**The Setting of the Five Kingdoms**

**Story  
The Five Kingdoms are the last that stand against the Dead Forest’s of Leomass. Once united in their cause to prevent a second war of ascension, the kingdoms still argue and bicker over territories, racial cultures and the ever-consuming responsibility of the ‘Salvation Wall’. A great testament to their will, the Salvation Wall was built as an impassable barrier and the last defence against the spread of the dead forests, Leomass’s diseased plague that consumes whole Kingdoms. It’s all that stands between Leomass and the sands of the Ash Desert. It is said that if he reaches the Ash Desert and crosses to the gates of ascension, Children will be know more and the world will fall into an age of timeless shadow and the beasts of torment will rule for eternity.**

**The Kingdoms Look and feel.**

Each culture is broken into a few categories to make it easy to get the idea of what were trying to portray.   You have a social description; a cultural description and a visual description to help you choose the Kingdom you wish to come from and as a guide to help you decide what kind of path you will follow.

**The Cities.  
Ba’nott**

**A city of Men (Crusader Knights)  
  
The Great City of Ba’nott is also known as the Northern City. Situated some 50 miles South of Thodan’s Pillars, and 60 miles North of Gates River. The whole city sits on 200 ft of man-made earth works and is almost a mile across from east to west. Surrounded by a 30-foot stonewall, the city is thought to be impregnable.  
  
At the cities core stands the great Ba’nott Keep, home to King Edward of Rothgartt ‘The Hand of the North’ and the Knights of liege, his blessed paladins. In the centre of the courtyard is a statue of Goran the mighty, which once stood in the halls of the Kingdom of Kaldoom, home to the Rothgartt’s and once governing city to the realms of Osguartt. King Rothgartt has taken responsibility for the protection of the 1st and 2nd sections of The Great Wall.**

**Men of Ba’nott - Knights**

Shinning knights in armour and their squires is about all any player will need to know. They are the classic Excalibur (the film) knights.  Each belongs to one of 12 Chapters, each representing one of the 12 Gods of ascension.

These knights of King Rothgart are in continual competition with each other, but deadly when put to task as one.

Camps would ideally be made up of white bell tents or any period looking tents. Also the many banners of the chapters would be present.

The commander (Kings knight) would have a tent central to the others where a training arena would be set up.

**Ba’moor**

**A City of Men (Norman)**

**Ruled by the just King Osrick, Ba’moor is situated in the Centre of Bara’ghost. To its North are the Wold’s and to the North West the Rosefire Forest. This vast city is the largest of the standing cities, some 4 miles across and houses the great trader’s guilds and the famous Bards, the Weavers.   
  
The city is made up of many towns that all link to the cities many gates and large farming plantations expand out across its countryside. Ba’moor has a small standing army but all of its subjects are regularly trained in the art of warfare, in case war breaks out.  
  
King Osrick has taken responsibility for protection of the gate and the 3rd section of the Wall. Every week, priests of Yor’din make ‘The Journey’ by foot from the city temple to the great wall and replenish the protective blessings along its length.**

**Man of Ba’moor - Soldiers**

They are the true soldier of Bara’ghost, soldiers of Ba’moor look like Norman conquerors with a medieval twist.  Thick chainmail, Huge tower shields and spears or round shields and long swords are very commonplace.  The good King Osrick and his House of Lords control the largest area in the 5 Kingdoms.  There are 7 lords, each with their own banner, yet all are of the same army. Each Lord takes the responsibility of being a general to his men as much as a Lord to the King.

Camps would ideally be made up of white ridge tents or any other period looking tents. 2 towers always watch their gates and the tents are aligned like barracks, in lines (where space allows) The Lords tent is always in the center of his men.

**The race of Men Ba’nott, Ba’moor and East of the Wall.**

The race of Men in the world of Kastrouffe is the most dominant.  This huge world has many Realms inside it, but our story follows that of the realm of Bara’ghost.  The men of this world have rallied for power and to appease the gods since their time began. As the youngest race in Kastrouffe, they are always trying to impress themselves on their piers and the other races.  Sadly, this has lead to many great wars.

**Sca’lan (Gothic) A City of Elves  
  
Due to the Death of King Carvelli at the Battle of Seragol and the young age of his son, Queen Argosha rules the City. The young Prince Uri must wait till he comes of age before he can claim the thrown and be crowned King.   
  
