

Mike Singleton's

LORDS OF MIDNIGHT

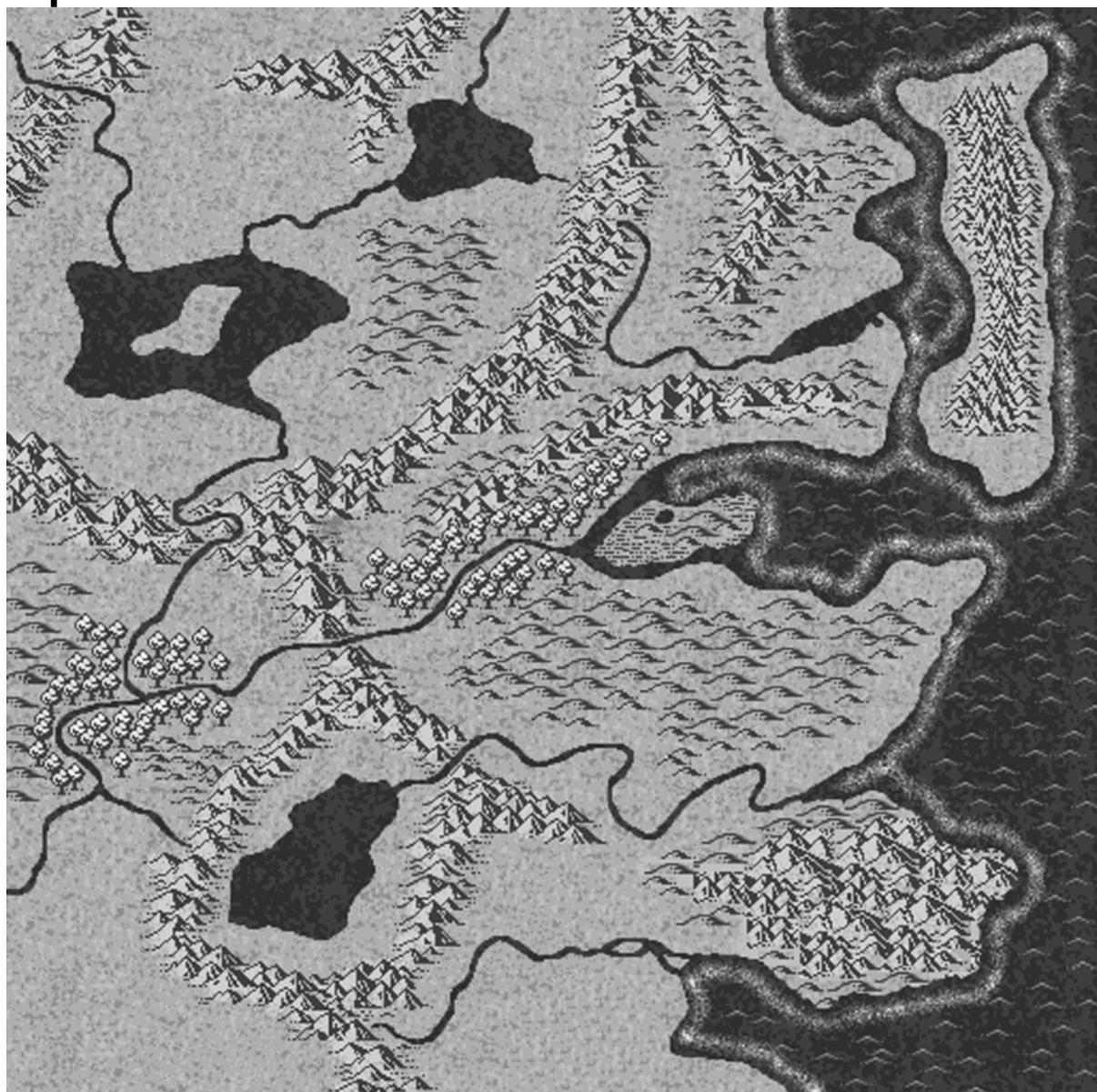
THE CITADEL
The War of the Bloodmarch

One of the interesting things about the maps is that some of the data is 512x512 and some of it 256x256 I have scaled the maps so they are all the same, which means some granularity has been lost. I think before they could be used, the maps would need little hand tuning.

At 512 the map becomes 64 times the size of LoM, that is the LoM map fits into The Citadel 64 times. At 256 the number is reduce to 16. 16 Feels right because it pretty much relates to the number of realms or kingdoms.



The Map



The Kingdoms



1.	The Witherlands
2.	The Lee
3.	Eldmark
4.	The Long Mountains
5.	The Last Northing
6.	Arungor
7.	Wierdwood
8.	Dawnwood

9.	The Fallows
10.	The Gelm
11.	The Deeping
12.	The Delve
13.	The Marish
14.	Glimormir
15.	The Great Ocean
16.	Midnight

	Glimormir
	The Great Lake of Glimormir lies in the northwest of the Bloodmarch. On its western shore is the Eldmark, on the eastern shore the Lee and on the northwest shore are the Witherlands. In the midst of the lake lies the fair Isle of Immiel, home of the Golden Fey and seat of their King, Galahar the Calm. The realm of Glimormir is the one sanctuary in the Bloodmarch where the evil of the Dark Fey cannot penetrate, such is the power and purity of Galahar.
	The Long Mountains
	The Long Mountains begin in the far north of the Bloodmarch and sweep down to the southwest like a scimitar. In the north, they lie between the Lee to the west and the Last Northing to the east. Further south, they touch upon Dawnwood to the east, the Deeping to the south, Weirdwood to the west and the Eldmark to the north. The mighty River Imilvir cuts through the Long Mountains in the land of Scaradir before tumbling into Dawnwood. The Long Mountains are the realm of the Long Dwarves and there are seven lands within its borders, Erenim, Isilfrey, Thordroth, Farwain, Beomir, Scaradwin and Scaradir. In Beomir stands the Citadel of the King of the Long Mountains.
	Weirdwood
	Weirdwood lies in the west of the Bloodmarch, south of the Eldmark, east of the Long Mountains and the Deeping, north of the Gelm. Through its midst flows the mighty River Imilvir. Weirdwood is the realm of the High Fey and there are nine lands within its borders, Elinvar, Merikith, Aremlar, the Shimmering Forest, Aradel, the Forgotten Forest, the Forest of Forever, the Whispering Forest and the Golden Forest. In the Shimmering Forest, near the banks of the River Imilvir stands the Citadel of the High King of Weirdwood.
	The Great Ocean



To the east of the Bloodmarch lies the Great Ocean. In the north, it beats upon the shores of the Last Northing and separates the Isle of Arungor from the mainland. Further south, it crashes upon the shores of the Fallows, the Delve and the Marish. There are six seas within the Great Ocean, the Sea of Galorwain in the far north, the Sea of Fire betwixt Arungor and the Last Northing, the Weeping Sea east of Arungor, the Grey Sea east of the Fallows, the Sea of Skulls off the coast of the Delve and, east of the Marish, the Shining Sea which reaches south beyond the Bloodmarch to Coromand.

The Marish



The Marish lies in the southeast of the Bloodmarch, west of the Delve, south of Dawnwood and the Fallows, east of the Deeping and the Gelm. Through the heart of the Marish flows the River Falthrang churning its way west from the mountains of the Deeping to the Bay of Ulmor and the Great Ocean. The Marish is the bleak and desolate realm of the Dark Fey and there are nine lands within its borders, Gliwain, Malgor, Dwardor, Barathor, the Plain of Death, Maranor, the Plain of Ravens and the Burning Plain. In Maranor, on an island in the Falthrang, stands the Dark Citadel of Boroth the Wolfheart, High King of the Dark Fey where hostages from all the realms of the Bloodmarch languish in the dungeons.

