

# Human Culture and History

## Alessandria and Her Provinces



# The Duchy of Lamoreaux

- Ruler:** King Nikolai Llywelyn Galt-Haldane, Duke of Lamoreaux, Prince of Kassonglen  
Queen Cassandra, daughter of the late King Gordion
- Capital:** Kassonglen - Provincial capital and the capital of Alessandria.  
A center of trade and learning, Kassonglen is the largest city in Merdensa.
- Major Cities:** Darcy, Tobbinshire, Fordington
- Landmarks:** The First Royal University of Kassonglen – The largest center of learning in all the Human lands.  
The Royal Academy of Magicks – Located in Kassonglen, it is the largest magickal academy outside of the True Elven lands.  
The Cathedral of the Saints – Located in Kassonglen it is the largest religious structure in the Humans lands. A huge cathedral constructed to commemorate the close relationship between the Crown of Alessandria and the Church of Diakonoff, though all four gods are honored there.  
The Great Market of Kassonglen
- Geography:** Temperate forests and grasslands
- Culture:** Like most of the world, Lamoreaux has a primarily agricultural economy, but the presence of large cities allows for a large enough guild and artisan network to produce a substantial number of finished goods. Lamoreaux also draws a fair amount of money from its centers of learning and education, recognized as some of the best in the world. At its core, however, Lamoreaux shares a number of similarities with its cousin-territory, Oronoth. However, Lamoreaux is largely a blend of many traditions, amalgamating into one uniquely cosmopolitan society. From the elves they've absorbed a sense of politeness and decency (along with a love for dry wit and subtle humor). From the dwarves they've adopted a sense of stalwartness and even stubbornness. Critics may well describe the Lamoreaux as somewhat arrogant, pushy, aloof, and at times paucy and snooty. Much of the land in the duchy is owned by the king and ruled through non-nobles, such as governors and mayors.

## **The Duchy of Vosburg**

- Ruler:** The Duchess of Vosburg, ruling in the absence of her husband Duke Erich Halifax, Duke of Vosburg and Regent of Haldenweald.  
(Duke Halifax is the cousin of King Galt-Haldane, former Duke of Vosburg.)
- Capital:** Bromhead
- Major Cities:** Fieldbrook, Riverton, Deeproot
- Geography:** Temperate plains and grasslands with rolling hills
- Culture:** Vosburg is home to numerous rivers and small forests that dot the landscape and provide ample natural resources. The open grasslands and prairies have lead to most of the population outside cities being pastoral herders. The people of Vosburg have a similar disposition to those of Lamoreaux, though they are slightly less educated. Vosburg is renowned for its horses, horse husbandry, and gallant knightly code. The Halifax family, in particular, is most famous for its horse rearing. The Vosburg Great Horse, the Halifax Courser, and the Halifax Palfrey are famed throughout the kingdom, and most nobles from other provinces will have at least one Halifax breed.

## **The Duchy of Oronoth**

- Ruler:** Duke Edward Comoran, Sixth Duke of Oronoth
- Capital:** Duncastle
- Major Cities:** Coatbridge, Dunbarton, Gannot
- Geography:** Temperate forests and grasslands in the South, wooded hills in the North, and forested mountains to the West
- Culture:** The people of Oronoth are much like the people of Lamoreaux, though they tend to be rustic and old fashioned. They are, however, quite loyal to the king. The mountains to the West of the duchy provide ample ore, while agriculture prevails in the rest of the province. In the Northern parts of the duchy the people tend to be clannish. On a whole, there is still resentment towards the people of Conlyn for breaking away from the duchy. The province is famed for its archery, and boasts some of the best marksmen in Merdensa. The duchy is also famous for the Oronoth Longbow, a six foot bow that can fire an arrow over tremendous distances.

## The Duchy of Vetrona

Ruler: Duc Eynon Kyffin

Capital: Carravon

Major Cities: Boucard, Riennes, Leporte

Landmarks: Orcsend Wall – A massive edifice of cut stone and marble, spanning six miles in length, standing 40 feet high, and wide enough for 10 men to stand abreast. It was built outside of the capital of Carravon to stop an Orc invasion force around -340 AoC. It fills the valley known as Orcsend Pass and defines the Northern border between Vetrona and the Free Cities.

The Vetrona Commercial Exchange Commission – Also known as the VCEC, this great trading house in Carravon is a hub of commerce for the duchy. Each of the great merchant houses of Vetrona sits on its board of representatives, with the most affluent acting as head. The VCEC sets the price of most goods entering Alessandria from the Dwarven Kingdoms, the Elven Lands, and the Free Cities.

