

## **The Clan Holds of Mirgaard**

**Population:** 415,000, Einher 73%, Human 17%, Other 10%

**Non-Native Population:** The only permanent non-Einher population in the lands of Mirgaard are humans, though a number of Elves, Firbolg, Dwarves and Bestial races do pass through to trade from time to time. The Humans living in Mirgaard are primarily from Calder Falls, an annexed portion of Estlemere which was left 20 years behind when the Shadow Wards fell. These humans are generally treated with respect as the subjects of King Dalbard II, though their customs are viewed as strange by their Einher countrymen.

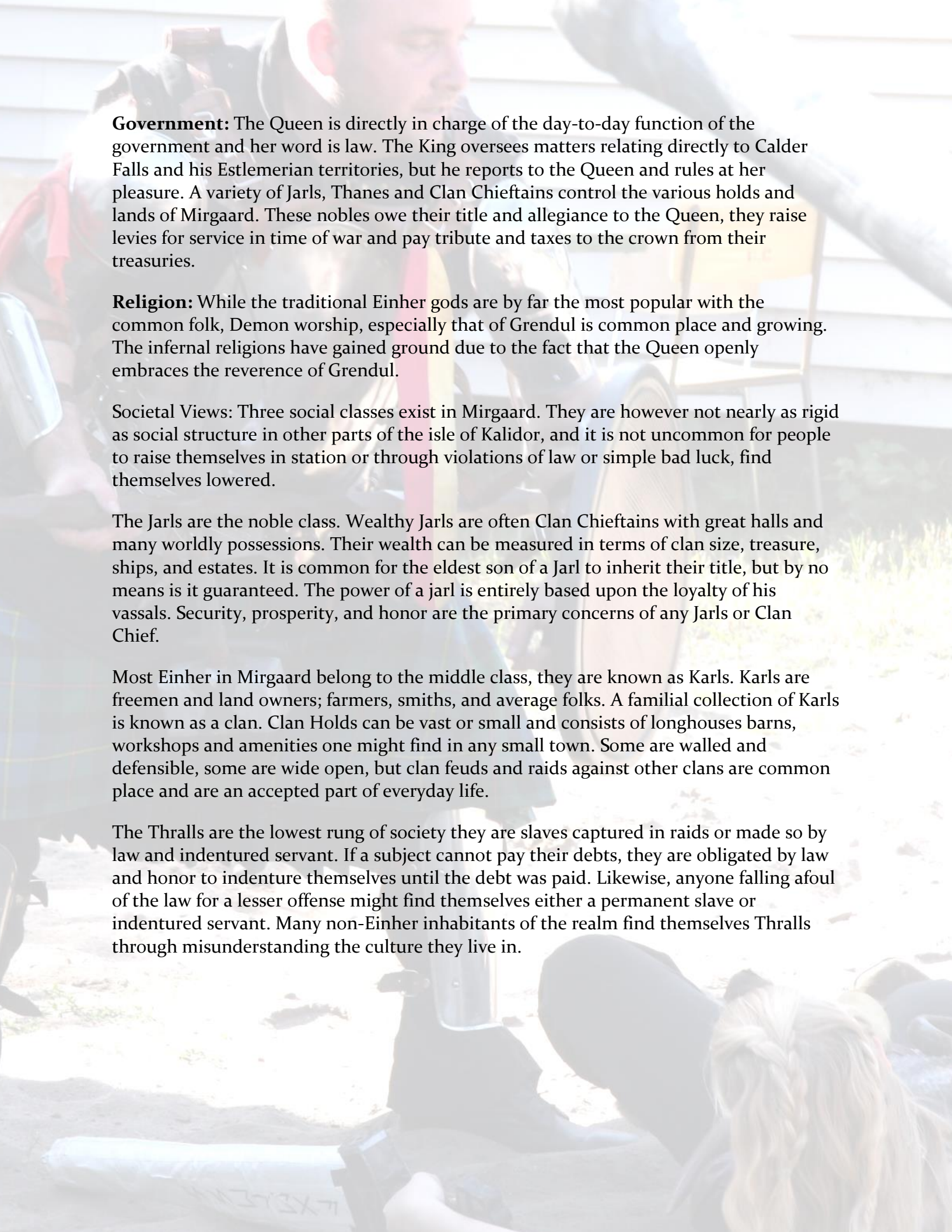
**Capital and places of note:** The walled castle town of Loch Bannock sits along the body of water bearing the same name, (which Estlemerians refer to as Kylor's Wash). A colossus of an Einher shield maiden bearing the inscription 'Brynja Grendulsdottir, Slayer of Dragons' bestrides the loch port of the town with a torch held high guiding ships by night and by day. The castle with a royal palace on the grounds holds the highest point in the keep and is the physical seat of government for the King and Queen. Jomsborg is Mirgaard's only true ocean port, where the famed Jomsfyrd Berserkers company of mercenaries take up residence. More southerly is the town of Strathcairn, it is the heart of the fertile farmlands of Mirgaard. The Har Balkr, or High Wall, surrounds the land of Mirgaard, forming a barrier between Estlemere in the north and the undead hordes of Alexandria in the south.

