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

Albion **Only joinable in Play**

After the consequences of the doors to the Hundred Realms being flung open for Behemoth and its Lost Worlds by the construction of seven Gateways, the devotion to Camelot held by Eirik and its people was used to create a Lifeline Hook that purged Behemoth's influence from the lands of Albion. In the aftermath, the joining together of Monarch Eirik and General Morgana Pendragon has seen Camelot's armies once again take to the world to unite it under one banner.

See also Camelot.

Realm Name: Albion

Monarch: Eirik the Lost

General: Morgana Pendragon

Realm Adjective: Pendragonian

People from Albion: Albionites

Territories:

- Bowthor Mor
  - Sanctuary to The Individual
  - Theatre
  - Farm
- Byres Head
  - Farm
- Camelot (Stronghold)
  - Library
  - Sanctuary to The God of Albion +2
  - Woods
  - Farm
  - Lifeline Hook
- Ceart Beith
- Cider Quay
- Cladach Seileach
  - Library
  - Embassy open to all
  - Sanctuary to Grandfather Oak
- Craobh Millteach (Stronghold)
  - Sanctuary to Grandfather Oak
  - Fight Like The Lion He Was
- Darach Mor (Stronghold)
  - Sanctuary to Magic
  - Statue celebrating Camelot
- Linmyre
  - Woods
- Logacis
- Oak Island (Stronghold)
  - Theatre
- Parting Ways (Stronghold)
  - Sanctuary to the Dragons
- Saddlecross (Stronghold)
  - Flood
- Sorrowsveil (Stronghold)
  - Sanctuary to the Dread Axioms
- Thae Uamhasach
  - Sanctuary to Grandfather Oak
  - Courthouse
- The Wetlands
- The Yawning Mire
  - Courthouse
  - Meltith's Flying Castle
- Vendiscal (Stronghold)
- Wrathwater
- Zhivograd

    - Sanctuary to the Individual

Algaroth

Once known far and wide as the Kingdom of Fairwynn, a Realm of peace and prosperity, The Archane 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 Algarothi: Complement their Dark Majesty, Depravity and Ruthlessness; or be visibly afraid of them

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

Territories:

- Brightvale (Stronghold)
    - Farm
- Deep Fen
    - Sanctuary tothe Dread Axioms
    - Farm (Bread)
- Silver Forest
    - Sanctuary to the Dread Axioms
    - Woods
- The Glory Peaks (Stronghold)
    - Library
    - Sanctuary to the Dread Axioms
    - Ceindeg Statue beating Skarn, Statue of Merlin offering a Grail

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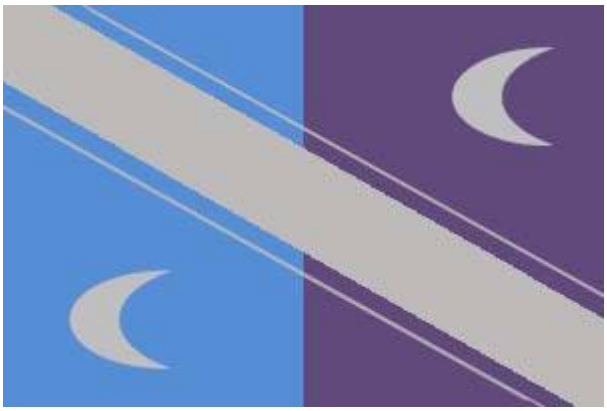
Arkenholm



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
  - Ceindeg the Bright Statue
  - Sanctuary to Ceindeg the Bright
- Bay of Mirrors
  - Ceindeg the Bright and Desiree Morgannon Statue
- Birkendene (Stronghold)
  - Ceindeg the Bright Statue
- Caerarian (Stronghold)
  - Sanctuary to Ceindeg the Bright (+1)
  - Ceindeg the Bright Statue
  - Courthouse
- Gladeforth (Stronghold)
  - Library
  - Courthouse

    - Ceindeg the Bright Statue + Kobolds
    - Sanctuary to Ceindeg the Bright (+1)
- Knowynn (Stronghold)
    - Courthouse
    - Ceindeg the Bright Statue
- Lupine Valley
    - Ceindeg the Bright Statue
- Lyongorm
    - Ceindeg the Bright Statue
- Maenwen (Stronghold)
    - Ceindeg the Bright Statue
- The Gloom Peaks
    - Theatre
    - Ceindeg the Bright Statue
- The Wayward Petal
    - Ceindeg the Bright and Lady of the Lake on the Sea Statue
- The Wraithwood (Stronghold)
    - Sanctuary to Lust
    - Ceindeg the Bright Statue
- Zarandacarn
    - Ceindeg the Bright Statue

