

## ***The Republic of North Balandir***

**Population:** 412,200, Human 40%, Dark Elven 33%, Wood Fae 17%, 10% Other

**Non-Native Population:** Orcs and other goblinoids who have fled Vulkura for whatever reason often wind up in the Republic. Hobblings are common characters as are Ajaunti, the two are often found in the same areas of towns and trading posts. Woad and Firbolg exist on the fringes of society, but they are just as welcome as any others here.

**Capital and places of note:** Kar'Malice is the capital city of the Republic of North Balandir. Though it is somewhat battered from the many conflicts it has seen with its southern neighbors, it is still a sight to behold offering grand architecture painted against scenic mountain vistas. The Senate lies in the center of the city where the Republic's laws are made. Magna and Ossak are fortress towns where the Orcs of Vulkura sometimes raid and sometimes trade. Torinth is the chief port and naval stronghold of the Republic, while Kavosh is always under siege by the Southern Balandirians or preparing to launch forces against them.

**Current Rulers:** Lacrima of House Malice is the current Consul of the Senate of North Balandir. Though she ceremonially lays down the office from time to time when she leaves the city, she is always re-elected on her return and she retains full authority over the treasury and army even in such times. There is no one within the Senate who does not respect her word, or the wisdom her unnaturally long life has brought. Generally though when a vote is called for in the Senate she does not take a side on the issue in question, but rather lounges in the consul chair mocking both sides. Occasionally however, she is forced to choose as there are 100 Senators and tie votes sometimes occur.

**History:** Some four hundred years ago the realm of Balandir was one. Ruled by a wise and powerful Undying King named Vragen. At some point Vragen welcomed both the Dark Elven Duchess Lacrima to his court as well as her nemesis Aribell. The two waged a cold war against one another. Court intrigues meant to assassinate one another's character were common between the two rivals, only slightly less common were true assassination attempts. When Vragen mysteriously disappeared open warfare broke out between the two former Ladies of Estlemere and their respective camps.

Lacrima and her followers built a republic in the North, while Aribell set herself up with a Queendom in the South. The kingdom was effectively split in two and the war yet wages between the countries. The ruins of ancient Brynth's Wall roughly separates the two countries.

**Government:** As a republic, North Balandir is unique among the nations of Kalidor. Subjects directly vote for their representatives. Voting is well regulated and fair, those found guilty of tampering with the system are sold into slavery. 100 Senators serve the Republic, each one voted in from one of 100 cities, towns, villages and hamlets. The

number is fixed and does not grow with the Republic, but rather new towns are added to existing districts.

Though everyday laws are made and seen to by the authority of the Senate, Consul Lacrima holds the same power and authority as any monarch in Kalidor. Some clamor that Lacrima is a dictator and the Senate is just for show, but just as many deny it.

The Praetorian Guard is a private, highly skilled security force which guards Senators and the Consul. They are separate from the common Legions and do not share a rank structure with them.

**Religion:** All religions (or the lack thereof) are permitted in the Republic, except Dragon Worship. Those who do harm, or break the law in the service of their gods are dealt with individually, but the religion itself is never considered at fault.

**Societal Views:** Whether they are actually free, or have only the semblance thereof, most subjects of the Republic of North Balandir would argue that they have the most rights and freedoms of any who walk the Isle of Kalidor and beyond. The subjects of the Republic do pay less taxes than most, and they need kneel to no King or noble. Justice though is swift and brutal and there are few who do not act respectfully when the Legionaries of the Republic march through to enforce the law.

Racism is also considered archaic and in poor taste by the Balandirians here. Any who act in a civil manner and treat others so are considered deserving of respect regardless of racial traits. Even sentient greater undead need not hide their true form as long as they respect the law.

Slavery in the Republic is only allowed as a punishment for law breakers, but there is no shortage of slaves.

**Exports:** Alchemy, Illicit Magics (Necromancy, etc.), Stone, Wine, Cheese, Milk.

**Imports:** War materiel.

**Social Rank Structure:** Consul>Senators>All Subjects.

**Factions:** Balandirian Legion, Praetorian Guard.