History of Poremania and the High Insular Kingdom – Barok

I. Kingdom of Poremania

National Flag :



National motto : " By Force, Knowledge and Blood: Poremania above all else. "

National Anthem :

"Greatness is not a right: it is our heritage."

"Arise, children of Poremania,

Let our voices pierce the horizon!

The blood of the strong guides our lives,

The honour of our ancestors, our reason.

Never does the Crown bend,

Never does the heritage weaken:

For those who rise with dignity

Sculpt the Empire, proud and ardent!"

Recent history of the Kingdom of Poremania

Current Rex (year 100 insular calendar): Leopold XII – Leopold der Panther.

Defeat of the Sankara Empire (2 eons BC – 4000 years ago)

The end of the Sankara Empire, a great colonizer for several eons, marked an upheaval in the future Poremanian society.

A free land under the Sankara Empire, the Remanian League became an excessive exporter of arms and mercenaries. The defeat and withdrawal of the Sankara Empire pushed this population, lacking outlets (factories produced less and mercenaries returned home), to revolt against anything that symbolized Sankara.

This empire of olive skins (insulted by the crowd as green skins), and accepting lower social classes for prohibitive tasks, finds itself in debt, in cessation of payments and suffering the rout with poorly fed and poorly paid troops. The Remanian League and its military ports serve as a fallback base for the third and fifth fleets, some pillaging of the countryside takes place, we do not really know who did this, but the population blames the Sankarians.

Rumors spread and revolt raged, so the Remanians took to the streets and beat up all the olive skins, destroyed Sankarian embassies and grocery stores, stormed the port with the help of unemployed mercenaries, and captured the Third and Fifth Fleets. It was called Peridot Day because the blood shed in the streets was that of Orcs, Trolls, and Goblins, all olive skins.

A brutal policy ensued throughout the country, and the Remanian League appointed a Regent, Helmut Ravenstein, a business leader and leader of one of the revolts with his bourgeois militias. He launched deportations, mass murders in mass graves, the immolation of the material goods of olive skins established for several generations, and he was at the origin of the piracy of the captured 3rd and 5th fleets. These fleets would scour the neighboring islands and the Dominion Sea to plunder gold and silver cargo ships, as well as sink the boats of Sankarian civilians and nobles returning home during the strategic retreat of the Sankara Empire, which lasted 200 years. The tradition of piracy of the Poremanian navy still exists today, but in a lesser degree than at that time.

This period is strongly marked by visceral hatred, xenophobia towards other species, notably the Elves, considered too weak to free themselves from the olive skins which gave them a privileged and superior status to humans. The League is then feared in multiple states in reconstruction.

The Lepor Genocide (between the 2nd and 1st eons – from 4000 to 2000 years ago)

If brutality and hatred become the prerogative of the Remanian League society, it eventually grows tired of its incursions, kidnappings, roundups and other actions against the olive skins over 200 years.

The population, educated to hate everything that isn't human, eventually turns away from the sea and port cities and turns its attention to the inland territories, which are in the hands of a peaceful species, the Lepors. All this takes place under the rule of Ferdinand Farembourger, regent elected by the Remanian League. He is the last known regent in history, and you will soon understand why.

The Remanian League has undergone a transformation in 200 years. The richest plunderers and assassins have gained the opportunity to purchase noble titles with stolen money. These titles rival the industrial bourgeoisie who still control the League, but they are increasingly less popular because they collect taxes, while the Nobles live off the interest from their plunder and theft. The nobility, seeing that the countryside is still in the hands of the Lepors, launch patriotic reconquests with the approval, armaments, and temporary financing of the industrialist Bourgeois. They are interested in opening new factories and modernizing the aging Remanian fleet. The nobles want land to administer them and gain prestige.

The Lepor towns and refuges were largely razed in the center of the island in a campaign that lasted 15 years and during which some Remanians recognized their exceptional fighting spirit and agility. Only the Forbidden Wood remained in the hands of the Leports in the middle of the island but not for long because the Remanian League invented a devastating weapon, the flamethrower. During the Night of the Crimson Fur, the League's flamethrowers were activated around the Forbidden Wood, the screams of the last Lepors were then mocked by the majority of the soldiers present, the paintings show a crowd of drunken and mocking soldiers while the poor Lepors burned with their kin.

On this cruel and unscrupulous victory, the Remanian League proclaimed its foundation in the Kingdom of Poremania under the aegis of Ferdinand Farembourger, who was acclaimed by the bourgeois militias and the bourgeois brothers.

