** [Rosetta Bloodthorn](#)

**General:** [Lucien Briar](#)

**Realm Adjective:** Algarothi

**People from Algaroth:** Algarothi

**How to flatter an Algothi:** Complement their Dark Majesty, Depravity and Ruthlessness; or be visibly afraid of them

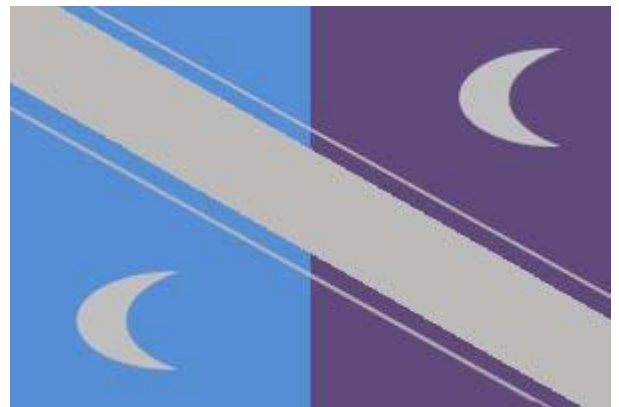
**How to insult an Algothi:** Call them weak, call them pretenders, question the legitimacy of their throne; denounce The Dread Axioms

### Territories:

- Brightvale
- The Gloom Peaks
- High Skarna (Stronghold)
  - Library
- Sanctuary to [the Dread Axioms](#)
- Knowynn (Stronghold)
  - Courthouse
- Silver Forest (Stronghold)

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## Arkenholm



Arkenholm was formerly a prosperous land, shimmering with the precious stones of its deep quarries - but in recent generations, with the shining mountain of Maenwen hollowed out to a shell, the whole realm has decayed. Even the lustre of Eternal Birkendene Forest seems to have faded, with rumours of bandits abounding.

A popular yearning to reclaim past glories has seen Queen Ceindeg the Bright swept into power, overthrowing the 'corrupt' and 'ineffectual' Lloyd the Dull. A year on, Caerarian's palace of shining spires gleams once more, as Arkenholm takes its first steps towards a new golden era.

**Realm Name:** Arkenholm

**Monarch:** [Ceindeg the Bright](#)

**General:** [Ceindeg the Bright](#)

**Realm Adjective:** Arkenish

**People from Arkenholm:** Arken ('the Arkens')

**How to flatter an Arken:** Say they shine, or are radiant or brilliant; imply they are a valuable asset

to their Realm / cause

**How to insult an Arken:** Call them dull, tarnished, pretend/imitation; imply they are worthless to their Realm / cause

### **Territories:**

- Arkencarn
  - Statue of Ceindeg the Bright
- Bay of Mirrors
- Birkendene (Stronghold) (Brightkiller Fortress)
  - Statue of Ceindeg the Bright
- Caerarian (Reinforced Stronghold)
  - Statue of Ceindeg the Bright
- Gladeforth (Reinforced Stronghold) (Evermore Keep + Lustre)
  - Library
- Courthouse
  - Statue of Ceindeg the Bright
- Lyongorm
  - Statue of Ceindeg the Bright
- Maenwen (Stronghold) (Silversmyth Garrison)
  - Statue of Ceindeg the Bright
- The Wraithwood (Stronghold)
  - Sanctuary to [Lust](#)
  - Statue of Ceindeg the Bright

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## **Auralia**



Auralia is a difficult land to survive in; friends and enemies may often be one and the same. The upper class stay in power through a combination of political alliances, powerful magic, and brutal assassinations of those who pose a risk; whether perceived or actual. The only time there is unquestioning loyalty from any of the citizens is when put at risk from other borders. The people of Auralia will fight for their Queen at any given opportunity, apparently through a fierce desire to gain her favour, but who knows the true motives of any Socialite.

**Realm Name:** Auralia

**Monarch:** [Queen Desirae Morgannon](#)

**General:** [Ninette](#)

**Realm Adjective:** Auralian

**People from Auralia:** Auralian or Socialite

**How to flatter a Socialite:** Praise their intelligence, tell them the Queen is lucky to have them in her court, offer them a favour.

