

The Kingdom of Nardoven

(nar-DOH-ven)

Forged in the fires of war and conquest, the Kingdom of Nardoven is one of the most militarily powerful nations in all of Kharos. Fiercely nationalistic, the people of Nardoven wholly believe in the purity of their way of life, which has led to extended friction with other nations whom they would see adopt their same principles, particularly those within close proximity. Destiny has done little to dispel this belief, as Nardoven has enjoyed steady expansion over the centuries as they have annexed or invaded their neighbours. For all of its aggression, however, Nardoven is not barbaric or savage, rather a nation of laws and equity, where fairness and impartiality are not just bywords, but deeply maintained and protected beliefs.

The people of Nardoven have long been used to conflict and hardship, first having to tame the wildlands of their home. The forests, mountains, and bogs of Nardoven have always been full of monsters, and every Nardovan worth their salt knows how to use spear, bow, or axe to defend their home. This struggle for survival has given rise to a significant warrior culture, and for generations the rulers of Nardoven have maintained a professional standing army to beat back the monsters at their doors as much as to wage their wars of conquest, warriors more concerned with the pragmatism of violence than foolish notions of honour or chivalry. Outside of the army, professional monster-hunters are not uncommon, selling their services to local Lords or village bailiffs.

Those who look beyond the warlike exterior of Nardoven will see an unusually inclusive society, where the strengths and talents of its people are respected and cultivated, though they are expected to be, above all else, Nardovan. ‘Loyalty before all’ is the rallying cry, and in the heart of every Nardovan burns a love for



their country and a desire to see it thrive. While primarily a human nation, all species are welcome in Nardoven - slavery is abhorred, and specieism is unheard of. You are not Human, or Elven, or Kyn - you are Nardovan. This inclusiveness - and Nardoven's martial attitudes, attracts large numbers of foreign mercenaries and inevitably their families. Sellswords from Veliri, berserkers from Dromar, corsairs from Hagoros, all are welcome - so long as they abide by the laws of Nardoven. Those who violate the law quickly discover that the lawful protections enjoyed by each citizen do not extend to enemies of the state.

Nardoven's current monarch, Rex Tytos Thamar II, is accounted by all to be a brilliant strategist on the battlefield as well as a sagacious law-giver, and for many he exemplifies the ideals of Nardoven in their entirety: strength, pragmatism, and fair-mindedness. His aggressive campaigns against the enemies of Nardoven have made him immensely popular among his subjects, and his unyielding support of the army is enthusiastically returned, making his rule one of the most stable in living memory.

Nardoven's chief rival is their direct neighbour to the south, the Republic of Sevassa, against whom they have gone to war no fewer than four times in the last fifty years. Though the borderlands between the two nations is in a state of near-constant flux, neither nation has been able to make lasting gains against the other. Currently there is an uneasy peace, though that has never been enough to stop raids across the border.

Two years ago, Nardoven concluded a war with the Kingdom of Theris, annexing more than half of the smaller nation, including its former capitol. An uneasy peace was agreed to with the remainder, though Nardoven has begun to enlist more and more mercenaries and soldiers, leading the Theran people to believe it is once more preparing for war.

Playing a character from Nardoven:

Whether you were born there or immigrated, you are Nardovan. Most Nardovan take extreme pride in their nation, believing themselves to be the most civilized and the most advanced among all other nations. Although mostly human, any species can be from Nardoven. Remember, you're not human, elf, or wylderkin, you are Nardovan. Many Nardovan can be described as nationalists and likely

look on other nations with a bit of pity, as they are not anywhere near as advanced in their culture as Nardoven. Despite this, Nardovan aren't particularly pompous, they simply believe wholeheartedly that Nardoven is the best nation and that all deserve to live better lives in their great nation. Nardovans believe in loyalty and comradery, working together in eager cooperation with other Nardovans.