At Seragol, Sca’lan took huge casualties and its army was almost wiped out, only one of its 7 regiments survived to carry their dead king home. In the final stages of the battle the sons and daughters of Seragol banded together and formed a last defence for the retreat to the Still Marshes. 300 of the 5000 strong Sca’lan army and 2000 refugees of Seragol made it to the safety of Harkers Lodge. Sca’lans mourning lasted a year and the Seragol people returned to a long lost dwelling in the Mountain and embraced their ancient heritage, as those that live under the mountains.**

**The Elves are a strange people that harness the delicate fineries of culture with a deadly passion. Thought to be the oldest race and renown for their long lives, they have an arrogance and love for pomp. However, their culture has always been one of being the masters and rulers of the younger races and that responsibility shows in everything they do.**

**The race of Elves, also known as The Aylward**

Believed to be the first children of the Gods and try to resemble their makers.  The Elves believe they are better than the other chosen children and hold a responsibility, however this responsibility also makes this arrogant and self obsessed. One gift they do have is they are immune to disease and sickness, which means they tend to live a natural life longer than the other races.  They are great poets, bards and sturdy fighters and are goodly, but have a very funny way of showing it.

The Look.

These mystical and larger than life souls dress in fine clothing and armor (think LOTR). Once upon a time they would change the color of their clothing and armor depending on the season, but since the fall of Seragol and the loss of the Urn, they ONLY wear autumn colors. browns, greens and grey’s overlapping Silver or golden armor.  There are only 5 houses of Sca’lan left; each has its own color that is worn around the left arm and has ahead of the family, which also sits on the Queens council.  They have no army, all elves are trained to fight and will stand if and when needed. Hence they army was so big during the battle of Seragol.

Camps would ideally be made up of whatever canvas they can get their hands on, but they are always heavily dressed with the banners and a ruling pomp.

Appearance is that of a traditional LOTR Elf, but with an attitude of a Pratchett /Elder Scrolls one.

The use of jewelry and prosthetics to make themselves look Elf is used by many of the high elves.  Low elves look almost like Men, but for their culture and personality.

They believe in the ascension and its gods.  **Goul‘riems (Oriental/barbarian) A city of Orcs  
  
The City of Goul’riems sits on the South West corner of Baraghost, some 30 miles from the Southern mountain range of Thanet’s Walls and 40 miles east of the Ash Desert. The city itself is full of great spires and large stately but twisted buildings. To the west of the city lay tin and silver mines that go deep into the ranges of the Kassa’riems Mountains. King Elgar’dire took the throne from his brother Mor’agon in 977 and has kept the morale of his city high with its profits and good fortune. Mor’agon was banished from Goul’riems and has not been seen since, though rumours say he may reside with the Harkers, others say he waits in the Drith’riems plateau and is building an army to take back Goul’riems.**

**The Orcs once resided in the great plains and mountains of the world and were a nomadic people, but slowly over the centuries became used to living in Cities like the humans. Now their culture is almost gone, but for their shamanic beliefs to the land.**

**The race of the Orc**

It is said that the Orc and the Goblins came from deep in the earth and are the children of Ghia, The Earth Mother.  For Millennia, they roamed the Great Plains, mountains and wastelands, moving all the time.  These Nomadic peoples were near their God at all times.  It wasn’t until they met the other races that many wars began and the ancient conflict of Ghia and the Gods erupted.

It was at this time that they became city dwelling and all the clans and tribes united under their Kings.  Their culture took a huge turn and the Orc society became a very strong and Nobel one. However, many of the Clans and Tribes returned to their original paths, hence there are 4 Clans of Orc.

The 1st Clan of the Orcs

The Habutii – The pale Orcs that sit on thrones and once lived in great cities.

Look – Think Elder Scrolls. More Man than pure Orc, their culture and look is very similar to that of feudal Japan and the Samurai.

The Urak – These Orcs are the true muscle behind the Orc nation.  They travel freely like Mongols in small tribes and serve their chosen masters to the death.

Look - Classic LOTR Urak

The Hashin – These are the proud Plains Orcs that once traveled the world. Nomadic by all accounts and the most attuned to the earth.

Look – Classic plain Indians of North America.