**How to insult a Socialite:** Laugh at them, imply they are missing the joke, question their country and Queen.

**Territories:**

- Bencarn
- The Golden Trail
- Lupine Valley
- Medallion
- Oak Island (Stronghold)
- The Rose (Stronghold)
- The Thornwood
  - Farm (Pumpkins)
- The Wayward Petal

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## Barrowfell



A tough, sparsely populated land, Barrowfell is home to scattered bandit clans and common folk trying to scrape a living. It is a place where people take what they want by force and those who wish to keep their land, property and livestock must be prepared to defend it. Though they may be strong, Barrovians are a superstitious people who fear the demons they believe haunt their lands from the sinister Shadow Woods to the peak of Mount Knoll where the Lord Crow rules from their mountain fortress.

[Barrovian Costume Brief](#)

**Realm Name:** Barrowfell

**Monarch:** [Mildreth](#)

**General:** [Aeduin](#)

**Realm Adjective:** Barrovian

**People from Barrowfell:** Barrovian

**How to flatter a Barrovian:** Praise their skill and strength, admire the size of their holdings.

**How to insult a Barrovian:** Suggest their success was due to luck, question their strength.

## Territories:

- The Bitter Woods
- Confractis
- Lost Edge
  - Sanctuary to [The Individual](#)
- Maudlin Hills (Stronghold)
  - Sanctuary to [Ducks](#)
- Mount Knoll (Stronghold)
- Novus Antus
  - Sanctuary to [The Juggler](#)
- Pol
  - Farm (Wheat)
- Shadow Wood
  - Woods
- West Haven
  - Sanctuary to [The Individual](#)
- Ynkinde (Stronghold) (Malyce)

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## Cedunon



A thick forest surrounds the entire Realm, intermittently opening up within to reveal large glades that play home to the towns and cities of Cedunon. These glades remain isolated from the world outside but not from the monsters that lurk within the depths of the woods.

The stoic green knights patrol the forests, forcing their way through the undergrowth to maintain safe routes between glades. Their code teaches that even the mightiest oak must give way before them for they are saviours and defenders of the people. Their chant: "Purity. Nobility. Divinity" can be heard echoing throughout Cedunon's great forest.

**Realm Name:** Cedunon

**Monarch:** [King Endellion](#)

**General:** [Sire Drystan](#)

**Realm Adjective:** Ceddish

**People from Cedunon:** Ceddian

**How to flatter a Ceddian:** Heroic, resolute, righteous

**How to insult a Ceddian:** Weak willed, cowardly, 'a willow'

### Territories:

- Bowthor Mor
- Byres Head
- Ceart Beith
- Cider Quay
- Cladach Seileach
  - Embassy
- Craobh Millteach (Stronghold)
  - "Fight Like the Lion He Was"
- Darach Mor (Stronghold)
  - Statue celebrating Camelot
- The Deep Muds
  - School of Ceddish Virtue
- The Wetlands
- Thae Uamhasach
- The Yawning Mire (Flying Stronghold)

## Cerrid



Cerrid was formed where druidic tradition met northern determination. A culture proud of its strength and craft, they put these skills to use tending the land rather than waging war. The Cerrid are fascinated with astronomy, the constellation of the Enfield hanging over their realm. They have no army, instead seeing that every soul is armed and trained to defend their lands. The Monarch's identity is a guarded secret, only 2 things are known outside of the realm, that they are female and go by the title, The Morrigan. "Work the Earth, Trust the Sky"

**Realm Name:** Cerrid

**Monarch:** The Morrigan

**General:** [Ranger-General Faolan Valcrest](#)

**Realm Adjective:** Cerridish

**People from Cerrid:** Cerridian

**How to flatter a Cerridian:** Complimenting the realms produce and craftwork, sharing an interest in the stars, having a knowledge of the lands of Cerrid

**How to insult a Cerridian:** Rejecting food offered, comparing Cerridians to Saxons, harming wildlife without purpose, insulting The Morrigan

### Territories:

- Ashwick
  - Craggy Descent (Stronghold)
  - Dragon Peak
  - Draicwyn (Stronghold)
  - Folly Ridge
  - Icekaw
  - Saddlecross (Stronghold)
  - Stolaston
    - Sanctuary to [The Stars](#)
  - Swampollow
  - Valley of Greed (Stronghold)
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## Cotswell



The Kingdom of Cotswell is a proud and noble kingdom. The people are loyal to their Lords and Ladies who are loyal to the Queen, and the entire kingdom has a long and great history of honouring the noble and rewarding the brave. The land itself is made up of fertile hills and fields, with the great castle of Cotswell always visible in the distance. Cotswell is also one of the Realms that still follows The God of Albion on a larger scale.