Geography: Heavily forested lowlands in the South (Oakshield Woods), forested mountain hills at the Northern borders, open lowlands and small wooded areas throughout. The Oakbend River forms the border with the Elven Lands.

Culture: The people of Vetrona are stalwart, hard working, and industrious. Since the duchy borders the Dwarven and Elven lands most goods from these kingdoms enter Alessandria through Vetrona. This has led to the creation of the Vetrona Commercial Exchange Commission or VCEC to regulate the price of these goods. Carravon is perhaps second only to Kassonglen in wealth. The province also boasts a strong military presence and maintains a large state army headed by the Lord Chatelain, the Duc's general. Rule of the duchy is split between the noble and merchant classes, marquis' and burgomeisters, respectively.

## **The Protectorate of Khivark**

Ruler: Patriarch Malik von Yinterval

Capital: Svalbard

Major Cities: Fjorna, Hrolmund, Brunbjerg

Geography: Low coastland, alpine forests, mountains and steppes

Culture: The people of Khivark are dour, stern, and hardworking. They pride themselves on military prowess and are used to constant Orcish raids. The land is poor for agriculture though plentiful in wild game to hunt. Lumber is also abundant and woodworking is the predominant trade. The people share a mutual respect with the Dwarves, though they lack the Dwarves abilities at masonry. Qos is worshipped as much as Diakonoff in this province. The nobility, known as karls, rule fiefdoms under the Patriarch. Castles are unusual but not unheard of, with only the most affluent karls having a single keep. Most estates consist of wooden longhouses, small stone ancillary buildings, with wooden palisades. In winter the snows are so heavy that communication between villages is nearly impossible. Khivark is one of the poorest provinces of Alessandria.

## **The Duchy of Leikheim**

Ruler: Herzog Karl Kaczmarek

Capital: Schwarzheim

Major Cities: Cedarhafen, Grunveldt, Holtzwald

Landmarks: Academos – Academos is the great library and city of the Oelytes. While technically it is in the confines of Leikheim, Academos operates as an independent city-state.

Geography: Heavily forested throughout most of the province, grasslands in the North. The Southern forest is called the Fellwood. Forms border with Grendon with the Cedargreen River.

Culture: Leikheim forms the gateway to Grendon, and most trade with that land passes through the province. Grendoners tend to look down upon the people of Leikheim since they ceded from the Grendon lands centuries ago. The duchy is not quite as populated as some of the other provinces though there are some large cities along the main trade roads. Outside of these areas, however, the population is thinly dispersed and an individual can wander a day or two after leaving a small village before they find another. Lumber forms the main trade of the duchy, though the open Northern lands boast a few minor universities. The Southern forest is known as the Fellwood and is avoided by most of the population. They believe a monster or spirit called the Holzernemann makes it abode there. It takes the appearance of a short, thin man who seems ancient. Supposedly, he wanders the woods and if he finds people, he'll start to whistle a song so melodic and wonderful that it cannot be ignored. If he is hailed, he will ask the people a riddle. If they can successfully answer the riddle, then he will simply pass them by, continuing his tune and vanishing as soon as he is out of eyesight, leaving no trace but the haunting echo of his song. Should anyone fail at answering the riddle correctly, he will immediately turn them into small wooden effigies of themselves, collect them in his sack, and continue whistling along.

## **The Duchy of Kobylarz**

Ruler: Duca Efsio Carmine

Capital: Pavona

Major Cities: Corato, Maritaina, Latrone

Geography: Open plains, rolling hills, great forest in the East. The land is fairly dry with warm summers and mild winters.

Culture: Kobylarz was formed from the former lands of Derthaven. Many older families still harbor grudges against the Kingdom of Alessandria and feel dispossessed. Agriculture forms the economy of the duchy. Sheep raising, olives, and grapes are especially prevalent here.

## **The Duchy of Gildea**

- Ruler:** Duchess Alvery Kyffin - Granddaughter of the Duke of Vetronea
- Capital:** Cranehold
- Major Cities:** Faldir, Thorne, Blackwater
- Geography:** Small wooded areas in the North, swamp in the South. This area is warm, and quite humid in the South where it rains frequently.
- Culture:** Gildea was formed from the former lands of Derthaven and is very lightly populated. Most of the inhabitants live in the Northern part of the Duchy. The Southern part, which borders on the Fendenglade, is full of bogs, swamps, and moors, with only a few backwater settlements. Many monsters are prevalent in the Southern swamps, especially a very tough breed of troll. The land is known for its coal mines. Rice is grown in the South, as well as peat, which makes excellent fire fuel.

