

The Swamplands of Brugliss

Population: Unknown

Non-Native Population: Unknown

Capital and places of note: It is unknown if the town of commonly referred to as Brugliss is actually named such, or if it is simply an assumption by ignorant outsiders. Regardless, little is known about the town but that it is filled with Boggrels, Myrmidons, Sea Elves and Elemental Born of the water variety. Most of the dwellings in the town have both a subaquatic and above water level at the very least to accommodate the needs of an amphibious people.

Current Rulers: There are only rumors of who and what the Swamp King is, but he does indeed command great respect amongst his subjects. They speak of his names in hushed tones and tell wondrous, wholly incredible stories of the one they refer to as “His Dread Majesty.”

History: How the Kingdom of Brugliss came about is not nearly so mysterious as it's current state. Most scholars and sages believe it was the only area of the Isle of Kalidor that was spared the Vlotkin menace during the Shadow War. If this theory is true, it is likely that the sentient creatures suited to such an environment who could flee to the safety there, simply did so. With the accumulation of intelligent beings in the area, civilization organically took route.

Government: The Swamp King rules absolutely from his capitol, though who he is and what he wants is yet unknown. What is known is that his Boggrel legions and Sea Elven wizards patrol the swamps of the kingdom, sending unwanted visitors fleeing to whence they came.

Religion: In the precious few communications outsiders have had with subjects of Brugliss, it has been ascertained that the chief god of their realm is Nethys who holds all bodies of water in his portfolio.

Societal Views: How society operates in Brugliss is an enigma. All that is known is that there is a rank structure in place, with discernable nobles and force commanders.

Exports: None

Imports: None

Social Rank Structure: Unknown

Factions: Unknown