### [Costwellian Costume Brief](#)

**Realm Name:** Cotswell

**Monarch:** Johanna the Grey

**General:** [Alberic Longinus](#)

**Realm Adjective:** Cotswellian

**People from Cotswell:** Cotswellian

**How to flatter a Cotswellian:** Talk about their land, their courage and complement their armour and crests.

**How to insult a Cotswellian:** Insult their Lord, Lady or Queen. Insult their pride.

### **Territories:**

- Arthur's Horizon
  - Bear Watch (Stronghold)
  - South Haven
  - Snow Bush
  - Stonebury
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## The Empire of Ducks **\*\*Non-Playable\*\***



There's something in the darkness of the Deep Fen. Something ancient, something powerful, something feathered... The Empire of Ducks has awoken.

**Realm Name:** The Empire of Ducks

**Monarch:** The Mallard-evolent Emperor

**General:** High General Jemima

**Realm Adjective:** Anatine

**People from The Empire of Ducks:** Ducks

**How to flatter Ducks:** Unknown

**How to insult Ducks:** Unknown

**Territories:**

- Deep Fen
  - Farm (Bread)



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## Feathermoor



Newly created out of the lands of the Fisher King, Feathermoor is a place where the magic of birds can blossom and fly freely.

**Realm Name:** Feathermoor

**Monarch:** [Cora](#)

**General:** TBC

**Realm Adjective:** Moorish

**People from Feathermoor:** Moorsfolk

**How to flatter Moorsfolk:** TBC

**How to insult Moorsfolk:** TBC

**Territories:**

- The Moors (Stronghold)
  - Sanctuary to Emus



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## Fiobha



A place of sharp mountains, cold lakes, and heather filled glens. The woods are as dark, deep and unfathomed as the seas off the rocky, island spotted coast. The weather is harsh, but the people are welcoming and resourceful. Magic is valued and respected here, as are old folk traditions.

**Realm Name:** Fiobha

**Monarch:** [Muireall MacRòn](#)

**General:** TBC

**Realm Adjective:** Fiobha

**People from Fiobha:** Fiobha

**How to flatter a Fiobha:** Remark on their independence and self sufficiency; ask about their totem animal, and compliment the ways in which they embody its virtues

**How to insult a Fiobha:** Mock their totem animal; refuse or insult their hospitality

### Territories:

- Ar
  - Library of Gwyvale
- Sanctuary to [Sloth](#)
- Ben Taigh
  - Farm
- Eilean (Stronghold)
  - Theatre
- Inbhir Nis
- Isle of Ròn
  - Sanctuary to [Totem Animals](#)
- L'Draudr
  - Sanctuary to [The Carrion Queen](#)
- The Misty Straits
  - Sanctuary to [Magic](#)
- Mor Ennew

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## Fury



Furies of Fury are a proud and magically powerful people with a fiery spirit that refuses to back down. Ready for a fight, happy to launch a revolt at the slightest moment, the people of Fury also boast a magical connection to the magics of Winter and Autumn due to the founding of Pixie Circles in their Realm.

Autumn Spirits in Tales Untold follow the following style and guidelines:

- They adorn themselves with leaves and the colours of autumn (orange, green, red, brown).
- Many, but not all, will have wings in the shapes of leaves.
- Autumn Spirits respect nature and magic and see both as their rightful tools in the world.
- Autumn Spirits cannot lie, and are therefore adept at wordplay.

Autumn Spirits in Tales Untold should not be portrayed as:

- Straight rip-offs of Fey / Faeries from folklore (references to Titania and Oberon are not appropriate here).
- Possessing any qualities of Fey in folklore that are not listed above (e.g. aversion to Iron)
- Druids (we have ample factions for those)

**Realm Name:** Fury

**Monarch:** The Autumn Queen

**General:** Tenacity

**Realm Adjective:** Furious

**People from Fury:** Furies

**How to flatter a Fury:** Admire their tenacity, their ferocity, and their passion.

**How to insult a Fury:** Take what is theirs, diminish their links to nature.

**Territories:**

- Fury
  - Farm
- Pixie Circle of Autumn
- The Open Plains
  - Pixie Circle of Winter
- Regretspath

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**Goblin Lands**



From the caves and depths, Goblins are free to walk the surface! Praise to the Queen! Praise to Goblins! Yippee! Hoorah!

