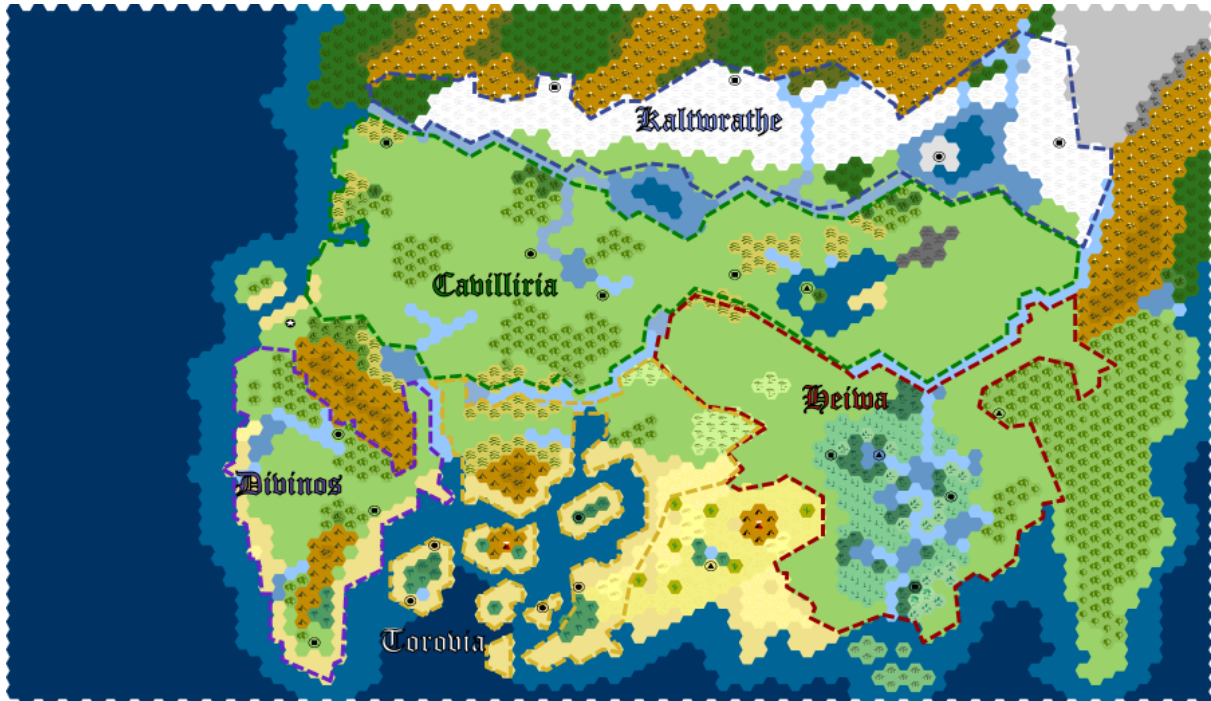


# The Kingdom of Drasil Player Guide

Levi Albert



The Kingdom of Drasil refers to all of the known territory on the continent, despite the fact there are many who would disagree with being labeled part of the Kingdom. The Kingdom is made up of 5 Fiefdoms, of roughly equivalent power, as well as a handful of semi-independent city states and factions, as well as untamed wilds.

## The Fiefdoms:

### Kaltwrathe:



Kaltwrathe is the northern-most and oldest fiefdom. It is a frigid and unforgiving land, filled with great boreal forests, mountains, and tundra. To its north lie The Great Wastes and The Savage lands, the only land not explicitly claimed by the King of Drasil, which are filled with so-called uncivilized peoples and great monsters. The people of Kaltwrathe once sought to coexist with these forces, but have been increasingly used by the crown to expand north and expel those who do give him no

fealty. Kaltwrathe is charged with defending the rest of the kingdom from such would-be invaders, and is sent continual support from the other fiefdoms to facilitate this.

In Kaltwrathe, survival is itself a constant struggle. The frontier is harsh, with a frigid climate and difficult living conditions outside of the major cities. There is little to farm, and constant struggle against the peoples and creatures to the north. This has led to a culture where honor and cooperation are essential, as everyone must unite under the common banner of mutual survival. The people here are quick to trust, but slow to forgive. Strangers are welcomed in Kaltwrathe, and simple aid is usually easy to find, but strangers will also be expected to help those they can or be shunned.

The fiefdom is led by a council known as the Long Table, led by the First Speaker. The Table was traditionally a meeting between representatives of all concerned settlements during times of crisis, but now resembles more a loose republic.