However, this King will only have one year of life because he raises vast taxes to finance the construction of large factories in the conquered countryside. The nobles responsible for paying, like many other social classes, balk and form committees of the nobility which, on the night of the Holy Victory, while the drunken militiamen and the tipsy bourgeoisie celebrate the recent victory over the Lepors and the founding of Poremania, the nobles and the armed Poremania people storm the Palace of the Nation and the places where the festivities are in full swing and execute certain dignitaries, militia leaders and the new King.

The leader Leopold I, Markgraf von Lupzen, then spoke in the Palace of the Nation and made it clear that the bourgeois senators present had an interest, if they valued their lives, in electing him as the new King of Poremania and validating his tyrannical constitution. Two executions were enough for the bourgeois senators to validate the new constitution and see their chance to rule Poremania reduced to a secondary role, that of the bourgeois industrialists, a social category below the nobles. The Night of Bloody Victory, as it is known, marks the subjugation of the bourgeois industrialists to the fold of the nobility.

The next day, the bourgeois militias were dissolved and forced to join the royal army where they were supervised and reorganized by the nobles, who paid them properly and rewarded them with land where, at the end of their 25 years of service, they could reap the profits and resell their surplus to the nobility to promote the internal economy.

To prevent revolts, the Jäger Corps was created and sowed confusion and arrested many seditious and rebels. The prisons were full and executions were swift.

Piracy then became a legal institution subject to a tax; the discovery of Lepor treasure was subject to a fee of 50% of the value of the treasure.

Poremania also organizes each year the first duels between nobles, duelists and bourgeois, titles, money and alcohol are on the agenda.

The early years of Poremania

Post-Lepor War banditry grew, and numerous hunts were organized against wild animals accused of all sorts of horrors: dragons, giant lizards, wyverns, and so on. This period was one of darkness, malevolence, ferocity, and gratuitous violence. Many dwarven monster hunters, the Belgerkers, made their fortunes on the roads of Poremania.

However, at the end of this dark period, the island would once again turn to trade and economic prosperity, rather than aggressive land ownership. A certain tolerance then emerged in this society, which would overcome its intellectual and social isolation.

During the first eon BC, 2000 years ago, the increasingly unfavorable laws of the Ragnolls on the island of Intagnia forced them to migrate, and they settled in Poremania, where they were given a large amount of land. The exchange was made as part of an agreement to respect Poremanian culture, and the Ragnolls abandoned their old traditions and farmed the land, created businesses, and so on. Their newfound patriotism strengthened their hatred of the island of Intagnia.

The Arbeit und Eingliederung Camps were created to facilitate the Ragnolls' transition to integrate into Poremanian society. They will be followed, 1000 years later, by a minority of Neo-Félis who consider their integration as poorly managed in the High Insular Kingdom and dream of a more modern and richer future. They will find employment and cultural and leadership positions in the Kingdom of Poremania, which takes advantage of this by integrating them and tasking them with spying on their cousins who remained in the High Insular Kingdom.

The military power of the Kingdom of Poremania is confirmed and the first conquests in the scattered islands take place at this time, the Kingdom plays in the Court of the Dominion but does not join the alliance of the Dominion like Gerbie, which becomes one of its main clients.

Gerbie, in fact, buys thousands of flamethrowers and weedkillers to combat the daily advance of the jungle on the island and drain the omnipresent swamps on the border between the Gerbante land and that owned by the Tortugues.

Another major trading ally of Poremania is the Zonga Kingdom, which purchases gunpowder and ammunition for their modern weapons and those carried on their fast ships and catamarans. The Zongais only allow Poremannian humans to trade with them.

The Kingdom of Poremania is considered today a power at its peak, rivaling the High Insular Kingdom in culture, war economy, and world power.