The Grom are the Low Orc, or Goblin, as the children of the ascension know them. They once lived in huge numbers in the mountains and even under the great cities.  The Goblins are diggers and are obsessed with the deep earth. Due to this obsession, they have had many battles with the Dwarfs who also dig deep.

Look –They are always hunched over but would stand to the same height as Men if they stood upright.

All Orcs worship Ghia, the earth mother and that their souls must return to her to be reborn.  They do not believe in the ascension.

The Orcs of Goul’riems description makes it very clear what they look like in the race section, however, the King and the ruling Orcs are the Habutii.  The warriors are the Urak and the mystics are the Hashine.

Camps would ideally be made up of Bell tents for the Habutii, Yurts/bell tents for the Urak and Teepees/tarps for the Hashine.

**The Lost City of Seragol (Vikings) A City of Dwarves  
  
The city of Seragol and its King Skabull fell in the year of Ascension 988 to the Forces of Leomass ‘The Psion’ of the Tower and his armies known as ‘Legion’. Now the crawling vines of the Dead Forest engulf the ruins. The refugees from the city have taken residency in the deep caves of the mountains. The City of Seragol was once one of the Bara’gon’din state cities and ruled by a prince of the Bara’ghost dynasty known as the Co’nyan Dynasty. But the battle was finally lost when, after 6 days of fighting, the flames of the great Sera’gon’din Urn went out and along with it its protection. It was at this point the spiked vines tore through the lines of soldiers and engulfed the city in a barbed cage. The city now sits in a timeless web of the dead forests and its people petrified for eternity. The servivors of Seragol have two dwellings, the first is in the great catacombs of their ancient ancestors in the Southern caves of Thanets Wall and the other, a huge fortress in the Northern mountains, known as the Pillars of Thodan. The Dwarves of the mountains left them centuries ago to live and fight as Men do, in great cities and now are home again to what’s left of its great people.**

**The race of the Dwarves**

The race of the Dwarves are that of skilled warriors and craftsman.  In the beginning, its believe they were the first made and the gift of crafting metal and stone was given too them.  However, the Dwarves of old were furiously dedicated to their work and the Gods become lonely in their presence.  It wasn’t until after the Gods made the Elves that the Gods realized they had neglected their first-born and the Dwarves were given their first King of the Mountain.

Their culture is a complex hive of family houses and lineage.  They are straight to the point and blunt. They dwell in great cities of stone, mountains on in huge underground caverns.

The Look

The High Dwarves must have long beards and armor suitable to look like Classic Tolkien Dwarves. Their ancestors may have only been 4ft in height but most of the Dwarves of today stand at the same height as Men.

Low Dwarves could be mistaken as Men if it wasn’t for their clothing and attitude.

They believe in the ascension and its gods.

The description of the dwarves is covered in the race section, however there are now only 5 ruling families left and with no King, the Dwarves look to the Steward under the mountain for guidance.  Each family has a proud banner and matching color, which is worn at all times around in the form of a sash.

The Dwarves also have their mighty Priests of Thodan however, but to become one is takes a great journey and many lethal tests.  Only one that has trained can take on the role as one and hold in their hand a hammer of Thodan.

Camps would ideally be made up of dark colored canvas tents.  What we would love to do is make the Dwarf camp feel like its underground.  So the entrances would be made to look like a cave mouths and the whole camp covered in dark netting and fabrics.  To try and create sealed, huge dome.

Dwarves hate sleeping above ground or under the stars and will do anything to make their dwellings, even a camp feel like the deep earth.

**Beyond the Wall of Grace  
  
The Still Marshes   
  
Spanning hundreds of square miles, the still marshes play host to a very different world to that west of the Wall. Dense woodland corpse, bog and fenland make up its terrain with man made causeways for roads. Over the centuries the fresh water springs created expanding pools, which met to create this huge marshland that now exists. For some reason the Dead Forest will not grow there and the Legion hasn’t made any effort to push through it yet. It’s thought that they fear its pure waters and too this end the Towns of the Marsh have flourished with trade and loot. There are a few main roads but mostly causeways so travel is limited to small carts, mules, canoes or rafts.  
  