Goblins in *Tales Untold* follow the following style and guidelines:

- Goblins must have some sort of green on them - either in the form of a mask or in the form of face paint.
- Goblins are very interested in unique and interesting items, anything from shiny rocks to meaningful bundles of sticks. They are not hoarders of gold, but of things they themselves find valuable.
- Goblins are chaotic but passionate creatures - they will throw themselves into things wholeheartedly despite how good they are at it.
- Goblin traditions vary wildly, but there is an underlying loyalty to being a Goblin at all times.
- Goblin names are crude and guttural sounds, e.g. Grot, Splog, Snot, Squeak

Goblins are, crucially, **not** to be portrayed as any of the following:

- Antisemitic stereotypes
- Inherently evil
- Mentally impaired

If you have any questions about portraying a Goblin, please get in touch.

**Realm Name:** Goblin Lands

**Monarch:** The Goblin Queen

**General:** Prickle

**Realm Adjective:** Goblin

**People from Goblin Lands:** Goblin

**How to flatter a Goblin:** Give them interesting, shiny, powerful, or meaningful things.

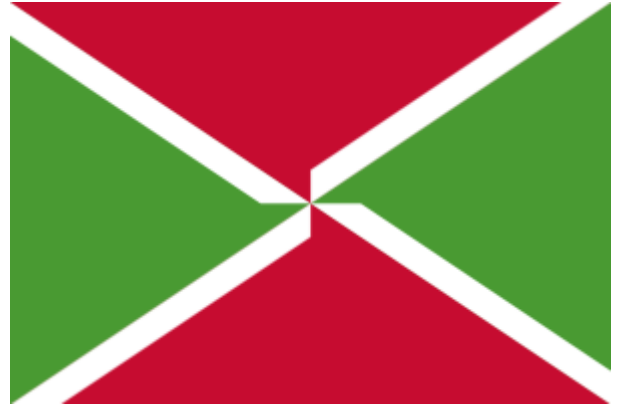
**How to insult a Goblin:** Take their things away, insult their culture.

**Territories:**

- Farfair
  - Woods

- Sanctuary to [Big Guy](#)
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## Halrgardr



The thriving realm Halrgardr rose quickly under the leadership of a young queen immediately following the Fall of Camelot. All with good in their hearts are welcome in Silrfold. The Shining City became a beacon for heroes and adventurers and all of the tradecrafts that support them. Halrgardians are welcoming and generous people, but dangerous if crossed.

The wolves of The Howling Forest rarely trouble welcome travellers and the trees eventually give way to a large lake that seems to glow softly green in shade or moonlight.

The realm is strongly in support of Arthur and makes an effort to trouble the Saxons.

**Realm Name:** Halrgardr

**Monarch:** [Ingvari Dragoson](#)

**General:** [Runar](#)

**Realm Adjective:** Halrgardian

**People from Halrgardr:** Halrgardian

**How to flatter a Halrgardian:** Tell a story of their heroic deeds, ask for their help

**How to insult a Halrgardian:** Imply they couldn't or wouldn't help those in need.

### Territories:

- Adhbhar
  - Farm
- The Clawed Plains
- The Green Waters
  - Woods
- Helgasfjall
  - Mine
- Hero's Proving
- Hofsvagr

- The Howling Forest
  - Silfrfold (Stronghold)
    - Library
  - The Whispering Hills (Stronghold)
    - Mine
- 

## The Elegant Harmony **\*\*Non-Playable\*\***



Little is known about the Elegant Harmony except that they are strong, fast, and vampiric in nature. They hunt mortals of the world, and appear to use magic otherwise unknown.