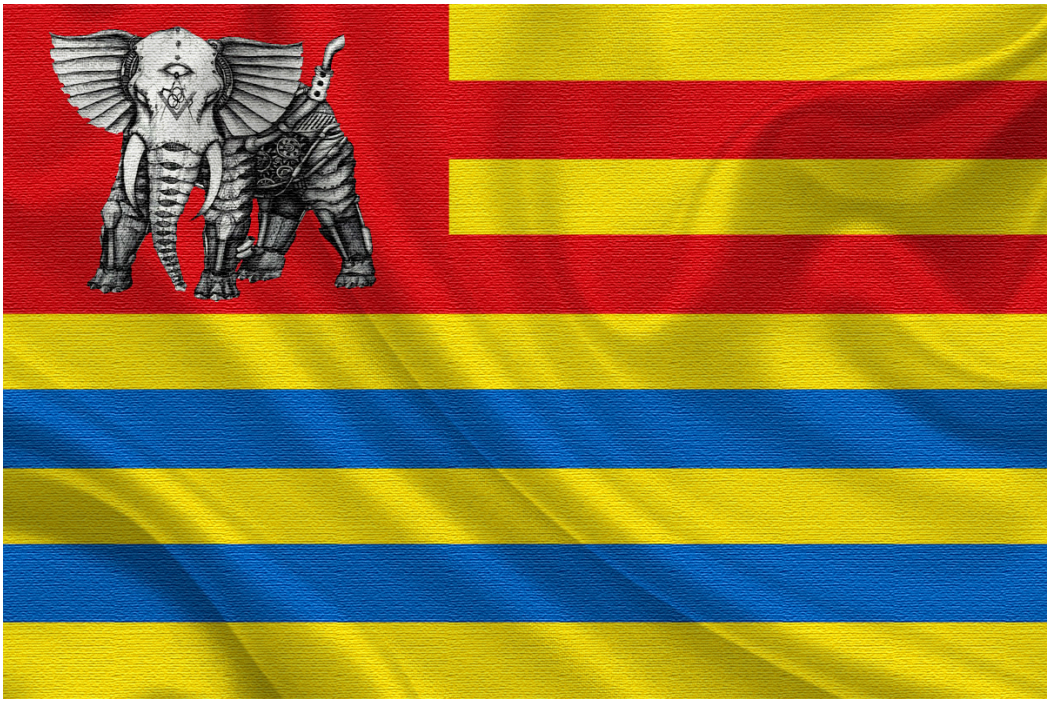
Recently, numerous covert and overt operations by the Poremanian Navy on the Blessed Islands have worsened diplomatic relations between the two powers. The Poremanian Navy is also suspected of sinking foreign ships with a new secret weapon from the depths: the torpedo.

As for the Elves of the Blessed Isles, they are still considered by Poremania as underdeveloped beings with exaggerated morals and old-fashioned customs.

A new crisis seems to be looming on the horizon.

II. The High Insular Kingdom

National flag:



National motto : “Faith, Knowledge and Compassion: The Pillars of Our Kingdom.“

National Anthem :

“Gauranne III, Light of the Islands”

“O Queen Gauranne III, breath of the tides,

You who unite the hearts of the lost islands,

Your name rises like the sacred dawn,

And our voices walk in your desired footsteps.

Mother of Courage, source of Progress,

You awakened our scattered people:

May your legacy guide our homes,

And may the Union of the Island be forever.”

Recent history of the High Insular Kingdom

Current King : King Adil Mortimer (The Crown).

Middle History of the High Insular Kingdom

Thus, for several eons of the old calendar, the island of Intagnia would experience periods of wars between cities, foreign tutelage, economic stagnation and reconquests of former areas occupied by the Jungle.

It was during these periods that the Empire of Sankara settled for 1368 years and made part of its population the new tolerated inhabitants of the island, we are talking here about the Olive Skins who would later settle on the Island when the Empire left with its elites and without the common people.

The sources of these eras are sometimes difficult to identify because certain Rajas or Jais dictated their laws from ancient times and then the following ones burned what the previous ones had achieved.

This was done according to their years of reign and this practice was modified after several eons by the agreement with the Sankarians. Because the Empire indulged in a clever practice, the double use of the administration and its copy of local customs and traditions. Thus the subject Rajas and Jarls were also agents of the Empire of Sankara since beside them, an official of the Empire had the same titles but left in the last step the local sovereign signed in exchange for protection and remuneration of the Empire. It goes without saying that this system was extremely costly to the Empire of Sankara and that its ruin began with its need to control and duplicate everything. Thus the period of Sankara is a much more documented period than the previous History.

Around the old calendar (several eons before our era)

In the year 1000, it was recorded in a chronicle that the island was heavily ravaged by an apocalyptic disaster where all the cities noted that an unhealthy wind burned everything in its path and that many technological wonders of ancient times were lost in this occasion.

