

*Calvraign,*

*As we sometimes tend to burst out into the oddest bits of spontaneous conversation about events long past, people long dead, and ancient bits of obscure verse that are yet strangely relevant to our current thoughts and actions, I thought perhaps giving you something to read by the campfire might serve to allow us a moment's peace from profound thought and belabored speech-making. Mayhap I shall draw a map for you to review in future, as well.*

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# THE EASTERN REALMS

A PRIMER BY B. MADRHARIGAL, MASTER BARD

## PROVIDAYNE

Once but a western province of the Dacadian Empire, the Duchy of Providayne rose to prominence during the bloody civil war that undid the Empire. As a nation, it remains the single-most powerful military force in the East, and retains the blessings of Holy Mother Church. The Providaynian monarchs have proved almost as good at waging war as the Dacadians, but less adept at sustaining peace.

## MNEYRIL AND AEYRDYN

As the other major remnant of the Dacadian Imperial legacy, the duchies form an uneasy alliance and counterpoint to the might of Providayne. Outright war has not broken out since the civil war, but tensions remain, well, *taut*.

## THE GOLD COAST

The oldest cities of Eastern civilization have fallen almost entirely into political impotence and isolation. Even Dacadhae, filled with ancient monuments of the once-mighty empire and the dwindling ranks of the Magistracy, struggles to find relevance in the modern world led by its wayward provinces. I list the cities below for your reference, although including Askan is a bit of historical charity, as it is but a tangled ruin.

- ∴ Dachadhae
- ∴ Achamhae
- ∴ Mychah
- ∴ Askan

## TIRIEL

To the far north, in the shadow of the Bael Naerth, one might find Tiriell... *if* one was intentionally looking for a city planted in the frozen tundra, populated by half-crazed woodsmen, exacting shipwrights or austere warrior knights. Many say that the best Tiriell has to offer sets sail out of the Baeden Maer every Spring. But many would be wrong, as mostly proves the case. They keep their best ships for themselves.

## MACCALAH

Of course, what we know today as Maccalah was once under the dominion of Mazod. Alas, having chosen the losing side as an ally in the Second Realmwar, Mazod ceded its interests on the Sun-rise Coast, excepting Hzieak Hzed, and the lands were granted to the displaced Maccs, whose own homeland had been annexed by the Empire. No wonder, then, that war is almost an annual festival between the Maccs and the heirs of Dacadia.

## CALLAH TUR

Cal Calha's people came to this rocky but temperate land by the same means Hagh Mac and his came to Maccalah. The Calahyr have borne their shame with more grace, or less violence, than their Macc brothers, having only enjoined one major war with Providayne in that time: the War of Thorns (with which you are unfortunately quite familiar).

## PAERYTM

Being so unfortunately placed between constantly warring kingdoms has made Paerytm a land always ready for the next war if never quite equipped to the task. It has made its bed with Providayne since Imperial days, and must lie there now forever or risk the fury of its jealous neighbors.

## THE FREE CITIES/IRON COAST

This league of city-states produces lumber, weapons and mercenaries in equal measure, but of consistently inconsistent quality. The peoples of this land are contentious, superstitious, mistrusting, and cantankerous. And these are the pleasant ones. No foreign lord has brought them to heel since the collapse of the Empire, though their own lords are harsh enough that one might wonder why they don't surrender to improvement from abroad.

- ∴ Uebhyr
- ∴ Lot
- ∴ Abrousk
- ∴ Xhent

## MAZOD

Dal L'ixar Mazod founded the great trading city Moot Khy. Her ambition and wealth, and a rather large army of mercenaries and pirates, carved out the Kingdom of Mazod from the fertile Inzirii Peninsula. This came as quite a shock and much to the dismay of the native Inzirii people already living there. Dal L'ixar, ever generous in nature, allowed the Inzirii to stay on, as she was in sore need of a slave class in her rigid caste system. Mazod has lost much of its land over time, but its navy remains unsurpassed, its merchants unparalleled, and its in-fighting legendary and devious.

## SYMBUS

When the Dacadian Empire was at its height, the Dacadh people and the aulden worked together, lived together, even married and bore children together. The spirit, if not the might, of the Empire lives on here. Symbus is beautiful and mystical, just as the half-aulden general it is named for, but it is a bit humid in summer, and that is a charge I can make with no real merit against the good departed general. The capital city of Aeth'lyn Fann is famed for its works of art and, of course, the fabled Bard College, where one might learn to write primers on the Eastern Realms.

## MALAKUUR

Just to the west of the Singing Rift, where the grasslands break like flowing waves against the southernmost intrusion of the High Ridge, are the lands now known as Malakuur. Once, this escarpment was home to the Tequom, or Sky Fathers, a respected and ancient tribe of the Ebuouki, but the Empire had little care for displacing these natives to rid themselves of Clan Malagch. Sadly, they had little more care when they unleashed the Devastations. Once, the terrain might have been described as austere or remote, but it was beautiful and it thrived. Now, it is a blasted waste of rock, poisoned soil and vengeful souls. I often wonder who has more to learn from the lesson of the Devastations - the victims or the victors.

## OAM

I would be remiss not to mention the great forest of Oam. It stretches from the base of the Malakuuri cliffs down to the edges of Mazod. It is the edge of the West, the

barrier between the civilizations of the Eastern Realms and those of the Ebuouki and the Ishti'in. The aulden still hold sway over this wood, and it is not traveled lightly. The Aelfniir are tolerant, more so than the Ceearmyltu, at least, but they deter the peoples of the Free Cities by creatively and most actively encouraging superstitions about mysterious elves and meddling drauogh.