

## *The Queendom of South Balandir*

**Population:** 338,600, 73% Human, 17% High Elven, 10% Other

**Non-Native Population:** High Elves rule here, and although the vast majority of the inhabitants of South Balandir are human, they are without a doubt second class citizens in the Queendom. Other non-native populations of note are Firbolg, Gargylen, Ajaunti, intelligent greater undead and the lesser minions which they control.


**Capital and places of note:** Midia is the capital city of South Balandir, nestled in the Deymourne Mountains near the Dwarven keep of Hammerfell. While it is a large and populace city, much of it is in ruins due to Queen Aribell's constant state of warfare with Consul Lacrima of North Balandir. While the Northerners have never fully conquered the city, it nonetheless bears the scars and fresh wounds of this centuries old conflict. Ness is an important military outpost, but the bay it sits upon is commanded by the enemy city of Torinth. Lariss is the only open port town in the Queendom, it also borders the Forrest of the Elder Grove.

**Current Rulers:** The High Elf Queen Aribell D'Lante rules South Balandir with an iron fist. There are no other nobles under her, and though she does appoint a council of ministers most of them run afoul of the Queen after a short time and don't live very long. High Minister Auguste Kellaan is the only notable exception. He has served for over a century. Some whisper that he schemes to usurp her power, others say he is the Queen's devoted lover.

**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 Brytnoth's Wall roughly separates the two countries.

**Government:** South Balandir is a Queendom. The monarch, Queen Aribell rules with absolute power. Her word is law, and it varies from day to day, but the only constant is she demands an Eye for an Eye and vengeance for any who are wronged. Under the customs of the laws she has put forth, Aribell's oldest living daughter would inherit the kingdom upon her final death, but she has lived well past the natural lifespan of a High Elf and has yet to bear any children.



The Queen's High Minister Auguste Kellan performs many of the day to day tasks which the government requires to function. Many are relieved to see him do so on a regular basis as opposed to the Queen. While he is hard, but fair, the Queen is known for her fury, wrath and fiery temper. Those who cross her are generally not long for this world.

**Religion:** It took many centuries of unanswered prayer before Aribell gave up on the Old Goddess Raze. In the past century she has slowly given over all religious functions to the Church of Millisandre to the point where she now channels the energy of the New Goddess. Those who do not worship Millisandre are free to follow their gods in private, but forbidden to speak of them in public.

**Societal Views:** Elves are treated in the highest regard while humans are regarded as second class citizens. Anything else is scum and may be enslaved at any time for any reason. Slavery is not only morally acceptable, it is encouraged. Slaves are employed at every level of government enterprise and by the common people mostly in an agricultural capacity.

Might makes right and of vengeance is the highest concern. If you let those who wrong you go unpunished, you are a fool, coward, heretic, or all three. If you exact vengeance you are keeping the law and the will of the queen. If you escape vengeance, whatever your sin was, you were righting a past wrong that went unpunished.

**Exports:** Iron, Horses, Livestock, leather, exotic animals, grain, fish, timber.

**Imports:** Finished goods, wine, jewelry, war materiel.

**Social Rank Structure:** Queen>High Minister>Other Ministers>High Elves>Other Elves>Humans>Everyone Else.

**Factions:** None noted.