**Realm Name:** The Elegant Harmony

**Monarch:** Her Harmonious Elegance, Calanthia the Obsidian-Blooded

**General:** Unknown

**Realm Adjective:** Harmonic

**People from Fury:** Vampires

**How to flatter a Vampire:** Unknown

**How to insult a Vampire:** Unknown

**Territories:**

- Chivalry (Stronghold)
    - Library
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## Legion



An idyllic realm with peaceful forests sprawling at the base of fertile mountain valleys. Legion has had a history of fielding huge armies in aid of the realm's interests but this has died down in recent years. Majestic walled settlements are commonplace due to this martial history. Wide roads allow easy travel through these immaculately clean and tidy cities. The common populace are incredibly busy and don't have time to meet with travelers very often. In fact wanderers usually do business amongst themselves in front of the plethora of "out for lunch - back in 10 minutes" signs.

**Realm Name:** Legion

**Monarch:** [Griselda Kyngeston](#)

**General:** [Robert Kyngeston](#)

**Realm Adjective:** Legionary

**People from Legion:** Legionnaire

**How to flatter a Legionnaire:** Praise their cities or their armies. Praise their leaders (if talking to a normal citizen)

**How to insult a Legionnaire:** Imply the glory of the Realm has faded, cast doubts on their words

### Territories:

- The Bloodthrone Seat
  - Gateway
- Bold Ascent
- The Boundless Shores
  - Library
- The Eternal Bastion (Stronghold)
  - Courthouse
- Library
- Sanctuary to [Pride](#)
- Theatre
- Falmaleck
  - Woods
- The Freezing Hills
- The Forgotten Cliffs
  - Field of Scarecrows
- The Limitless Peaks
- Linmyre
- Sea of Memory
- Sealtainn

- Library
  - Splendour
    - Theatre
  - Woods
  - The Standing
    - Farm
  - The Verdant Majesty
    - Farm
  - Windswept
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## The Realm of the Lost **\*\*Non-Playable\*\***



Formed in the lands of Camelot, after the final fall of the Knights of the Round Table. Eirik was chosen by the other monarchs as the person to hold this seat of power and prevent the Hundred Realms falling too. Choosing to name their realm for their own epithet and create a place where those within the Realms, without lands to call their own could find refuge. The Realm of the Lost hope to be a welcoming place to travellers, a neutral ground for the other Monarchs to discuss politics and observe the Oracular Mirror. The realm draws inspiration from its most recent history, both reflecting the past whilst distinguishing itself as something new and independent.

A lot of the inhabitants drawn to the realm appear yet to fully find or rediscover their stories, but here perhaps they will be found...

See also [Realm of the Lost](#).

**Realm Name:** The Realm of the Lost

**Monarch:** [Eirik the Lost](#)

**General:** Unassigned

**Realm Adjective:** Lost

**People from Albion:** Lost

**Territories:**

- Camelot
    - Farm
    - Library
    - Sanctuary to [The God of Albion](#)
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## Melltith



Ancient dark forests surrounding several small mountains. A sulphurous mist flows from the mountains drenching the forest floor in a thick blanket. The realms inhospitable nature has lead to a tough, pragmatic people who value strength gained through trials and tribulations. Those in the realm who have overcome the daily struggles which keep the attention of most residents generally turn their attention to uplifting others, crafting bespoke trials for the less fortunate. Magic, and especially the ability to craft curses, tends to be well respected in the realm due to its philanthropic applications.

**Realm Name:** Melltith

**Monarch:** [Myffanwy the Wise](#)

**General:** Yorath the Stern

**Realm Adjective:** Mellian

**People from Melltith:** Mellian

**How to flatter a Mellian:** Note their effort in overcoming challenges, their cunning in everyday life, or their wealth of experience.

**How to insult a Mellian:** Imply that they have not/would not make an effort, would be afraid to try or to act.

**Territories:**

- Sorrowsveil (Stronghold)

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## Nelaria



The Realm of Nelaria is thick with forest. Great oak trees stand taller than anything in the realm, except the peaks of the towers of the castle. The people are accustomed to living in and amongst the trees, and it is generally considered easier to traverse their branches than to walk on the ground. "Groundwalker" is an insult, used to describe those who lack the finesse to leap from branch to branch, as well as the criminals who prefer to use the darkness from the tree-cover to conduct illicit affairs.

Nelaria was conquered completely by Svobodaskein and Melltith in the first year after Camelot's reopening.