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

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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: Lord Crow

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:

- Confractis (Stronghold)
  - Farm
  - Gateway to The Empire of Ducks
- Maudlin Hills (Stronghold)
  - Sanctuary to Ducks
  - Courthouse
  - Farm
- Mount Knoll (Stronghold)
  - Courthouse

    - Farm
    - 7 Standing Statues commemorating Gail's heroic sacrifice saving Lord Crow
- Shadow Wood
    - Woods
    - Farm
    - Eggs
- The Lost Edge
    - Sanctuary to Ducks
    - Farm
- West Haven
    - Sanctuary to The Individual
    - Farm
    - Wall of Thorns adj.
- Ynkinde (Stronghold)
    - Courthouse
    - Farm

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:

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See Realms of the Lost
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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
  - Theatre
  - Mine (Metal Trees)
- Icemaw
  - Sanctuary to The Totem Spirits
- Siarrad (Stronghold)
  - Library
- Stolaston
  - Sanctuary to The Stars
- Swamphollow
  - Woods
- The Spine
- Tylwyr
- Ymladd (Stronghold)

    - Theatre

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. Cotwell 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
    - Sanctuary to The Grey Shroud and Silver Well
    - Theatre
- Bear Watch (Stronghold)
    - Theatre
- Snowbush
- South Haven
    - Theatre
- Stonebury
    - Theatre
- The Bitter Woods
    - Theatre

Dream **Only joinable in Play**



High above the world of mortals, beings of pure imagination work tirelessly to tend to the unconscious worlds the beings below experience in their sleep. Beings of power and imagination, oftem single-minded in their purposes, see to the dreams of the world from their clouds, and watch as their work unfolds below.

Realm Name: Dream

Monarch: None

General: None

Realm Adjective: Dreaming

People from Dream: Dreamers

How to flatter a Dreamer: Embrace the aspect of dreaming they enjoy

How to insult a Dreamer: Assume to know how their dream works, call them Nightmares if they are not actually nightmares.

Territories:

- Phantasia (Stronghold)
    - Gateway to Dream
    - Sanctuary to Behemoth
- Prosperity

The Empire of Ducks **Only joinable in Play**

There was something in the darkness of the Deep Fen. Something ancient, something powerful, something feathered… The Empire of Ducks had 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:

- Pol
    - Farm (wheat)

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: None

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
  - Sanctuary to Sloth
  - Theatre
- Eilean (Stronghold)
  - Theatre
- Inbhir Nis
  - Courthouse
  - Woods
  - Farm
- Isle of Rón
  - Sanctuary to Calanthia
- L'Draudr
  - Sanctuary to The Carrion Queen
  - Farm
- Mor Ennew
  - Sanctuary to The Moon
  - Courthouse
  - Soaphouse specialising in meat-scented soap
- The Misty Straits
  - Sanctuary to Magic

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:

- Dome of Coins (Stronghold)
  - Arthur Tombstones
- Dome of Crowns (Stronghold)
  - Sanctuary to Todrick
  - Farm (Pumpkins)
  - Gateway to Thule
- Dome of Visions (Stronghold)
- Eklektos
- Evercrest
- Fort Aspiration (Stronghold)
  - Woods
- Fury (Stronghold) ASCENDED
  - Library
  - Farm
  - Pixie Circle of Autumn Magic
- Fort Aspiration (Stronghold)
  - Woods
- Regretspath (Stronghold)
  - Woods
  - Pixie Circle of Spring Magic
- Telimania
  - Pixie Circle of Summer Magic
- The Open Plains

    - Theatre
    - Farm
    - Pixie Circle of Winter Magic
- The Pinnacles

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 gutteral 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, represented by Kreak