It was at this time that the many portals to different places closed or were disrupted. This marked the end of the region as a special zone of trade and travel of several multi-worlds,

the society is strongly impacted at this time by a great diversity of ethnicities, some of whom are prisoners of Barok, unable to return home.

In the year 5794 of the old calendar, a powerful earthquake hit the island, killing hundreds of thousands of inhabitants. It is noteworthy that on this occasion, the nomadic fauns left the island for the Mainland. It is very likely that this was the Old Continent.

In 6752 of the old calendar, the Sankara Empire ruled over certain regions of Intagnia for 2 millennia, or an eon. It was a Goblinoid Empire from the Cursed Continent (current name). This Empire then ruled over the Cursed Continent and the island and ended up disappearing a few dozen centuries later. It is also called the Empire of Sankara. Thus in 8120, the abandonment of the island took place in a coordinated manner despite the reigning Corruption, according to witnesses of the time, all the goblinoids (Orcs, Trolls and Goblins) left the island in order and with a place on ships because such had been the order of their Emperor. The island, once abandoned, entered a period of decline again.

The following period was a time of civil and civil strife, as the Dominion's commercial and diplomatic power was established in the region. The island of Intagnia was often described as chaotic and insecure during this time, with many pirate bands finding refuge in the ports of independent and warring cities. It was a period of dark ages and constant rivalries.

In the year 9045 of the old calendar, a confederation of cities was established in the middle of the island to facilitate economic exchanges, but it did not lead to a strengthening of political ties. As a result, between the areas governed by great names and tribes of bandits existed and made their laws by sowing terror or plundering poorly protected merchants.

In the year 10600 of the old calendar, the Dominion became the influential political force throughout the island, and many foreign humans were entrusted with administrative and official functions to compensate for the illiteracy of the population.

They bring the first military force of stability and speak a common language that will favor the future linguistic unification of the island of Intagnia but which will remain 70% similar to the Dominical language (the language of Intagnia resembles English and Dominical resembles French).

The rise of the High Insular Kingdom

In the year 11800 of the old calendar, the Rajna of Damsterton succeeded in forming an alliance with the Raj of Roverclide and the Jais of Bristabad. They thus eclipsed the other cities of the continent by forming a vice-like alliance. They also imposed school for all children from the ages of 6 to 15 in order to teach them the basics of education.

The three of them united the island and established the beginnings of a new Empire, aided by the Dominion nations, which allowed them to finance their war and unification policy. The new regents also announced the beginning of the new calendar and the year 0.

In the year 0 of the new calendar, at the end of the 13th month, the last month of the year, Rajna Gauranne III of Damsterton declared with her allies the foundation of the nation of the High Insular Kingdom, she ordered in the same declaration the beheading of the other Raja and Jais who had not abandoned the old vassalages and declaring that the Satraps would henceforth be the sole vassals of the crown, its governors.

The Raj of Riverclide, Erwan Mac Fly, became the Mahpaterclan of Roverclide under whom all the Paterclans of Roverclide united. He reigned for about ten years before a cousin took his place after a “disturbed dinner.”

The Jais of Bristabad, Dhiren Stonegate, became the Duke of Gorvash, the Western Moor, and maintained a lavish court there for six years, which ultimately ruined him. He then sold his title to a wealthy bourgeois, Gavin Raman of Bender, who renovated the city's industry and made it the Kingdom's main economic hub with its large factories.

Dhiren Stonegate did not end his life forgotten by all because Queen Gauranne III made him general of the army in the 10th year of her new reign, where he excelled in the fight against brigands and pirates.

Queen Gauranne III reigned until she was 60 years old and ended her reign in the year 39 of the new calendar. The royal cult canonized her as Saint Gauranne the founder, patron saint of soldiers and architects.

In the year 92 of the new calendar, a requirement to train national elites was passed in order to reduce the involvement of foreigners in the administration. The High Kingdom then began a period in which the state attempted to isolate itself from foreign influences and began training its various elites.

Under King Adil Mortimer in the year 100, the High Insular Kingdom prospered and was considered one of the most powerful nations in the Dominion Sea, struggling to be recognized as the nation of progress and philosophy, opposing the rise of the tyrannical Kingdom of Poremania.

Structure of the island state

The hierarchical functioning of the executive is like this: a hereditary monarchy going to the eldest child, advised by his Ministers and balanced by the power of the House of Lords.