The Deeping



The Deeping lies in the south of the Bloodmarch, south of the Long Mountains, Weirdwood and Dawnwood, east of the Marish, west of the Gelm. Within its mighty ring of mountains lies Lake Tarefyd whose icy blue waters feed the swift-flowing River Caradwin. The Deeping is the realm of the Deeping Dwarves and there are seven lands within its borders, the Mountains of Thunder, the Mountains of Dawn, Ararak, Sharenor, Ildemar, Tharn, Zaragrorn and Tharn. In the Mountains of Thunder stands the Citadel of the King of the Deeping.

The Last Northing



The Last Northing lies in the northeast of the Bloodmarch, west of Arungor and the Great Ocean, east of the Long Mountains, north of Dawnwood. Through its midst flows the mighty river Arelon, curling westwards from the Long Mountains to the Bay of Tharran and the Sea of Fire. The Last Northing is the realm of the Arakai and there are eleven lands within its borders, Sharmark, the Sapphire Mountains, Melibor, Rilleon, Elmir, Ravenfrey, Erefar, Galorbard, the Crimson Mountains, Orcar and Caramane. In Rilleon, on the northern bank of the Arelon, stands the Citadel of the King of the Last Northing.

The Land of Midnight



The Land of Midnight lies to the northwest of the Bloodmarch, northwest of the Witherlands. Only a tiny portion of Midnight touches upon the Bloodmarch, but here, in Corelay, the mighty River Imilvir begins its southward journey to the Great Ocean. The Castle of Corelay, a short way north of the Imilvir, is bastion of Prince Morkin and the place where, if Luxor the Moonprince be rescued or perish, a mighty army of warriors from the four corners of Midnight will gather to march upon Boroth the Wolfheart and the Dark Fey.

The Delve



The Delve lies in the southeast of the Bloodmarch. To the west is the Marish, to the east the Sea of Skulls and the Great Ocean. The Delve is a mountainous land and it is the realm of the Giants. Within its borders are twelve lands, Grorn, Finrod, the Iron Mountains, Gagrun, Tark, Othrym, Skirol, the Big Mountains, the Isle of Storms, Thordrin, Athruk and Tark. In Skirol stands the Citadel of the Great King of the Delve.

The Gelm



The Gelm lies in the southwest of the Bloodmarch, west of the Marish and the Deeping, south of Weirdwood. The Gelm is the principality of the Gelmings and within its borders are five broad lands, Finfyr, Geremiel, Samarand, Gilgrath and Emergelm. In Samarand stands the Citadel of the Prince of the Gelm.

	The Witherlands
	The Witherlands lie in the northwest of the Bloodmarch, east of the Lee, north of Glimormir and the Eldmark, southwest of Midnight. Through their midst flows the mighty River Imilvir before tumbling into the calm waters of Glimormir. The Witherlands are the realm of the Kith. Within the borders lie but three lands, Eomir, Erfel and Sareon. In Eomir stands the Citadel of the Prince of the Witherlands.
	The Fallows
	The Fallows lies in the east of the Bloodmarch, north of the Marish, east of Dawnwood. Further east lies only the Great Ocean. The Fallows is the realm of the Uskarg and within its borders there are nine lands, the Isle of Alathor, Elinbrand, Arabar, Skordroth, Theodel, Cerrelm, Roreon, Athrudan and Erilmak. In Roreon stands the Citadel of the King of the Fallows.
	The Lee
	The Lee lies in the north of the Bloodmarch, east of the Witherlands and the Eldmark, west of the Long Mountains, on the eastern shore of Glimormir. At the heart of the Lee lies Lake Elinmor from whence the River Eodral flows south into Lake Glimormir. The Lee is the realm of the Athelings and within its borders there are eight lands, Rilnor, Thumar, Sharvik, Imildral, Varorn, Melthor, Cerevere and Ceremelth. In Varorn stands the Citadel of the King of the Athelings.
	Immiel
	Immiel, the fairest isle of all, lies in Glimormir in the northwest of the Bloodmarch. Here, all are kept safe from the ravages of the Dark Fey by Galahar the Calm, King of the Golden Fey and Lord of Immie. His great Citadel stands atop the cliffs on the southern coast of the island.
	The Eldmark



The Eldmark lies in the west of the Bloodmarch, north of Weirdwood, south of the Witherlands, west of the Long Mountains and the Lee. On its eastern borders, the mighty River Imilvir flows south from Glimormir towards Weirdwood. The Eldmark is the realm of the Eldrin and within its borders there are but four lands, Arelban, Arunvere, Meranor and Erilan. In Arunvere stands the Citadel of the Queen of the Eldmark.



The Mists of Oblivion

At the borders of the Bloodmarch, the good warrior will find the Mists of Oblivion and is well-advised to turn back before the mists thicken to impenetrable lest he vanish from the memory of his comrades forever, venturing instead to other less stricken lands.



Dawnwood

Dawnwood lies at the very heart of the Bloodmarch, south of the Last Northing, east of the Long Mountains, north of the Deeping and the Marish, west of the Fallows. Through its green forest flows the mighty River Imilvir before plunging into the Bay of Eregoth and the Great Ocean. Dawnwood is the realm of the Dawn Fey and within its borders there are seven lands, Maralan, Romiel, the Forest of Songs, Carafel, Emerthen, Elorthard and Corithel. In Elorthard, south of the Imilvir, stands the Citadel of the King of Dawnwood.



Arungor

The Isle of Arungor lies in the northwest of the Bloodmarch, off the coast of the Last Northing. To the north is the Sea of Galorwain, to the east the Weeping Sea and to the west the Sea of Fire. Arungor is the realm of the Dragonlords and within its borders there are nine lands, the Dragon Mountains, Angelf, Rildroth, Sarnoth, Eriwik, Shrygal, Ashnar, Cormir and Aragor. In Ashnar stands the Citadel of the Dragon King of Arungor.

The River Imilvir



The mighty river Imilvir winds its way through the length and breadth of the Bloodmarch, tumbling through mountains, forest and plains. The Imilvir is the Silver Road of the Blood March, where a ship may sail from the Witherlands to the Great Ocean.

Castles



Bloodmarch, north of Weirdwood, south of the Witherlands, west of the Long Mountains and the Lee. On its eastern borders, the mighty River Imilvir flows south from Glimormir towards Weirdwood. The Eldmark is the realm of the Eldrin and within its borders there are but four lands, Arelban, Arunvere, Meranor and Erilan. In Arunvere stands the Citadel of the Queen of the Eldmark.