[Nelarian Costume Brief](#)

**Realm Name:** Nelaria

**Monarch:** Princess Ganamede

**General:** [Taliesin](#)

**Realm Adjective:** Nelarian

**People from Nelaria:** Tree-Jumpers

**How to flatter a Tree-Jumper:** Bring them gifts from the highest treetops, bring them feathers from the most delicate of birds, complement their poise and dexterity.

**How to insult a Tree-Jumper:** Bring them mud, or animals from the ground. Call them a Groundwalker

**Territories:**

- The Collapse
- Darkwood
  - Courthouse
- Freshwood
  - Woods
- Greenwood (Stronghold)
- Mouldwood
- Northwood (Stronghold)
- Parting Ways
- The Reach
- Southwood

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**Penmortid**

Penmortid is a stretch of high cliffs, sheltered coves and dotted islands, balmy and rugged, consisting of Lysmalan (the realm's clifftop capital), Antewyn (a stretch of dunes with numerous fishing villages), and Desadberta (once a separate realm, recently subsumed into Penmortid following the betrayal of its people). Penmortid is the home of the Glorious Damned (or Fortune's Fucked, as they sometimes refer to themselves), a horde of pirates with a devil-may-care attitude and a love of poetry and adventure. The Glorious Damned take pride in their reputation for being cursed with bad luck - as far as they're concerned, luck is for those who can't get by on skill alone. Ancestor worship is ubiquitous throughout Lysmalan and Antewyn, and each pirate's surname alludes to a famous ancestor.

[Costume Brief of the Damned](#)

**Realm Name:** Penmortid

**Monarch:** [Rhiannon](#)

**General:** [Gwrtheryn](#)

**Realm Adjective:** Damned / of the Damned

**People from Penmortid:** Damned / of the Damned

**How to flatter a Damned:** Compliment their poetry, be pissed off at their antics, call them unlucky.

**How to insult a Damned:** Suggest they got by on luck rather than despite it.

**Territories:**

- Afflgafr
- Antewyn (Stronghold)
- The Cold Shore
  - Sanctuary to [The Grey Shroud and Silver Well](#)
- The Dark Horizon (Stronghold)
  - Woods
- Desadberta
- The Endless
- Freywyn (Stronghold)
  - Lyrnath - A Guardian Statue of the Sea
- Greater Vaelor (Stronghold)
- The Iron Quay
  - Theatre
- Lysmalan (Stronghold)
- The Narrow Coast
- Pendragon Landing
- Scriobthe Oirthir
  - Farm
- Torvylla (Stronghold)
  - Lyrnath - A Guardian Statue of the Sea

**The Ridings**

A very small realm, the only town of any note is Hamptonborough in the Middle Riding. Populated by simple farmers and craftspeople, they tend to keep themselves to themselves. The South Riding is more sparsely populated than the Middle Riding, and has more rugged geography with craggy hills and heather uplands. The bandit hills to the north (once known as the North Riding) are a dangerous place to be.

**Realm Name:** The Ridings

**Monarch:** [Jeremiah Gubbins](#)

**General:** Col Hatchet

**Realm Adjective:** Rider

**People from The Ridings:** Rider

**How to flatter a Rider:** Compliment their workmanship/craft/practical competency.

**How to insult a Rider:** Imply they have a monarch.

**Territories:**

- Bandit Hills (Stronghold)

- Craggy Descent (Stronghold)
  - High Riding
  - The Isles of Many
  - Middle Riding (Stronghold) (includes the King Pisces Memorial Library)
  - South Riding
  - Storm's Watch
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## Rhyfel



Rhyfel is an old land, with an ancient legacy. It is known for being steeped in magic, for its obsession with stories, its reverence of the God of Albion, and for its outspoken support for Arthur and all others who stand against evil. The Glimmering Vale is a place full of light and rich bounties, the Whispering Mountain echoes with tales of heroes past, and the Fields of Strife bear memories of too many historic battles. It is neither a populous nor a wealthy land, but one of expansive beauty, deep wisdom, and generally safe harbour.