Harkers Lodge – Home of the Rangers  
  
Harkers lodge sits on the brow of Water Hill, surrounded by springs and pools. Water Hill is thought to be blessed as a sanctuary. The lodge itself was once a heaving merchant’s fort owned by the Guilds. Now famed for its colorful residence, servants of selfish design, criminals and low life’s that have made their way to make a new beginning or fled the cities for other reasons. Some are sold on the great adventure of looting the lost cities and are sent deep into the Dead forest to find treasures, most are never seen again. Others try to join the honorable Rangers of Harkers Lodge or the ‘Half glass’ guild of secrets, but most reside themselves to out riding for merchants or working for the many traders guilds.  
  
Richford  
  
Once a large farming town, but now overwhelmed with refugees and privateers, Richford bizarrely has a high-class society. A fresh water well stands proud in its center and is surrounded by a cobbled stone market square. Many traders, shops, brothels and taverns line its roads and it is also home to the best Barding houses in the Marshes, owned by the Weavers, a renowned society of storytellers, play rights and musicians. The center of Richford has the feel of a city though it is only a town and now its fortifications are guarded day and night. A large gates is stamped across its highway and patrol boats slowly paddle around its perimeter. Richford was once part of the Seragol Kingdom.  
  
Yale  
The reputation of this stilted haven was once that of the most dangerous in Baraghost. Being the settlement furthest from the great wall, Yale is a Port for plunderers. For over a century the raiders of Yale have travelled deep into the Dead Forests to find treasures. The city of Maradesh fell in 951, providing Yale with a new stock of goods to trade with, but times have changed!**

**The Five controlling Families; The Douglas House (Man), The Broad House (Dwarf), the Rassetta House (Elf), The Yor’ban House (Orc) and The Crane House (Man), have accepted Aldman of Harkers Lodge to help govern Yale. Its not known how this was done, but whilst business blooms and law is upheld the control remains with Harkers Lodge. A new Monastery of GORAN was completed in July 1004 and Yale has been transformed from a den of brigands to the first City of the Marshes.  
  
Korn  
  
The town of Korn is remote and its roads are in poor repair. The waters surrounding its borders are host to strange and terrifying beasts. However, Korn holds a treasure more valuable than gold, oil fields. Its rich fuels light all the cities of the 5 Kingdoms. The workers and their families who have worked here for generations however retain none of its wealth. The oil is barreled and sent to the Harkers Lodge, then sold to the cities. The Masters of Korn are Orc.  
  
Hal’dero  
  
This large settlement and its farms span over 60 miles of dense woodland and marsh reeds. All the community is sworn to their master, the once high-ranking General to King Carvelli of Seragol, Gramero Iron-hammer. Story has it that the General fought at the battle of Seragol and was at the side of the King as he fell from grace. As the city crumbled around him, Gramero ordered the remainder of his men to retreat from Seragol and flee to the safety of the Still Marshes. It is said he was the last man to leave Seragol alive. Gramero has no other master, but an understanding with Harkers Lodge, which allows both to work together and prosper. Every 3rd son of Gramero is sent to join the Border Rangers.**

**WEST OF THE KINGDOMS – The vast Ash Desert.  
The Three Cities of AKHEM ARMAN (Turks/Arabs – MEN)). The cities of the Ash desert are west of the Five Kingdoms and on the path of mystical gates to Ascension.   
  
The Setti ‘Armann III’ has ruled the great cities of Akhem Armann for generations. He is known as ‘the eye of the desert’ each city has a ‘Kaldram’ (Governor) who administers the laws of the Setti and a ‘Shen’atti’ (High Priestess). The Tarr’shem (The High Priest of Akhem Armann) advises the Setti and is the head of the faith but has no home. Instead the Tarr’shem travels by caravan from city to city via huge stone raised roads or by an impressive network of canals.  
  
DIOS – The Deep City  
Home of the Setti, Dios is a huge city of temples and sandstone statues. The Tarr’chem visits the Golden Temple once a month to make prayer and keep the channel to the gods open. In its highest tower is the stone of purity. It is said to have the power of purification and holds a ray of celestial Ascension light. An army of 1000 men protect the Golden Temple and its treasures from the hands of the five Kings to the East.  
  
OTI – The City of Waves  
Also known as the ‘City of Waves’, Oti is made up of thousands of large nomadic tents and stilted buildings. Its lush surroundings are a fertile ring oasis’s, fead by the Cien Delta. For miles around Oti, the farmers grow and harvests huge crops of rice and spices. There are a dozen sand stone markets built on raised platforms the size of cities. These man made ‘dry islands’ provide Oti with endless trade and wealthy and make it the most cosmopolitan place in the known world.  
  