## **The Barony of Mantione**

- Ruler:** Baron Cristobal Buenaventura
- Capital:** San Beshial
- Major Cities:** Madero, Puerto Colona, El Mieza
- Landmarks:** The Cathedral of Saint Manton – A huge domed cathedral dedicated to the Diakonic Saint Manton. It is the second largest cathedral in Alessandria.
- Geography:** Very warm throughout, rolling grasslands, small forests.
- Culture:** Mantione is the former Kingdom of Landisfarne, renamed after the passing of Saint Manton. Diakonoff worship has a very large presence here though the nobility tend to worship Qos. The Alessandrian navy is headquartered in this barony. Shipping is the largest trade, but the growing of citrus fruits is also predominant. Bullfighting has arisen as a cultural pastime to woo women or display manhood and courage.

## **The Earldom of Altacino**

- Ruler:** Countess Isabel Eannes
- Capital:** Porta Marcosa
- Major Cities:** Santa Delio, Barberro, Aguilla
- Landmarks:** The Well of Oberim's Tears – A mountain crater filled with cobalt-blue water. This area is said to be holy to Oberim and a number of Oberimian shrines ring its approachable passes.
- Geography:** Humid coastal plains and beaches, mountainous in the North.
- Culture:** This province has more Oberim worshippers than any other religion, and the least amount of Diakonoff worshippers. Being on the coast, sea trade is predominant. While the area is wealthy through trade with Mantione, there is some animosity towards that barony, stemming from Altacino's ancient feuds with the former Kingdom of Landisfarne. The mountains to the North house all types of minerals and precious metals, while the coastal plains allow many different crops to grow well.

## **The Earldom of Conlyn**

- Ruler:** Earl Coll MacLachllann
- Capital:** Bannauch
- Major Cities:** Dumfrey, Arnshire, Schilton
- Landmarks:** Muire's Ring – A ring of huge standing stones, nearly 18 feet high and sacred to all the gods. It is said to be the burial place of a long forgotten ruler of Conlyn. The divine energies of this henge are also said to keep an ancient evil spirit banished.
- Geography:** This land is almost completely rocky highlands, trees are sparse, and fog is common.
- Culture:** Conlyn is the poorest province of Alessandria. The people grow few crops because the soil is poor, but the area grows a prized type of tobacco or pipeweed. Sheep and goats are raised in abundance and Conlyn wool is very thick and warm. Conlynders tend to organize themselves into clans consisting of a number of neighboring families. The men of the earldom often dress in a plaid kilt or tartan, and sometimes have a matching sash. The women will wear their tartans in many different ways; sometimes as a full skirt, sash, or even as ribbons tied in the hair. Many Conlynders speak with a highland brogue, though not all. Herbal alchemy is practiced heavily in this region, as many rare plants and herbs grow among the rocky cliffs. There is also a good bit of trade with the Dwarven Kingdoms, especially in Dwarven ale. Other people from the kingdom sometimes view Conlynders as uneducated and backwater.



## **The Principality of Haldenweald**

- Ruler:** Regent Erich Halifax, Duke of Vosburg - ruling on behalf of King Nikolai's children, Prince Alfie and Princess Allie, until they come of age.
- Capital:** The Haldenweald Keep
- Settlements:** Anchor Point, Vonnenberg
- Landmarks:** Haldenweald Keep - The seat of government in Haldenweald. Due to its centralized location between Anchor Point and Vonnenberg, and its substantial fortifications, it's a base of operations for whomever is ruling the old world colonies in Feragothe.
- Geography:** Mostly forests, ranging from temperate woods in the north to untamed jungle wilds in the south. A large mountain range known as "The Spine" borders Haldenweald to the North and West.
- Culture:** Haldenweald is Alessandria's frontier principality on the new continent of Feragothe, founded in by then Prince, now King, Nikolai Galt-Haldane in 60 AoC. Many peoples of different races have travelled there from Merdensa, with the spirit of hard-working frontiersmen and adventurers looking to settle new lands. Though others have come fleeing sordid pasts in Merdensa. The native peoples of Feragothe are mostly tribal and reclusive from their new neighbors.