General: Turnip

Realm Adjective: Goblin

People from Goblin Lands: Goblin

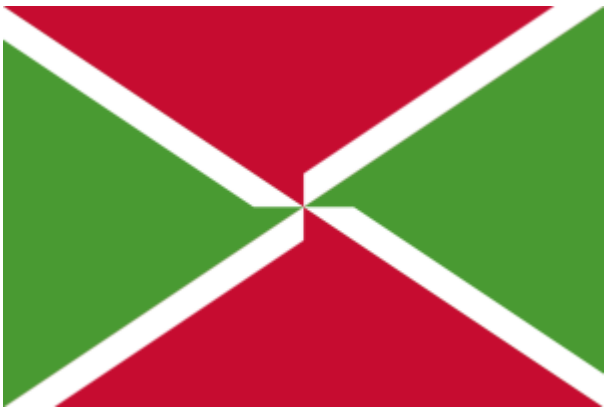
How to flatter a Goblin: Give them interesting, shiny, powerful, or meaningful things.

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

Territories:

- Farfair (Stronghold)
  - Library
  - Sanctuary to Big Guy (Conker's Rest)
  - Theatre
  - Woods
  - Farm

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 Silfrfold. 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

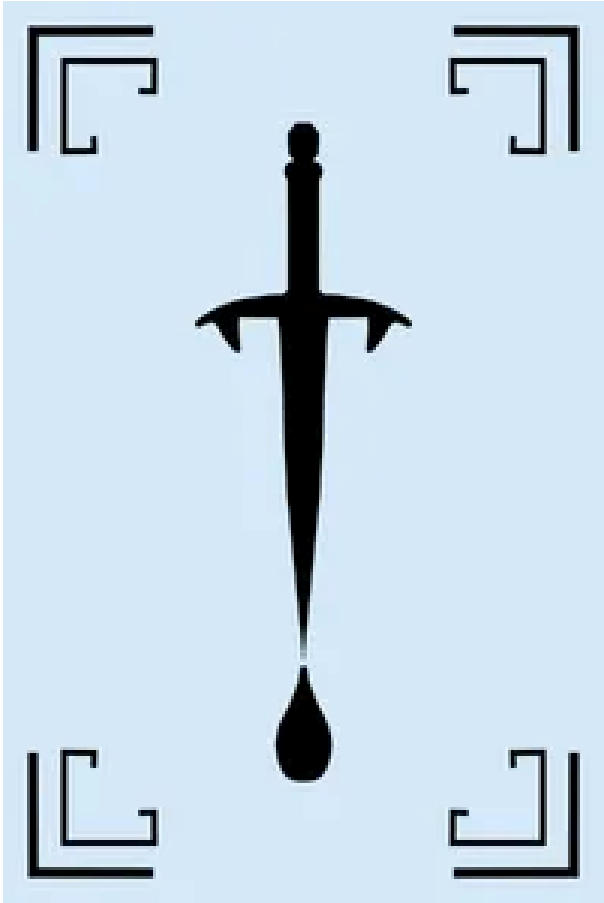
How to flatter a Halrgardian: Tell a story of their heroic deeds, ask for their help

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

Territories:

- Helgafjall
  - Courthouse
  - Mine
- Hero's Proving
  - Sanctuary to Fallen Heroes
  - School of Heroes
  - Mine
- Silfrfold (Stronghold)
  - Library
  - Courthouse
  - Mine
- The Clawed Plains
  - Farm
  - Mine
- The Whispering Hills (Stronghold)
  - Mine (Gas)

The Elegant Harmony **Only joinable in Play**



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.

Though they have been beaten back from the world of the Hundred Realms, their Gateway remains

open and their agents are known to have infiltrated the populace.

Realm Name: The Elegant Harmony

Monarch: Her Harmonious Elegance, Calanthia the Obsidian-Blooded

General: None

Realm Adjective: Harmonic

People from the Elegant Harmony: Harmonics

How to flatter a Vampire: Unknown

How to insult a Vampire: Unknown

Territories:

- Chivalry (Stronghold)
  - Library
  - Farm
- Middle Riding (Stronghold)
  - King Pisces Memorial Library
  - Sanctuary to Calanthia
- South Riding
  - Sanctuary to Calanthia
  - Courthouse
  - Theatre
  - Farm
  - Memorial to the fallen of Rhyfel
- The Bloodthrone Seat (Stronghold)
  - Sanctuary to Calanthia
  - Poisoned
  - Gateway to the Elegant Harmony
- The Boundless Shores
  - Sanctuary to Calanthia
  - Library
- The Sea of Memory

The Court of Knives and Shadow **Only joinable in Play**

In the Court of Shadows and Intrigue magic is few and far between; though there are great evils who use its power, most ordinary people will never see a glimmer of magic in their lives. In this world everyone is at the throats of someone and political in-fighting is the norm. No shadow is without its secrets, and no skeleton is without its closet.