Citadels

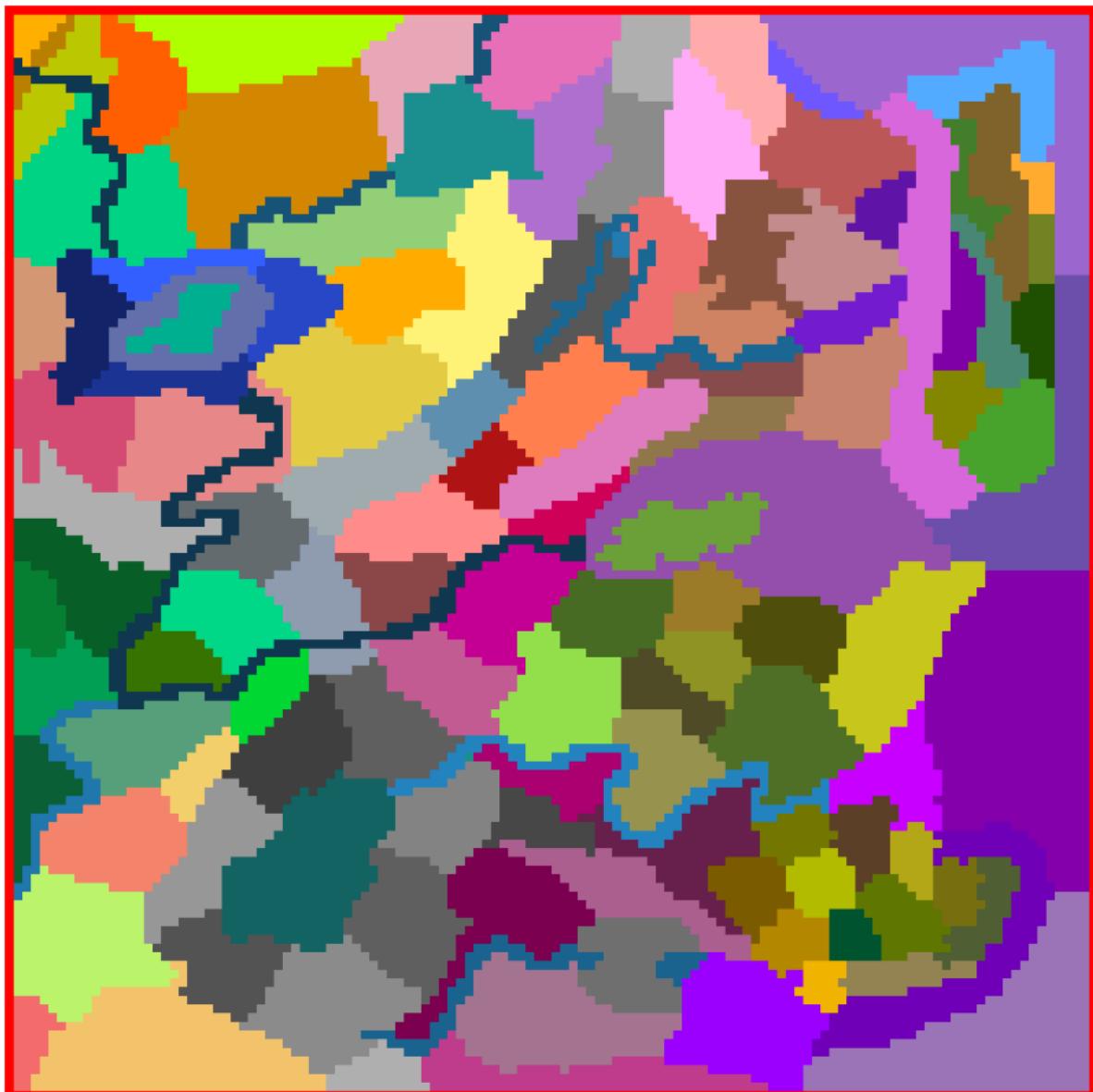


, south of the Witherlands, west of the Long Mountains and the Lee. On its eastern borders, the mighty River Imilvir flows south from Glimormir towards Weirdwood. The Eldmark is the realm of the Eldrin and within its borders there are but four lands, Arelban, Arunvere, Meranor and Erilan. In Arunvere stands the Citadel of the Queen of the Eldmark.

Kingdom Connections

1. Witherlands
 1. Midnight
 2. Lee
 3. Glimormir
 4. Eldmark
 2. Lee
 1. Witherlands
 2. Long Mountains
 3. Glimormir
 4. Eldmark
 3. Eldmark
 1. Witherlands
 2. Lee
 3. Long Mountains
 4. Wierdwood
 4. Long Mountains
 1. Lee
 2. Last Northing
 3. Dawnwood
 4. Deeping
 5. Wierdwood
 6. Eldmark
 5. Last Northing
 1. Long Mountains
 2. Dawnwood
 3. Arungor
 6. Arungor
 1. Last Northing
 7. Wierdwood
 1. Eldmark
 2. Long Mountains
 3. Deeping
 4. Gelm
 8. Dawnwood
 1. Long Mountains
 2. Last Northing
 3. Fallows
 4. Marish
 5. Deeping
 9. Fallows
 1. Dawnwood
 2. Delve
 3. Marish
 10. Gelm
 1. Wierdwood
 2. Deeping
 3. Marish
 11. Deeping
 1. Long Mountains
 2. Dawnwood
 3. Marish
 4. Gelm
 5. Wierdwood
 12. Delve
1. Fallows
 2. Marish
 13. Marish
 1. Gelm
 2. Deeping
 3. Dawnwood
 4. Fallows
 5. Delve
 14. Glimormir
 1. Witherlands
 2. Lee
 3. Eldmark
 15. Great Ocean
 1. Arungor
 2. Last Northing
 3. Fallows
 4. Delve
 5. Marish
 6. Dawnwood
 16. Midnight
 1. Witherlands

The Regions



1. The Witherlands	7. Faragor	3. Corth
1. Imilvir	8. Serpents	4. Gogrun
2. Sareon	9. Cormir	5. Iron
3. Eomir	10. Ashnar	6. Tark
4. Erfel		7. Othrym
2. The Lee	7. Weirdwood	8. Big
1. Eodral	1. Elinvar	9. Storms
2. Thumar	2. Arelmar	10. Skiro
3. Sharvik	3. Merikith	11. Athruk
4. Imildral	4. Imilvir	12. Thordrin
5. Melthor	5. Shimmering	13. The Marish
6. Varorn	6. Forgotten	1. Malgor
7. Rilnor	7. Whispering	2. Caradwin
8. Cerevere	8. Golden	3. Dwardor
9. Ceremelth	9. Forever	4. Barathor
	10. Aravik	5. Death
	11. Aradel	6. Valgrorn
3. The Eldmark	8. Dawnwood	7. Maranor
1. Arelban	1. Maralan	8. Falthrang
2. Arunvere	2. Romiel	9. Ravens
3. Meranor	3. Songs	10. Burning
4. Erilan	4. Emerthen	14. Glimormir
5. Imilvir	5. Elorthord	1. Northern
4. The Long Mountains	6. Imilvir	2. Eastern
1. Erenim	7. Corithel	3. Western
2. Isilfrey	8. Carafel	4. Southern
3. Thordroth	9. The Fallows	5. Middle
4. Arelon	1. Alathor	6. Immiel
5. Farwain	2. Elinbrand	15. The Great Ocean
6. Beomir	3. Arabar	1. Galorwain
7. Saradwin	4. Theodel	2. Fire
8. Scaradir	5. Cerrelm	3. Weeping
9. Corlon	6. Skordroth	4. Eregoth
	7. Roreon	5. Grey
5. The Last Northing	8. Erilmark	6. Silfar
1. Sharmark	9. Athrudan	7. Skulls
2. Sapphire	10. The Gelm	8. Ulmor
3. Elormane	1. Finfyr	9. Shining
4. Melibor	2. Geremiel	16. Midnight
5. Rilleon	3. Emergelm	1. Corelay
6. Elmir	4. Samarand	2. Jade
7. Ravenfrey	5. Gilgrath	3. Last
8. Mermaids	11. The Deeping,	
9. Erefar	1. Thunder	
10. Tharran	2. Ararak	
11. Arelon	3. Dawn	
12. Galorbard	4. Tarefy	
13. Crimson	5. Sharenor	
14. Orcar	6. Tharn	
15. Caramane	7. Ildemar	
	8. Zaragorn	
6. Arungor	12. The Delve	
1. Angelf	1. Grorn	
2. Dragon	2. Finrod	
3. Rildroth		
4. Eriwik		
5. Sarnoth		
6. Shrygal		