While like all of the fiefdoms its population has a majority of humans, Kaltwrathe has the highest dwarf population of all the fiefs. Many of them are descents of nameless dwarves, or are nameless themselves. Kaltwrathe's

The people of Kaltwrathe do not have any official religion they follow. While some worship the saints of the southern gods, the majority adhere to non-organized religion, often worshiping and personifying concepts and ideals rather than named figures. Common examples include the Hunt and the Hearth.

### Cavalliria:



Cavalliria lies in the centre of Drasil, directly south of Kaltwrathe. A land of vast plains, rolling hills, and beautiful forests. This is a land of nobility and chivalry, where the greatest knights in the land are forged. The center of the Kingdom's most powerful religion, The Church of the Saint Basileus. Cavaliria was the first of the fiefs to swear fealty to Basileus Goldentree I, as a Saint of the sun god Pelos. The fiefdom still has their own king; who sits on the Low Throne, below the divine.

In Cavalliria, piety and chivalry are everything. All aspire to be one of the great Knights of Thunder, and anyone can become one, provided they prove themselves to a knight. Etiquette and

decorum are essential, and the people here are enchanted with the songs and stories of the great gods are heroes of yore. The population

Cavalliria is unique among the fiefdoms for being the only one allowed a King, due to their unique joining of the Kingdom. From the king down the fiefdom follows a classic feudal system, with smallfolk owing fealty to their lords, to their barons, to the Low King, and finally to the king of Drasil

Cavalliria has many high elves, who have assimilated to human culture, forsaking their past as wood elves. As a result there are also a high number of half-elves. They also have a significant number of halflings, who do a significant amount of the farm work, and can be thanked for Cavalliria being the food production capital of the world.

The Church of Pelor is based in Cavalliria, with the Arch-Deacon having their seat in their capital. The religion follows foremost Pelor, the Lord of Light, god of the Sun and lightning, as well as his Wife Alluna, and their many children, who are minor gods associated with the different stars.

## Torovia:



The fiefdom of Torovia is a land of freedom, and the benefits and consequences therein. A mostly tropical land made of up islands, it sits between Heiwa and Divinos, and is the Southernmost fiefdom. It is a land of adventurers, pirates, merchants, and revellers, where above all, coin is king.

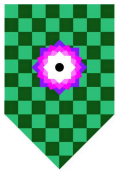
Torovia has the least singular culture of all the fiefdoms, with every island and city being unique. Their main unifying trait is the importance of the sea and trade, which everyone is tied to to some degree. Many here are merchants, as Torovia is the trade and capital of the world, many others work to protect or claim said shipments.

The Rulers of Torovia are The Golden Circle, a mysterious council whose very identities are unknown to almost all save the king and themselves. All that is known about the Circle, (aside from their power,) is how one gains entrance: You simply must buy your way in.

Torovia has the least consistent population, and all races can be found here. Torovia is also among Cavalliria as having the highest population, due in no small part to their many trade-hub cities. Notably tieflings, dragonborn, and halflings are more common here than in most locales, although many are just passing though.

Religion in Torovia is also varied, although most subscribe to some level of the teachings of The Church of Pelor. Anja, the Wandering Star is an especially popular God, commonly worshipped by sailors. There is also the Sons of the Coin, a cadent branch of the Church of Pelor that worships Gold as the most holy of things, believing it to be traces of the Lord of Light himself.

## Heiwa:



Heiwa is the eastern-most of all the fiefdoms, bordering both the Greatwood and the Zhasdha Desert. It is a warm marshy climate, filled with swamps, rivers, and jungle. It is home to the greatest spies and trackers in the kingdom, as well as powerful mystic

Heiwa believes in nothing more than putting the good of the people first. They are the quickest to act, and the slowest to go to war. Their smallfolk are generally the happiest in the realm, with the lowest rates of crime and fewest military engagements. This security comes at a price however, as in the swamps of Heiwa you are always being watched.

Heiwa is ruled in turn by the 6 great clans, who each rule for 7 years in turn. Should a leader prove sufficiently unpopular, they can be forced to abdicate their position by at least 4 of the other clans agreeing they should step aside.

Heiwa boasts a high number of wood elves that have joined The Kingdom of Drasil, as well as high numbers of gnomes and half-orcs. They also have a few naga, who have joined them after leaving their native barge-cities that sail throughout the swamps.

While there are some followers of Pelor in Heiwa, the most common religion is spirit-worship. At sacred sites hidden throughout the swamps, devout followers of SPIRIT RELIGION NAME are able to commune with those long passed from the world, and occasionally even learn to join the spirit world themselves after death.