**Current Rulers:** Queen Yjora Grendulsdottir and her consort King Dalbard II rule over the Clan Holds of Mirgaard, though the Queen is without a doubt the one who governs. Her Kings is little more than a curiosity and figure head which gives her claim to the fabled lands of Estlemere.

**History:** When Calder Falls fell outside of the receding wards in 1143, the young Queen Yjora, who claims descent mythical heroine Brynja Grendulsdottir, (known as Brynja Dragonslayer to Estlemerians), was quick to investigate the fabled land of Estlemere with her army. Here she found a young king Dalbard barely old enough to speak, defended by only a small body guard with an immense treasury at his disposal. Rather than being cautious and placing Dalbard safely under guard in Loch Bannock Castle as her adviser Thora a Vitki Seer of Odin recommended, Yjora married the king and usurping his power and his wealth. Afterwards Yjora had Thora put to final death for her "lack of vision."

As Dalbard grew and became a man, the divine symbols imbedded in his skin which had marked him as a child holy to the old gods Roland and Maligant faded and he came to regard Aelos the King of the New Gods as his patron deity.

Around this same time, the Har Balkr was built, a great stone wall which surrounds the lands of Mirgaard, protecting it from unwanted intrusions. It sprang up virtually overnight and none have claimed responsibility for its sudden existence.



**Government:** The Queen is directly in charge of the day-to-day function of the government and her word is law. The King oversees matters relating directly to Calder Falls and his Estlemerian territories, but he reports to the Queen and rules at her pleasure. A variety of Jarls, Thanes and Clan Chieftains control the various holds and lands of Mirgaard. These nobles owe their title and allegiance to the Queen, they raise levies for service in time of war and pay tribute and taxes to the crown from their treasuries.