Places

- | | | |
|---------------|----------------|----------------|
| 1. Imilvir | 46. Beomir | 91. Skirol |
| 2. Eodral | 47. Ceremelth | 92. Othrym |
| 3. Arelon | 48. Carafel | 93. Grorn |
| 4. Aravik | 49. Saradwin | 94. Gogrun |
| 5. Caradwin | 50. Emerthen | 95. Finrod |
| 6. Falthrang | 51. Scaradir | 96. Songs |
| 7. Elinmor | 52. Meranor | 97. Crimson |
| 8. Tarefyr | 53. Arelban | 98. Elorthord |
| 9. Northern | 54. Arunvere | 99. Corinthel |
| 10. Eastern | 55. Erilan | 100. Alathor |
| 11. Southern | 56. Elinvar | 101. Elinbrand |
| 12. Western | 57. Arelmar | 102. Gliwain |
| 13. Middle | 58. Shimmering | 103. Athrudan |
| 14. Ulmor | 59. Forgotten | 104. Skordroth |
| 15. Skulls | 60. Whispering | 105. Erilmak |
| 16. Shining | 61. Forever | 106. Arabar |
| 17. Silfar | 62. Golden | 107. Theodel |
| 18. Grey | 63. Finfyr | 108. Cerrelm |
| 19. Eregoth | 64. Geremiel | 109. Roreon |
| 20. Weeping | 65. Samarand | 110. Caramane |
| 21. Fire | 66. Emergelm | 111. Romiel |
| 22. Galorwain | 67. Ildemar | 112. Orcar |
| 23. Tharran | 68. Zaragorn | 113. Ravenfrey |
| 24. Mermaids | 69. Gilgrath | 114. Erefar |
| 25. Serpents | 70. Tharn | 115. Elmir |
| 26. Immiel | 71. Sharenor | 116. Melibor |
| 27. Rilleon | 72. Ararak | 117. Sharmark |
| 28. Maranor | 73. Thunder | 118. Sapphire |
| 29. Corelay | 74. Dawn | 119. Elormane |
| 30. Jade | 75. Merikith | 120. Dragon |
| 31. Last | 76. Aradel | 121. Rildroth |
| 32. Erifel | 77. Valgrorn | 122. Angelf |
| 33. Sareon | 78. Malgor | 123. Erivik |
| 34. Eomir | 79. Dwardor | 124. Sarnoth |
| 35. Rilnor | 80. Death | 125. Shrygal |
| 36. Thumar | 81. Barathor | 126. Faragor |
| 37. Sharvik | 82. Burning | 127. Ashnar |
| 38. Imildral | 83. Ravens | 128. Cormir |
| 39. Erenim | 84. Iron | 129. Cerevere |
| 40. Isilfrey | 85. Tark | 130. Melthor |
| 41. Thordroth | 86. Athruk | 131. Varorn |
| 42. Galorbard | 87. Thordrin | 132. Oblivion |
| 43. Corlon | 88. Storms | 133. Oblivion |
| 44. Farwain | 89. Big | |
| 45. Maralan | 90. Corth | |

Neighbouring Regions

Imilvir,25	Tarefyr	Southern	Silfar,7	Galorwain,8
Corelay	Silfar	Middle	Caradwin	Sharmark
Last	Dawn	Varorn	Erilmak	Melibor
Jade	Malgor	Cerevere	Roreon	Elormane
Erifel	Barathor	Ceremelth	Grey	Fire
Eomir	Grorn	Southern,6	Finrod	Angelf
Northern	Thunder	Western	Corth	Weeping
Meranor	Corithel	Middle	Skulls	Erivik
Erilan	Gliwain	Eastern	Grey,5	Sarnoth
Saradwin	Athrudan	Imilvir	Roreon	Tharran,6
Elinvar	Erilmak	Arunvere	Weeping	Fire
Merikith	Falthrang,9	Meranor	Silfar	Caramane
Shimmering	Gilgrath	Western,6	Skulls	Arelon
Forgotten	Zaragorn	Eomir	Shining	Erefar
Whispering	Valgrorn	Northern	Eregoth,11	Elmir
Aradel	Maranor	Southern	Fire	Ravenfrey
Scaradir	Death	Middle	Weeping	Mermaids,3
Emerthen	Gilgrath	Arelban	Roreon	Ravenfrey
Carafel	Burning	Arunvere	Cerrelm	Melibor
Songs	Ravens	Middle,5	Arabar	Fire
Corithel	Ulmor	Northern	Elinbrand	Serpents,3
Elorthord	Elinmor,8	Southern	Alathor	Fire
Southern	Thumar	Eastern	Imilvir	Cormir
Aravik	Sharvik	Western	Songs	Faragor
Eregoth	Imildral	Immiel	Romiel	Immiel,1
Elinmor	Melthor	Ulmor,9	Caramane	Middle
Eodral,6	Varorn	Falthrang	Weeping,8	Rilleon,9
Rilnor	Imilvir	Maranor	Fire	Arelon
Varorn	Eodral	Ravens	Ashnar	Thordroth
Thumar	Rilnor	Burning	Shrygal	Galorbard
Sharvik	Tarefyr,8	Death	Eregoth	Orcar
Northern	Caradwin	Tark	Roreon	Erefar
Elinmor	Thunder	Athruk	Grey	Elmir
Arelon,8	Ararak	Skulls	Galorwain	Sapphire
Thordroth	Sharenor	Shining	Sarnoth	Isilfrey
Isilfrey	Ildemar	Skulls,9	Fire,14	Corlon
Rilleon	Zaragorn	Athruk	Eregoth	Maranor,5
Galorbard	Tharn	Thordrin	Weeping	Falthrang
Erefar	Dawn	Ulmor	Ashnar	Valgrorn
Orcar	Northern,8	Shining	Cormir	Death
Tharran	Imilvir	Storms	Melibor	Ravens
Corlon	Middle	Big	Mermaids	Ulmor
Aravik,6	Eomir	Corth	Ravenfrey	Corelay,2
Forever	Rilnor	Silfar	Tharran	Imilvir
Forgotten	Varorn	Grey	Caramane	Last
Whispering	Eastern	Shining,4	Serpents	Jade,5
Finfyre	Eodral	Burning	Faragor	Imilvir
Geremiel	Western	Ulmor	Rildroth	Last
Imilvir	Eastern,6	Skulls	Angelf	Erifel
Caradwin,11	Northern	Grey	Fire	Eomir

Sareon	Melthor	Ceremelth	Arelban,3	Aravik
Last,3	Elinmor	Farwain	Eomir	Whispering
Imilvir	Erenim,5	Maralan	Western	Finfyr
Corelay	Sharmark	Carafel	Arunvere	Geremiel
Jade	Sapphire	Scaradir	Arunvere,5	Golden,5
Erifel,6	Isilfrey	Saradwin	Western	Whispering
Jade	Imildral	Meranor	Southern	Aradel
Sareon	Sharvik	Ceremelth,6	Arelban	Ararak
Rilnor	Isilfrey,7	Cerevere	Meranor	Sharenor
Eomir	Erenim	Melthor	Erilan	Finfyr
Imilvir	Sapphire	Farwain	Erilan,5	Finfyr,6
Eomir	Rilleon	Beomir	Arunvere	Whispering
Sareon,4	Arelon	Meranor	Meranor	Golden
Jade	Thordroth	Eastern	Imilvir	Sharenor
Erifel	Imildral	Carafel,8	Saradwin	Geremiel
Rilnor	Corlon	Maralan	Elinvar	Aravik
Thumar	Thordroth,8	Crimson	Elinvar,6	Forever
Eomir,7	Arelon	Songs	Erilan	Geremiel,7
Imilvir	Isilfrey	Elorthord	Imilvir	Forever
Northern	Rilleon	Imilvir	Merikith	Aravik
Western	Galorbard	Emerthen	Shimmering	Finfyr
Erifel	Farwain	Scaradir	Forgotten	Sharenor
Rilnor	Melthor	Beomir	Arelmar	Ildemar
Jade	Imildral	Saradwin,5	Arelmar,2	Samarand
Arelban	Corlon	Imilvir	Elinvar	Emergelm
Rilnor,8	Galorbard,7	Beomir	Forgotten	Samarand,5
Sareon	Thordroth	Scaradir	Shimmering,6	Geremiel
Erifel	Arelon	Merikith	Imilvir	Ildemar
Eomir	Rilleon	Erilan	Elinvar	Zaragorn
Northern	Orcar	Emerthen,5	Merikith	Gilgrath
Varorn	Crimson	Carafel	Aradel	Emergelm
Elinmor	Maralan	Imilvir	Whispering	Emergelm,2
Thumar	Farwain	Elorthord	Forgotten	Geremiel
Eodral	Corlon,4	Corithel	Forgotten,7	Samarand
Thumar,5	Arelon	Scaradir	Arelmar	Ildemar,5
Elinmor	Thordroth	Scaradir,9	Elinvar	Sharenor
Sharvik	Rilleon	Imilvir	Imilvir	Tarefyr
Rilnor	Isilfrey	Beomir	Shimmering	Zaragorn
Sareon	Farwain,6	Carafel	Whispering	Samarand
Eodral	Thordroth	Emerthen	Aravik	Geremiel
Sharvik,6	Galorbard	Corithel	Forever	Zaragorn,7
Thumar	Maralan	Thunder	Whispering,8	Tarefyr
Erenim	Beomir	Ararak	Shimmering	Tharn
Imildral	Ceremelth	Merikith	Imilvir	Valgrorn
Elinmor	Melthor	Saradwin	Aradel	Falhrang
Thumar	Maralan,5	Meranor,6	Golden	Gilgrath
Eodral	Farwain	Southern	Finfyr	Samarand
Imildral,6	Galorbard	Imilvir	Aravik	Ildemar
Sharvik	Crimson	Ceremelth	Forever	Gilgrath,5
Erenim	Carafel	Erilan	Forgotten	Falhrang
Isilfrey	Beomir	Arunvere	Forever,5	Valgrorn
Thordroth	Beomir,7	Beomir	Forgotten	Burning