**Realm Name:** Rhyfel

**Monarch:** [Queen Arianwen](#)

**General:** [Cadfan app Caradoc](#)

**Realm Adjective:** Rhyfellian

**People from Rhyfel:** Rhyfellians

**How to flatter a Rhyfellian:** Respect their ancient role in the struggle against evil, listen to their tales.

**How to insult a Rhyfellian:** Call their tales boring, accuse them of blood magic.

**Territories:**

- Narhyvn
- Siaradd, the Glimmering Vale (Stronghold)
- The Spine
- Tylwyr, the Whispering Mountain
- Ymladd, the Fields of Strife

## Sera



Sera is renowned for the wealth that comes from its mines of ores and precious gems. Trading of both raw materials and finished products such as weapons and jewellery make for the bulk of the realm's income and Serians pride themselves in their craftsmanship, the beauty of their land and the devotion to their Gods. The Glamorgans have been Sera's royalty since the birth of the realm, and Queen Niniveh is the first to take the throne as Monarch and High Priestess to the Gods. Serians are fervent worshippers of the Grey Shroud, Bringer of Death, and the Silver Well, Giver of Life, possibly the same being with different aspects, possibly siblings or something else. No one is certain, but it is best to keep them on side either way and present tribute when appropriate. Once a year secretive offerings are also made by those of the royal line, to ensure the realm's wealth, to the Nightbeast, a creature or ancient God who is said to dwell in the depths of the mines. The national colours are: black, silver, brown and red.

After the Queen took the throne and the title of High Priestess, a dream came to her. She saw how the Saxon Lands were devoid of true purpose, saw the people crying out for direction, for a firm, magnanimous monarch who would lead them. She woke up filled with purpose and declared it a dream, a vision, sent by the Gods of Sera, demanding their Realm spread their worship and their influence over those lands. And so the Queen sent both priests of the faith and warriors to escort convoys of food and other useful resources to the villages on the border of the Saxon Lands, then they made their way further into those lands, spreading their beliefs and annexing territory, as well as quelling any attempt to fight their advance, until they had enough support within the land to officialise the take over.

All in the name of their Gods.

**Realm Name:** Sera

**Monarch:** [Niniveh Glamorgan](#)

**General:** [Acot Sellsword](#)

**Realm Adjective:** Serish

**People from Rhyfel:** Serian

**How to flatter a Serian:** Compliment their fashion. Compliment the craftsmanship of their weapons and jewels. Praise their Gods

**How to insult a Rhyfellian:** Insult their Gods or question their faith. Question the legitimacy of the throne.

**Territories:**

- Camlann Fields (Stronghold)
- Caerlaeone
- Cestwyl
- Dark Mountain (Stronghold)

- Lake of Diana
  - New Dawn
  - Prosperity
  - Shrydd
  - Zemnia (Stronghold)
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## The Spires



The Spires is a realm named for its churches, each erected in praise to the Most Perfect Aspirant, a God of Power and Perfection. The Church teaches that the Aspirant is the spirit of perfection, and that those who die find themselves close to the Aspirant upon death; the more the deceased excelled in life, the closer they reside to the most perfect being.

In general, the Aspirants consider self-improvement a moral necessity above all others. Their farmers must be the very best farmers, their warriors must train to never fall. To insinuate that someone could not improve, or is already perfect, would deny an Aspirant the chance to become closer to their deity.

Rumours persist that the Aspirants make use of strange servitors for work which their people will not, citing that work outside of ones field of aspiration is not holy, and insisting that performing those necessary tasks by any means is therefor acceptable.

**Realm Name:** The Spires

**Monarch:** [Archon Iolaus](#)

**General:** [Archon Iolaus](#)

**Realm Adjective:** Aspirant

**People from The Spires:** Aspirants

**How to flatter an Aspirant:** Tell them that "They have gotten better" or improved at what they do. Tell them "You are on a path to becoming one of the best X in the hundred realms"

**How to insult an Aspirant:** Praise them without qualification

### Territories:

- Eklektos
  - Evercrest
  - Fort Aspiration (Stronghold)
  - The Pinnacles
  - Telimania
  - Vendicsal (Stronghold)
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## Stratiotora



Stratiotora is a militaristic nation, with conscription and mandatory service for all citizens. They pride themselves on never retreating, and always being willing to face their foes in open combat. They're brave and honourable and are very forthright and direct. Their land is rich in metal, as well as agriculture as all work for the whole. Five years ago their King began his ascension to Godhood, which has greatly pleased the people. Not known for having mages.