## Divinos:

Divinos lies on the western peninsula of the Kingdom, in the lands that were once Pyrrus, and closest to THE CAPITAL. They are a land of mages, with the most wealthy and powerful potential casters studying their craft in their prestigious universities. It is filled with idyllic meadows and forests, naturally shielded from the outer world by the MOUNTAINS NAME.

Divinos is founded on the simple idea that the wisest and most powerful should make the decisions. They place incredible importance on magical ability, intelligence, and prestigious families. A deeply lawful nation, they believe if you understand a problem you can face it. This does often make them slow to enact plans, spending vast resources preparing before they make a manoeuvre.

Divinos is ruled by The High Scholar, backed by the High Seven. They are made up of the most powerful of each kind of spell caster, a Wizard, a Sorcerer, a Cleric, a Druid, a Warlock, a Bard, and an Artificer. Whenever the current leader dies, the others compete in a series of magical trials to determine the next ruler.

Divinos is dominated by humans, but features all ancestries. Despite humans making up a majority the least common sorts tend to gravitate toward Divinos, including tieflings, genasi, and aasimar.

Religion in Divinos is mainly based on the current high cleric, who is currently a member of the Sons of the Coin, the cadent branch of the Church of Pelor. They are not deeply religious people, but view the church more as a philosophical institution than a theological one, while respecting their powerful resources and potential for divination.

### Free Peoples:

These are the settlements that do not fall under the control of the kingdom of Drasil

### The Dwarven Holds:

The Dwarves are the oldest people on the continent. Once the forge-slaves of the Gods, when fire awoke on the plane the dwarves became sentient and cast off their shackles. They then went to war with the Dragon-Lords of the earth. Unable to defeat them, they resorted to their hidden city-fortresses, hidden deep within the earth. While with the creation of the humans they were able to defeat the dragons, they never abandoned their hidden strongholds. There is no non-citizen alive who has seen one of their cities. The Dwarves have erected several trading posts, called Dwerhelm, where they will regularly meet to trade and exchange some news with the outside world.

Some dwarves come from their holds but do not live there. They arrive in Drasil lost and confused, with no memory of their past, and a metal bracket fitted into their forehead. They are known as Nameless. The majority are found dead in the Savage Lands or the North of Kaltwrathe, but will occasionally make their way to society.

### Hunters of the Great Wood:

In the Great Wood live the wood elves and gnomes who are still touched by the fey, the mystical plane that they hail from. The Rift still lies in the forest, and is the only known gateway into the feywild. These Hunters of the Great Wood live nomadic lives, living as a pack and bearing a hatred of all settled folk. They lack forged metal, but have powerful shamanic magics.

A select few of these woods-folk will leave their life in the woods behind, choosing to approach the Kingdom for a new life. They are often treated with suspicion that they might be spies, however most are accepted.

### The City of Pesok:

In the harsh Zhasda desert lies one free city. Mainly composed of Orcs and Naga, they are left to their own devices mainly because it would be too inconvenient for the crown to wipe them out. They are a stoic culture, which is forced to focus on survival much like Kaltwrathe.

Some intermingling is done with the denizens of the city is done by merchants, primarily from Torovia, who come to the desert city to trade for the rare Iron Glass, an incredibly light and strong material forged by the City. The bazaars of Pesok are also very lucrative to those that travel there because they are completely unregulated, where no goods are considered contraband.

### The Barge-Cities of the Naga:

In the swamps of Heiwa, a mobile society lurks. The Naga remain a free state by living on large Barge-Cities, made up of many ships with all the necessities of a small village built in. They keep moving, in a wary balance with the Heiwa, who would prefer to pretend to be ignorant of them rather than risk open warfare, despite the wishes of the crown. The Naga find their sustenance through fishing and scavenging the banks for small creatures of vegetation. They forge their gear with bog iron, and are said to make the most potent potions and poisons in the world.

A small number of non-Naga live with them on their ships, usually those found as orphans. They will occasionally find their way into Drasil society, however they are often seen with suspicion and most must remain hidden from the crown.

### Lurkers of the Deep/The Isle of Andora:

In what was once the country of Andora lies the Andoran sea and chasm. Once highly populated, this is not a harsh area with little settlement. From the depth of the Chasm came the drow, who have since settled on the Isle of Andora. The Kingdom of Drasil lacks a navy on the sea with which to combat them, and attempts to build such a fleet have been thwarted by Drow raiders.

Drow in Drasil is exceptionally rare, but not completely unheard of. Some exiles from the Drow seek a place in Drasil society, although are often thought to be spies or assassins.