Samarand	Death	Ulmor	Gogrun	Elorthord
Zaragorn	Maranor	Burning	Skirol	Gliwain
Tharn,4	Falthrang	Iron,5	Thordrin	Caradwin
Dawn	Ravens	Grorn	Athruk	Malgor
Valgrorn	Gilgrath	Gogrun	Tark	Thunder
Zaragorn	Zaragorn	Tark	Gogrun	Scaradir
tarefy	Tharn	Death	Grorn,6	Emerthen
Sharenor,6	Dawn	Barathor	Erilmark	Alathor,5
Golden	Burning	Tark,6	Caradwin	Eregoth
Ararak	Malgor,7	Gogrun	Finrod	Arabar
Tarefy	Caradwin	Othrym	Gogrun	Elinbrand
Ildemar	Gliwain	Athruk	Iron	Songs
Geremiel	Athrudan	Ulmor	Barathor	Romiel
Finfyf	Barathor	Death	Gogrun,6	Elinbrand,7
Ararak,6	Dwardor	Iron	Grorn	Eregoth
Aradel	Dawn	Athruk,5	Finrod	Arabar
Scaradir	Corithel	Othrym	Skirol	Alathor
Thunder	Dwardor,5	Thordrin	Othrym	Theodel
Tarefy	Malgor	Skulls	Tark	Skordroth
Sharenor	Barathor	Ulmor	Iron	Gliwain
Golden	Death	Tark	Finrod,6	Elorthord
Thunder,6	Valgrorn	Thordrin,5	Silfar	Gliwain,7
Scaradir	Dawn	Othrym	Corth	Elinbrand
Corithel	Death,8	Skirol	Skirol	Skordroth
Caradwin	Barathor	Storms	Gogrun	Athrudan
Dawn	Maranor	Skulls	Grorn	Caradwin
Tarefy	Ulmor	Athruk	Erilmark	Malgor
Ararak	Falthrang	Storms,4	Songs,7	Corithel
Dawn,7	Valgrorn	Skulls	Imilvir	Elorthord
Caradwin	Dwardor	Thordrin	Eregoth	Athrudan,6
Thunder	Iron	Skirol	Carafel	Skordroth
Malgor	Tark	Big	Crimson	Erilmark
Dwardor	Barathor,8	Big,4	Romiel	Caradwin
Valgrorn	Athrudan	Skulls	Elorthord	Barathor
Tharn	Caradwin	Storms	Alathor	Malgor
Tarefy	Erilmark	Skirol	Crimson,6	Gliwain
Merikith,6	Grorn	Corth	Songs	Skordroth,5
Imilvir	Iron	Corth,5	Romiel	Theodel
Saradwin	Death	Silfar	Orcar	Erilmark
Scaradir	Dwardor	Skulls	Galorbard	Athrudan
Aradel	Malgor	Big	Maralan	Gliwain
Shimmering	Burning,6	Skirol	Carafel	Elinbrand
Elinvar	Gilgrath	Finrod	Elorthord,7	Erilmark,10
Aradel,6	Falthrang	Skirol,7	Imilvir	Cerrelm
Imilvir	Ravens	Corth	Elinbrand	Roreon
Merikith	Valgrorn	Big	Gliwain	Silfar
Ararak	Ulmor	Storms	Corithel	Finrod
Golden	Shining	Thordrin	Emerthen	Grorn
Whispering	Ravens,5	Othrym	Carafel	Caradwin
Shimmering	Falthrang	Gogrun	Songs	Barathor
Valgrorn,10	Valgrorn	Finrod	Corithel,8	Athrudan
Dwardor	Maranor	Othrym,6	Imilvir	Skordroth

Theodel	Eregoth	Angelf	Dragon	Weeping
Arabar,5	Alathor	Rildroth	Faragor	Shrygal
Eregoth	Songs	Fire	Angelf,6	Faragor
Alathor	Crimson	Ravenfrey	Galorwain	Cormir
Cerrelm	Orcar,7	Elmir	Dragon	Fire
Theodel	Erefar	Sapphire	Fire	Cormir,4
Elinbrand	Arelon	Sharmark	Melibor	Serpents
Theodel,5	Caramane	Sharmark,5	Eriwik	Fire
Arabar	Romiel	Galorwain	Rildroth	Faragor
Cerrelm	Crimson	Elormane	Eriwik,4	Ashnar
Erilmark	Galorbard	Melibor	Angelf	Cerevere,4
Skordroth	Rilleon	Sapphire	Galorwain	Varorn
Elinbrand	Ravenfrey,5	Erenim	Sarnoth	Melthor
Cerrelm,5	Melibor	Sapphire,6	Dragon	Ceremelth
Eregoth	Mermaids	Sharmark	Sarnoth,5	Eastern
Roreon	Fire	Melibor	Eriwik	Melthor,7
Erilmark	Tharran	Elmir	Galorwain	Imildral
Theodel	Elmir	Rilleon	Shrygal	Thordroth
Arabar	Erefar,5	Isilfrey	Weeping	Farwain
Roreon,6	Elmir	Erenim	Dragon	Ceremelth
Eregoth	Tharran	Elormane,3	Shrygal,5	Cerevere
Weeping	Orcar	Galorwain	Weeping	Varorn
Grey	Arelon	Melibor	Ashnar	Elinmor
Silfar	Rilleon	Sharmark	Faragor	Varorn,7
Erilmark	Elmir,6	Dragon,6	Dragon	Elinmor
Cerrelm	Sapphire	Angelf	Sarnoth	Rilnor
Caramane,5	Melibor	Eriwik	Faragor,7	Eodral
Tharran	Ravenfrey	Sarnoth	Fire	Northern
Fire	Tharran	Shrygal	Serpents	Eastern
Eregoth	Erefar	Rildroth	Rildroth	Cerevere
Romiel	Rilleon	Faragor	Dragon	Melthor
Orcar	Melibor,10	Rildroth,5	Shrygal	Mists Oblivion,
Romiel,6	Elormane	Fire	Ashnar	0
Orcar	Galorwain	Melibor	Cormir	
Caramane	Mermaids	Angelf	Ashnar,5	