KA’TAR – The City of Steel  
The black walls of Ka’tar where made over a thousand years ago. The rock was brought across the desert from the mines of Cassel, in the Kassa’riems Mountains, by tens of thousands of slaves. Within the walls of the city are the ruins of the Ka’tar palace. Home 500 years ago to Dre’athor, the Lord of the Dru’goriens, who were loyal to Leomass, but defeated by the forces of grace and exiled to the embers of the ash desert. Katar is now the military strong hold of the Setti, with some 50000 men stationed in its huge barracks, though the Setti is yet to commit his army to the defense of the great wall.  
  
  
Within the Walls of Grace  
  
The Rose Fire Forest  
  
This vast forest spans across the western borders of Baraghost like a blanket of emerald. Its believed that deep within its tall trees are a few tribes of the old world, but none have been seen for many years. Few Expeditions that have endeavored deeper than the a few miles have ever been seen again. From the peaks of the Kassa’riems Mountains, to the great Drith’riems plateau, the Rose Fire Forest can be seen to tower up to the heavens and beyond the clouds. Every year, priests and maidens travel from all over the kingdoms to pick the Rose Fire petals and scatter the offerings around the gates of the great wall. Great blessings are given to Thodan, father of the gods and the salvation of his people.  
  
The Drith’riems Plateau  
  
Nothing is known of the Plateau, but it stands 2000ft above the treetops of the Rose Fire Forest  
The Broad Forest  
To the North East of North Wold is the vast Broad forest. This ancient wood is filled with mystery and has many dark secrets. It’s believed that the ruin of the ancient city of Gor’Vold lies deep within its heart. The woodman of North Wold work it’s southern face and a large Ba’moor logging concern sits on the mouth of the Broad river, which reaches deep into the forest and ends at the Black lake. A handful of Ba’moor rangers patrol a few miles around the concern but do not entre the deep forest within.  
  
The Great Wall  
  
The great wall was completed in 989 by the joint effort of King Rothgartt of Ba’nott, King Osrick of Ba’moor and King Carvelli of Scal’lan.  
King Skabull refused to believe the forces of Leomass could defeat his huge army of 20,000 men, let alone destroy the greatest Kingdom in Baraghost. Fortunately for the alliance, it took Leomass 10 long years of war to finally destroy Seragol and by that time the great wall was completed. The Wall stretches from Thodan’s Pillars to Thanet’s Wall. Four giant watchtowers spiral out of it long weaving serpent like spine and a fortified keep guards its gates. Shrines of protection line each of its five sections and priests pray and give worship to Thodan to renew the blessings on the wall and halt the advance of the Dead Forest.  
  
Kassa’riems Mountains  
  
The black rock of the razor sharp mountains tower to the west of Goul’riems, where the Orcs plunder deep into her side for iron, silver, tin and the Dwarves search for other precious metals and stones. The mountain range stretches for 60 miles.  
  
Orgrass’riems  
  
The Orgrass’riems, named after a great evil beast that terrorized the Northern kingdom of Ba‘nott, and was slain on its highest peaks by Ba’nott knights. It is a maze of jagged and brittle paths. Many that have entered the Orgrass have never been seen again, like most of the mountains, they hold great peril for those that endeavor to explore it. The paths can lead to dead ends or worse! and the tall spires made from razor sharp laver rock make it impossible to pass any other way. At its heart is the ruined Warlock tower of Dregma, once servant too an ancient enemy known as ‘The Noriban Witches’, Dregma was defeated by the Bergoth King Empi in 942 and all his Arcanists were hunted down and banished from Bara’ghost.  
  
The Pillars of Thodan  
  
The northern mountain range is impassable, though many have travelled deep into its razor shape rocks. It is said that the pillars of Thodan symbolizes the right hand of Thodan’s throne. This range was also one of the dwelling places of the Dwarves ancestors thousands of years ago.  
  
Thanet’s Wall  
  
The southern mountain range is impassable due to its sheer cliffs. It is said that Thanet’s wall symbolizes the left hand of Thodan’s Throne. This range was also one of the dwelling places of the Dwarves ancestors thousands of years ago.**