**Realm Name:** Stratiotora

**Monarch:** The Soon To Be God, Xenocrates

**General:** [The Advocate](#)

**Realm Adjective:** Stratiotorian

**People from Stratiotora:** Stratiotorian

**How to flatter a Stratiotorian:** Praise their forthrightness, respect their honour. Call it dedication rather than stubbornness.

**How to insult a Stratiotorian:** Lie, be duplicitous, imply that they're lying or being duplicitous. Accuse them of being stubborn (they are).

### Territories:

- Atropolis (Stronghold)
- Delphin
- Edge of Memory
- Gone
- The Missing Mists
- Once
- Pol
- Somewhere (Stronghold)

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## Svobodaskein



A wet, misbegotten land of eery marshes and unending mudlands, Svobodaskein has been without formal monarchy or power structure since the collapse of Arthur's rule. In its place, a tenuous alliance of village elders and local barons seek advice from a mysterious authority dwelling deep within the marshes of Thousand Drownings.

Svobodans are fiercely independent and individualistic. They reject all claims to hereditary power, and despise the vanity of titles and other such trappings of unearned authority. Lacking a formal military, willing freefolk band together as equals to repel invaders.

**Realm Name:** Svobodaskein

**Monarch:** The Grey Sheriff

**General:** Due to the position being sacrificed in a Magical Ritual, the Forces of Svobodaskein can never be led by a General again.

**Realm Adjective:** Svobod

**People from Svobodaskein:** Svobodan

**How to flatter a Svobodan:** Praise their independence and autonomy, and engage them as equals

**How to insult a Svobodan:** Demand fealty, show subservience or question their self-sufficiency

**Territories:**

- The Misty Expanse
- Mouldwood
- Nevermarsh
- The Reach
- Thousand Drownings
- The Yawning Mire
- Zhivograd (Stronghold)

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## The Court of Thorns



The Court of Thorns is a cruel and unforgiving place where spite drives all action. Insult is easily given and never forgotten, with the favours of the upper echelons constantly shifting on a whim. Formerly a House from within [Auralia](#), the draconically sponsored House of Thorns was discontent with how they were being treated in comparison to the House of Blossoms - whom they despised - and having been given insult by Arkenholm, Sera, and Penmortid they incited rebellion in the land of Mayga to wage war against their enemies.

**Realm Name:** The Court of Thorns

**Monarch:** Envy

**General:** TBC

**Realm Adjective:** Thorned

**People from The Court of Thorns:** Thorns

**How to flatter Thorns:** Compare them favourably to others.

**How to insult Thorns:** Compare them unfavourably to others.

**Territories:**

- The Heartland



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## Defeated Realms

### Mayga



Divided into 3 main settlements, each built around a great college. Learning is prioritised above all else and those students who show arcane talent are held in highest esteem in their colleges and in the community. Those without this talent, are assigned different societal roles upon graduation, with the smartest assigned teaching positions in the colleges (whose faculties double as local governments and military officers) and the dimmest assigned to manual jobs

**Realm Name:** Mayga

**Monarch:** [Finnegan Lunar](#)

**General:** [Finnegan Lunar](#)

**Realm Adjective:** Maygian

**People from Mayga:** Maygan

**How to flatter a Maygan:** Invite them to perouse your book collection and borrow anything they like

**How to insult a Maygan:** Refuse the offer of borrowing a book from them, or insulting their robes.

**Territories:** None

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### Saxon Lands (Now Sera)



The forest thins out and a huge, dark fortress emerges. Skulls often adorn walls, which are labelled

with huge signs written in blood, with anti-Arthurian messages such as “King No More” and “CAMELOT FALLS”. Saxons are brutish, ill-mannered, and warlike. They still revel in their victory over Camelot, and are rumoured to have designs to make the rest of the Hundred Realms kneel before them.

### [Saxon Costume Brief](#)

**Realm Name:** Saxon Lands

**Monarch:** TBC

**General:** TBC

**Realm Adjective:** Saxon

**People from Saxon Lands:** Saxons

**How to flatter a Saxon:** Submit, or bring them tribute.

**How to insult a Saxon:** Imply they are subservient to anyone who isn't a Saxon.

**Territories:** None

## Adding Realms

As of January 2022, we are no longer accepting new Realm submissions for *Tales Untold*.

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