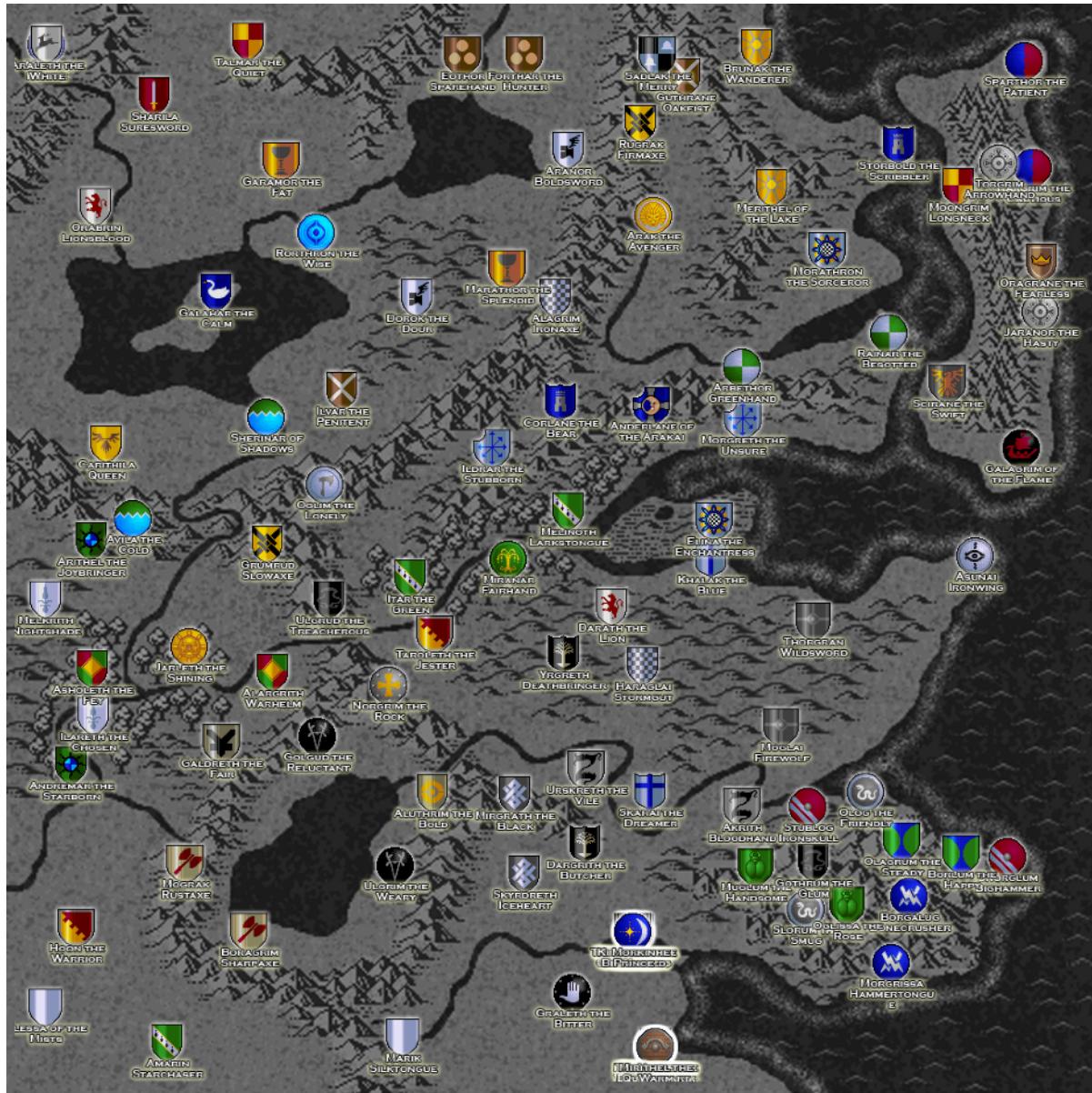
Citadels and Castles



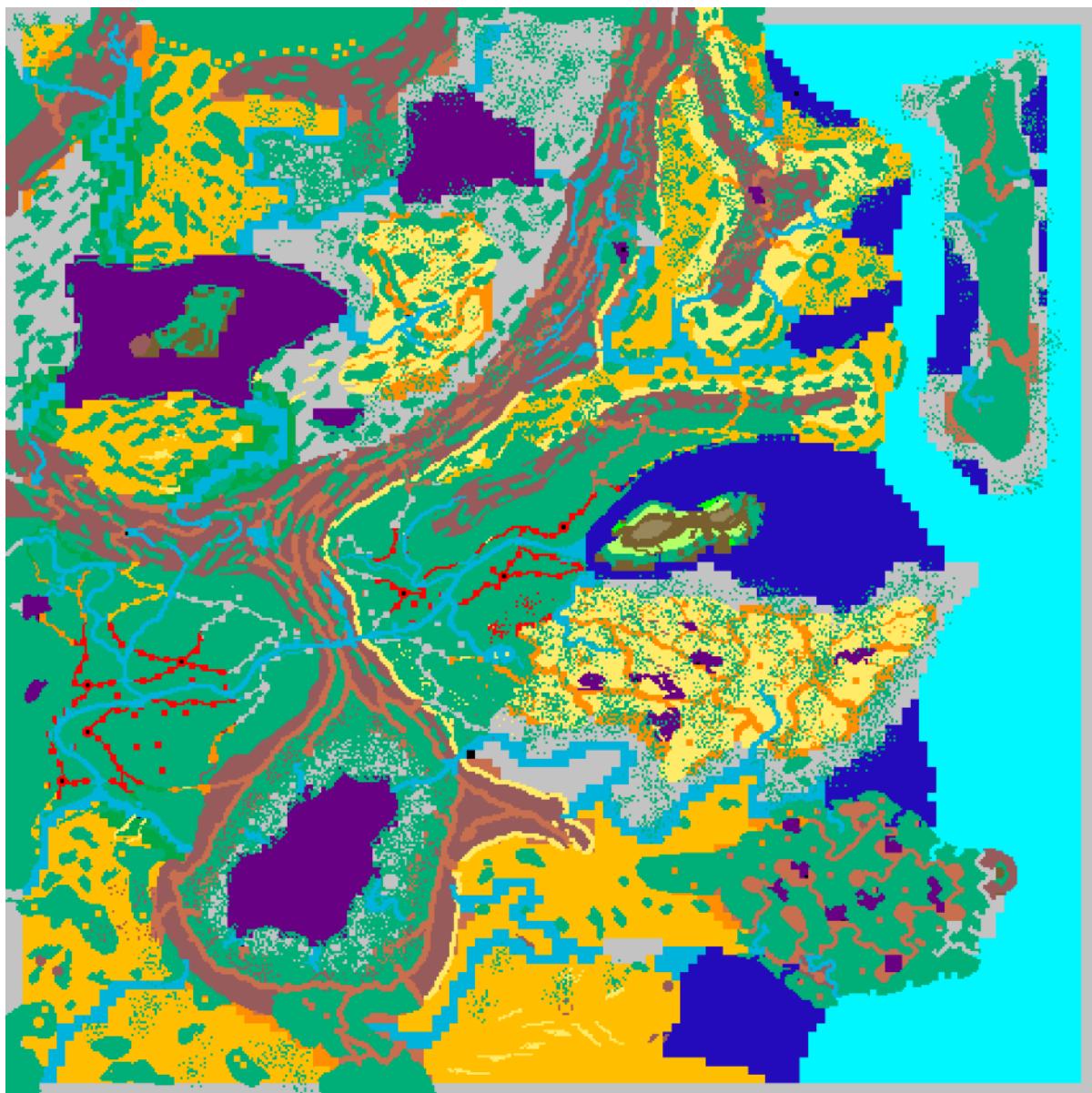
1. The Citadel of Erihel is the foremost stronghold of the Kith and, for centuries, it has been the seat of the Princes of the Witherlands.
2. The Citadel of Varorn is the principal stronghold of the Athelings and, for centuries it has been the seat of the Kings of the Lee.
3. The Citadel of Arunvere is the jewel of the Eldrin and, since time immemorial, it has been the seat of the Queens of the Eldmark.
4. The Citadel of Beomir is the strongest redoubt of the Long Dwarves and, since it was first hewn out of rock, it has been the seat of the Kings of the Long Mountains.
5. The Citadel of Rilleon is the greatest fortress of the Arakai and, since the eagles flew north, it has been the seat of the Kings of the Last Northing.
6. The Citadel of Ashnar is the mightiest stronghold of the Dragonlords and, ever since the Time of Taming, it has been the seat of the Kings of Arungor.
7. The Shimmering Citadel is the greatest stronghold of the High Fey and, for a thousand years, it has been the seat of the Kings of Weirdwood.
8. The Citadel of Elorthord is the mightiest fortress of the Fey and, for hundreds of years, it has been the seat of the Kings of Dawnwood.
9. The Citadel of Roreon is the chief stronghold of the Uskarg and, for twelve reigns, it has been the seat of the Kings of the Fallows.