Realm Name: The Court of Knives and Shadow

Monarch: TBD

General: Unknown

Realm Adjective: Intriguing

People from Legion: Courtiers

How to flatter a Courtier: Praise their conniving, their plotting, their secrecy, and their creativity

How to insult a Courtier: Foil their schemes in a way that is boring.

Territories:

- The Howling Forest
  - Woods
- Scoraxia
  - Mine
  - Theatre
  - Gateway to Knives and Shadow

Meister's World **Only joinable in Play**

In Meister's World, the laws of physics are decided by the mind of a madman with no care for the people. There is no consistency, there is no safety, and the Meister always hungers to control that which he cannot.

Realm Name: Meister's World

Monarch: The Meister

General: The Meister

Realm Adjective: Meister's

People from Legion: Playthings

How to flatter a Plaything: NOBODY CARES JUST FLATTER THE MEISTER PLEASE JUST FLATTER HIM IT WILL MAKE THINGS BETTER

How to insult a Plaything: NOT POSSIBLE, EVERYTHING IS PRAISE FOR THE MEISTER PLEASE DON'T MAKE HIM ANGRY

Territories:

- Digging Hole (Stronghold)
  - Mine
- Dragon Peak (Stronghold)
  - Library
  - Sanctuary to the Meister
- Gazillion Drownings (Stronghold)
  - Sanctuary to the Meister
  - Woods

    - Farm
- Playground (Stronghold)
    - Lair of Avarice
- Pointy Bits (Stronghold)
    - Farm
- Rock Garden
    - Courthouse
- Swamp Land
    - Courthouse
    - School of Ceddish Virtue

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:

- Darkwood
    - Courthouse
- Freshwood
    - Woods
- Greenwood (Stronghold)
    - Sanctuary to Old Gods of Nelaria

    - Farm (eggs)
- Mouldwood
    - Woods
- Nevermarsh
    - Sanctuary to Old Gods of Nelaria
    - Courthouse
    - Woods
- Northwood (Stronghold)
    - Woods
- Novus Antus
    - Sanctuary to Old Gods of Nelaria
    - Courthouse
- Southwood
    - Woods
- The Collapse
- The Misty Expanse
    - Woods
- The Reach
    - Woods

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

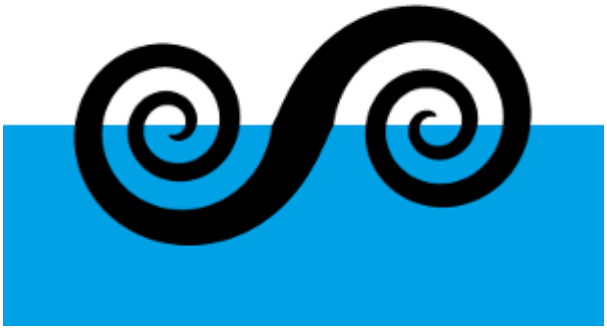
How to flatter a Damned: Compliment their poetry, be pissed off at their antics, call them unlucky.

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

Territories:

- Afflgafr
- Antewyn (Stronghold)
- Desadberta
    - Farm (fish)
- Freywyn (Stronghold)
    - Lyrnath - A Guardian Statue of the Sea
    - Courthouse
- Greater Vaelor (Stronghold)
    - Farm
- Lysmalan (Stronghold)
    - Library
- Pendragon Landing (Stronghold)
- Sgriobthe Oirthir
    - Farm
    - Drought
- The Cold Shore
    - Sanctuary to The Grey Shroud and Silver Well
    - Farm (fish)
- The Dark Horizon (Stronghold)
    - Woods
- The Endless
    - Sanctuary to Maverick Holloway
- The GReen Waters
    - Mine
    - Woods
- The Heartland (Stronghold)
- Library
- The Iron Quay
    - Theatre
    - Farm (fish)
- The Narrow Coast
- The Thornwood
    - Farm (Pumpkins)
- Torvylla (Stronghold)
    - Lyrnath - A Guardian Statue of the Sea
    - Sanctuary to Gwrtheryn Thornsbane
- Vanderin

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:

- Draicwyn (Stronghold)
  - Farm
- Narhyvn (Stronghold)
  - Library

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)
- The Isles of Many
    - Sanctuary to The Individual

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 Serian: Insult their Gods or question their faith. Question the legitimacy of the throne.