Legislative power is entirely held by the Neighborhood Council at the local level and the three chambers of Parliament at the national level. Neighborhood Councils are a direct election of

the best majority candidate in a series of two to three voting pools. Their party wins 50% of the seats, and the other parties divide the remainder. The winner is appointed Mayor.

Parliament is a much more complex system of candidates per winning electoral territory divided by voting cantons, which determines who will be elected if they have a majority in the cantons. They then win 50% of the seats in that territory, with the remaining 50% allocated to other parties based on their results. Furthermore, depending on social class, the candidate and their voters will be allocated to one of the three chambers of Parliament:

1. **The House of Lords of the Isles** (1st Class): Brings together the nobility and influential landowners.
2. **The Chamber of Notables and Merchants** (2nd Class): Composed of merchant elites and scholars.
3. **The Popular Chamber** (3rd Class and Untouchables): Elected by the people and the Untouchables, it represents free citizens, the Untouchables and the merchants.

The judiciary is supposed to be independent but applies the laws of the State (the Crown, its ministers) and Parliament. The appointment of judges is a process established by a charter but guaranteed in the Constitution. The procedure is as follows: judges are appointed 50% by the Queen and 50% by Parliament after the judges have successfully completed ten years of bar training and passed protocol exams to sit.

Politics on the island takes place primarily in the House of Lords, where six traditional parties, appointed by the Crown, vie for government support. The other two chambers are a minority classification of the small communities that make up the High Kingdom; there are fewer members of parliament for the two smaller chambers than for the House of Lords (which ultimately has more powers).

These parties are:

- **The Traditional Party** , very conservative and always focused on the place of the peasantry and supports the small artisan middle class and high wealth. It campaigns for the status quo of society on the condition that it benefits the accumulation of wealth. It is strongly opposed to the mechanization of the countryside and fears the increase in rural unemployment.
- **The Unionist Party** : known for its very royalist and very segregationist positions, it campaigns for the maintenance of the current system and wishes to delegate more power to His Majesty, in particular to restore order in the Wellington colony.
- **The New Cause Party** : A new party that wants to abolish segregation altogether and advocates for egalitarian legislation and the removal of charges against third-class citizens. It is the smallest of the six parties.
- **The Workers' Party** : present mainly in the city of Bristabad where hundreds of thousands of workers are demanding better working conditions.
- **The Guild Party** : Consisting of the oldest banking institutions, lending institutions, trading houses, and shipping companies, this party focuses its policy on

increasing profits and capital. They campaign heavily to allow Islanders traveling or abroad to also have the right to vote by mail when they can pay the census within the territory of the High Kingdom. They are also very influential in international relations, where they hope to maintain peace at all costs and repel pirates.

- **The Industrialists' Party** , this party is favored by the Queen's policies and values the mechanization of all industries, they also require a lot of public and sometimes private capital to increase its results. In return, the taxes that the State levies on profits are significant and promote public investment. They also campaign to reduce the importance of the administration to emancipate industries and advocate the professional responsibility of each company. Thus the State's charges could decrease. They recently agreed to negotiate with the unions behind the workers' party to discuss insurance for the unemployed to allow them between a dismissal and a return to work to have a springboard and meet basic needs.

Island society is evolving because it is torn between new aspirations and the possibility that its Parliament has passed progressive and visionary laws. Island society is notably more mediating and less violent than other societies, but it values the rigor of its administration, and its future is traced within the lines and limits set by its democratic and census-based society.

The politics within the parties appear promising and are attracting interest from debates, as well as from the press and journalists across the island.

International relations of the High Insular Kingdom:

The High Insular Kingdom has established itself diplomatically with numerous pseudo-states of the Scattered Isles and Dominion nations.

The best allies of the Crown Island are the Blessed Islands and in particular the Providence of Valletta, many of whose entrepreneurs and merchant families trade with the great nation.

As for the Elves of the Blessed Isles, they have become very interested in certain manufactured goods such as top hats, Victorian fashion, sword-canes, parasols, and some coal-powered automobiles. While the Elves of the Blessed Isles keep their tatami mats and hakama in their private lives, another quality good has entered the shops of the Elven spice shops: island tea, whose strength and flavor have become a new pastime for some in the Land where Elves drink Tea constantly.

It's worth noting that Kawa has only taken off in certain places and is imported from nations like Valletta, Gerbia, and Domitia Unificos. Speaking of Gerbia, their coffee is only consumed en masse in Poremania, not in the High Insular Kingdom, where people are reluctant to associate with this ultra-authoritarian nation.