10. The Citadel of Samarand is the strongest fortress of the Gelmings and, for centuries, it has been the seat of the Princes of the Gelm.
11. The Citadel of Thunder is the mightiest redoubt of the Deeping Dwarves and, since the first king came into the mountains, it has been the seat of the Kings of the Deeping.
12. The Citadel of Skirol is the strongest bastion of the Giants and it has been the seat of the Kings of the Delve for many moons.
13. The Dark Citadel of Maranor is the mightiest bastion of the Dark Fey. It was the seat of the Fey Kings of the Marish even before the fall of the First Fey into evil. Now it is the foul lair of Boroth the Wolfheart, High King of the Marish, and in its dungeons he keeps prisoners hostage from all the realms of the Bloodmarch.
14. The Citadel of Immiel is the fair fortress of the Golden Fey and has been the seat of the Kings of Glimormir for over a thousand years.
15. No citadel in the Great Ocean.
16. No citadel in Midnight.
17. No citadel in the Mists of Oblivion.

The Lords



The Terrain

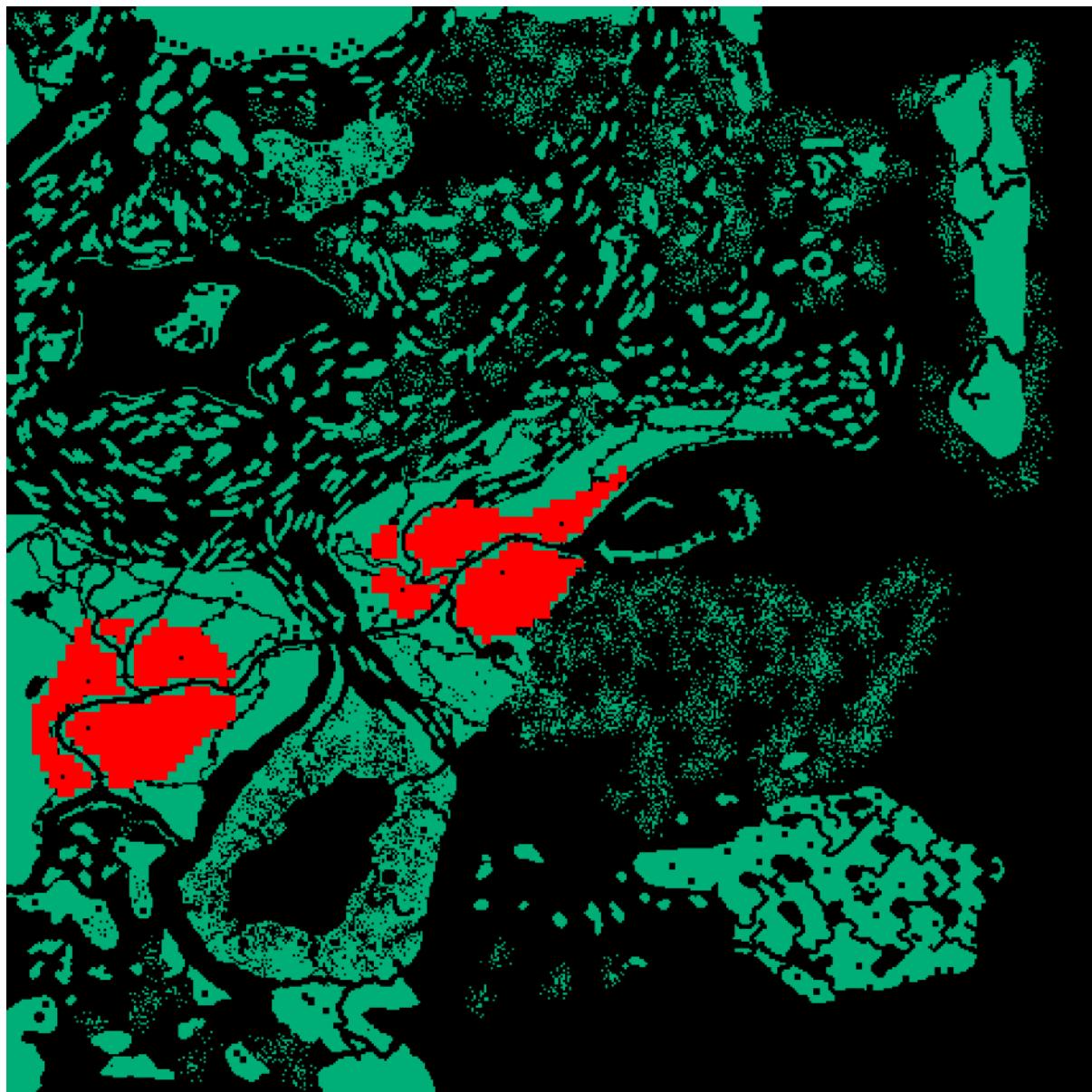


- | |
|---------------------|
| 1. Forest |
| 2. Trees |
| 3. Mountains |
| 4. Craggy Mountains |
| 5. Rivers |
| 6. Lakes |
| 7. Downs |
| 8. Lakeland |
| 9. Swamp |

- | |
|---------------|
| 10. Plains1 |
| 11. Foothills |
| 12. Sea |
| 13. Bays |
| 14. Isle |
| 15. Valley |
| 16. Hills |
| 17. Plains2 |