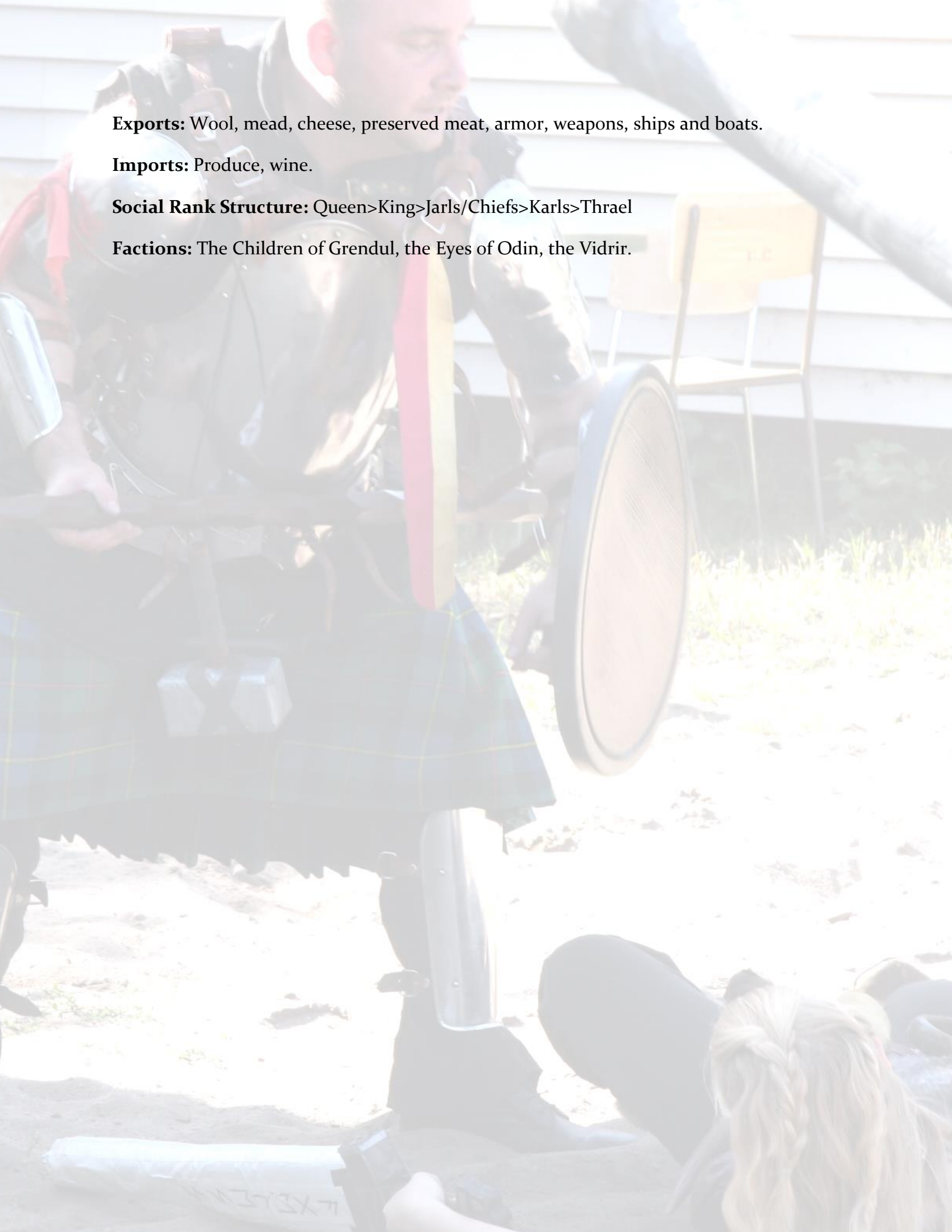
**Religion:** While the traditional Einher gods are by far the most popular with the common folk, Demon worship, especially that of Grendul is common place and growing. The infernal religions have gained ground due to the fact that the Queen openly embraces the reverence of Grendul.

**Societal Views:** Three social classes exist in Mirgaard. They are however not nearly as rigid as social structure in other parts of the isle of Kalidor, and it is not uncommon for people to raise themselves in station or through violations of law or simple bad luck, find themselves lowered.

The Jarls are the noble class. Wealthy Jarls are often Clan Chieftains with great halls and many worldly possessions. Their wealth can be measured in terms of clan size, treasure, ships, and estates. It is common for the eldest son of a Jarl to inherit their title, but by no means is it guaranteed. The power of a jarl is entirely based upon the loyalty of his vassals. Security, prosperity, and honor are the primary concerns of any Jarls or Clan Chief.

Most Einher in Mirgaard belong to the middle class, they are known as Karls. Karls are freemen and land owners; farmers, smiths, and average folks. A familial collection of Karls is known as a clan. Clan Holds can be vast or small and consists of longhouses barns, workshops and amenities one might find in any small town. Some are walled and defensible, some are wide open, but clan feuds and raids against other clans are common place and are an accepted part of everyday life.

The Thralls are the lowest rung of society they are slaves captured in raids or made so by law and indentured servant. If a subject cannot pay their debts, they are obligated by law and honor to indenture themselves until the debt was paid. Likewise, anyone falling afoul of the law for a lesser offense might find themselves either a permanent slave or indentured servant. Many non-Einher inhabitants of the realm find themselves Thralls through misunderstanding the culture they live in.



**Exports:** Wool, mead, cheese, preserved meat, armor, weapons, ships and boats.

**Imports:** Produce, wine.

**Social Rank Structure:** Queen>King>Jarls/Chiefs>Karls>Thrael

**Factions:** The Children of Grendul, the Eyes of Odin, the Vidrir.