Territories:

- Camlann Fields (Stronghold)
- Cestwyl
- Cruthacha
    - Sanctuary to The Grey Shroud and Silver Well
    - Mine
- Dark Mountain (Stronghold)
    - Fountain to the Lady of the Lake
- Kyrophia
    - Mine
- Lake of Diana
    - Sanctuary to The Grey Shroud and Silver Well
    - Courthouse
- Medallion
- New Dawn
- Shrydd (Stronghold)
    - Sanctuary to The Grey Shroud and Silver Well
- The Golden Trail
- The Rose (Stronghold)
    - Sanctuary to The Grey Shroud and Silver Well
- Zemnia (Stronghold)
    - Sanctuary to The Grey Shroud and Silver Well
    - Resources doubled for Phase
    - Library
    - Theatre

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)
  - Farm
  - A silver Vizier's Throne just behind the Monarch's golden one
- Delphin
- Edge of Memory
- Grief's Crossing (Stronghold)
- Neverthere
- Praelium
  - A Pub on the Crossroads named Anghyll's Rest
- The Lost Ends

Thule **Only joinable in Play**

Thule was a great and beautiful city with great towering domes shining like jewels in the sun, earning it the name, Thule of the Domes. It was populated by a brilliant magical population. However, they thirsted for power, and it was their thirst that lead to their downfall. No one rightly knows what exactly happened, as there were no survivors who saw it. Thule sank, and was swallowed up by the earth and the sea, leaving a broken inhospital landscape behind. Those that have heard rumours of it, knew it as Thule of the Dooms. It was once lost, but is now returned – Rejoice!

Realm Name: Thule

Monarch: The Lord of Crowns

General: The Lord of Arms

Realm Adjective: Thulian

People from Thule: Thulid

How to flatter a Thulid: Basically worship them.

How to insult a Thulid: Pretty much anything that isn't framed within layers of etiquette, and even

then, they’re probably insulting you.

Territories:

- Dome of Arms (Stronghold)
- The Dark Marches
    - Courthouse
    - Theatre

Tomorrow **Only joinable in Play**

After some catastrophic event, the world was all but destroyed. Survivors of the catastrophe found themselves carving out a hard and dangerous existence in a world constantly under threat from horrifying monsters. Survivors name themselves proudly after the number of monsters they have slain, and the experience they gain from their plight emboldens them and makes them stronger.

Realm Name: Tomorrow

Monarch: None

General: None

Realm Adjective: Fallen

People from New Tomorrow: Survivors

How to flatter a Survivor: Show respect to theeir cause, offer hope, embrace courage

How to insult a Survivor: Suggest they haven't faced a true battle, suggest they could live another way, praise the monsters

Territories:

- Ben Taigh
    - Woods
- New Tomorrow
    - Farm
    - Gateway to Tomorrow
- The Moors (Stronghold)
    - A Sanctuary to Hope

Defeated Realms

Defeated Realms are those without any presence on the Conquest Table. Their legacies are not obliterated though, and members of these Realms still walk the world trying to find their place or revive their homeland. Characters may choose to be from Defeated Realms, but should bear in mind

they (currently) lack presence in Conquest.

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

Melltith

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

Realm Name: Melltith

Monarch: None

General: None

Realm Adjective: Mellian

People from Melltith: Mellian

How to flatter a Mellian: Note their effort in overcoming challenges, their cunning in everday 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: None

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

The Spires

The Spires was a realm named for its churches, each erected in praise to the Most Perfect Aspirant, a God of Power and Perfection. The Church taught 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 considered 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 persisted 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: None

Svobodaskein

A wet, misbegotten land of eery marshes and unending mudlands, Svobodaskein was 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 sought advice from a mysterious authority dwelling deep within the marshes of Thousand Drownings.

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

Realm Name: Svobodaskein

Monarch: None

General: None

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: None

The Court of Thorns



The Court of Thorns was a cruel and unforgiving place where spite drives all action. Insult was 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: Envy

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: None

Adding Realms

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

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