Trees and Forests

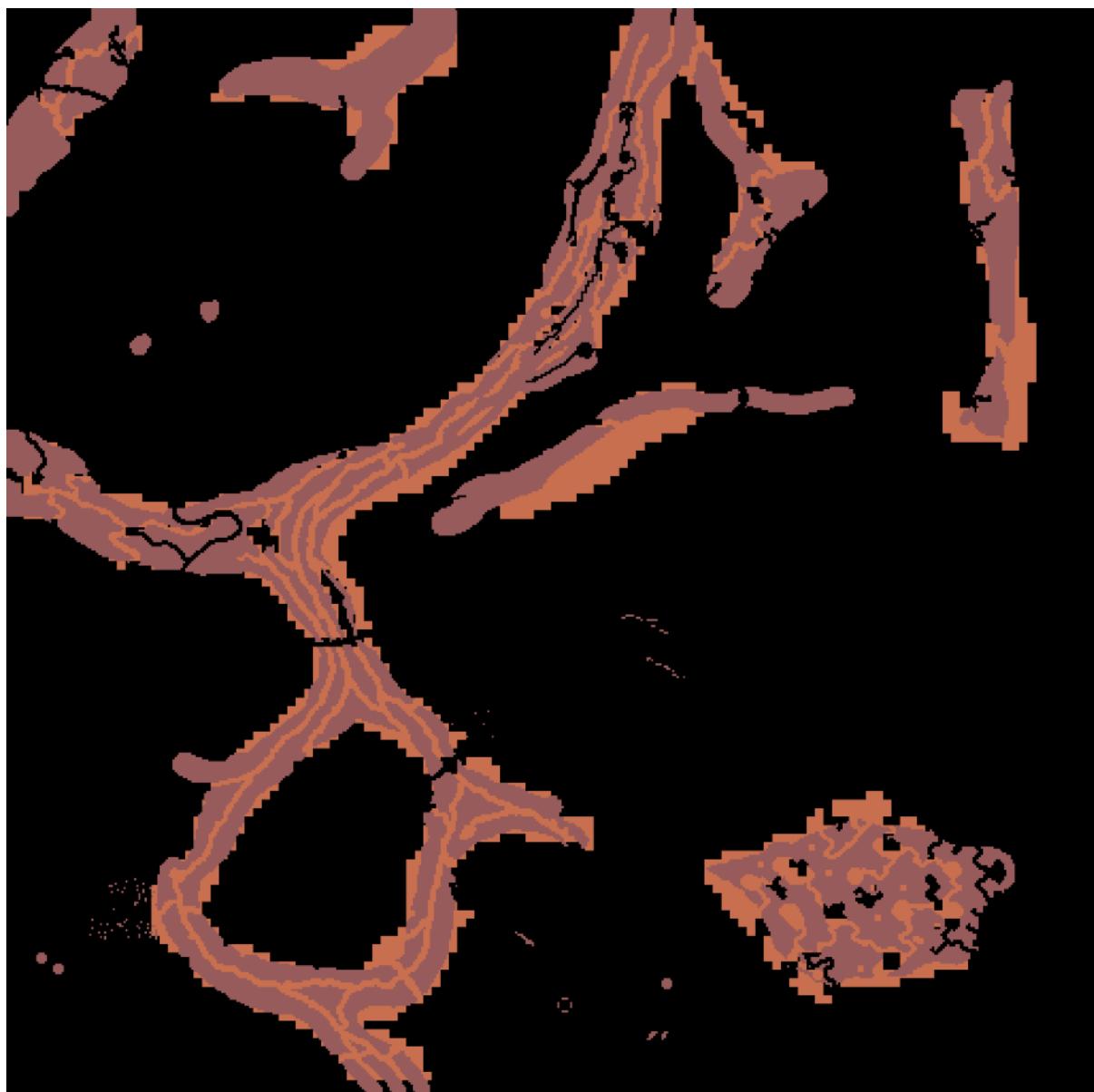
The trees are interesting because they can be over the top of any other terrain, so we only have two areas of dense forest, but a lot of trees.



1. Weirdwood
2. Downed

Mountains

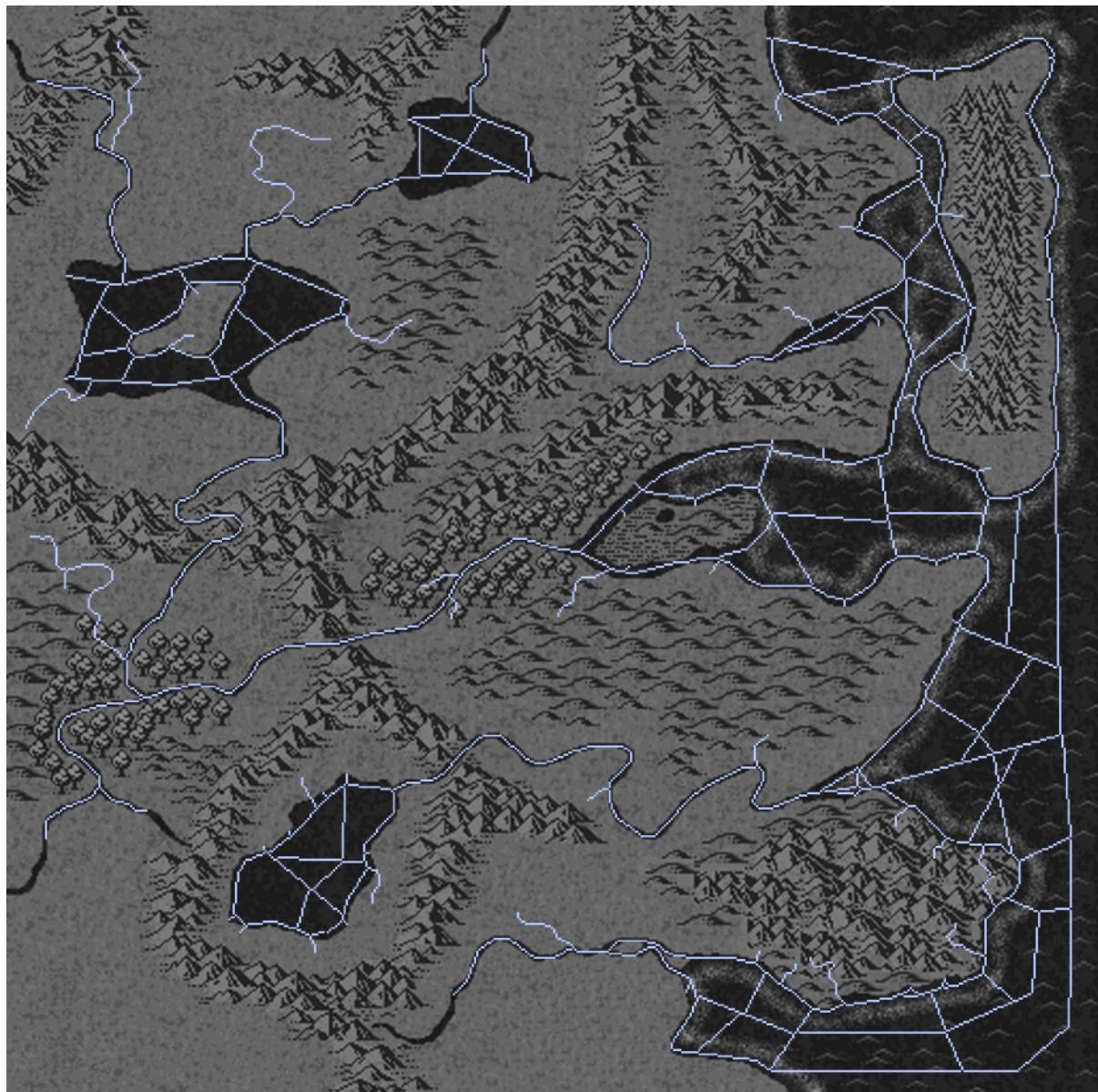
Mountains also have a craggy mountain terrain as well, so they look like this.



Ground Routes



Water Routes



What is missing is any form of more interesting features, like villages, huts, puts, stones, liths, henges, etc.. etc... Anl think this is stuff that would need to be added to the maps to make a game more interesting.

Terrain

- 0, Land *
- 1, Plain
- 2, Mount
- 3, Mountains
- 4, Forest
- 5, Hills / Foothills
- 6, Valley *
- 7, Pass *
- 8, Gorge *
- 9, Ford *
- 10, Isle *
- 11, Marsh
- 12, Lake
- 13, River
- 14, Bay *
- 15, Sea

* Not image related, but name related

Things

- Troll
- Wolves
- Dragons

Titles

- 0,
- 1, Prince of Midnight
- 2, Guardian of the Tower of the Moon
- 3, Prince of the Witherlands
- 4, Princess Regent of the Witherlands
- 5, Queen of the Eldmark
- 6, King of the Athelings
- 7, King of the Long Mountains
- 8, King of the Last Northing
- 9, Dragon King of Arungor
- 10, High King of the Weirdwood
- 11, Princess of the Weirdwood
- 12, King of the Dawnwood
- 13, King of the Fallows
- 14, Prince of the Gelm
- 15, King of the Deeping
- 16, High King of the Marish
- 17, Captain of the Blood Guard
- 18, Lord Marshal of the Marish
- 19, Great King of the Delve
- 20, Queen of the Delve

Races

the Kith	Kith	of the Kith	
Athelings	Atheling	Atheling	
Eldrin	Eldrin	Eldrin	
Long Dwarves	Long Dwarf	Long Dwarf	
Arakai	Arakai	Arakai	
Dragonlords	Dragonlord	Dragonlord	
High Fey	High Fey	High Fey	
Dawn Fey	Dawn Fey	Dawn Fey	
Uskarg	Uskarg	Uskarg	
Gelmings	Gelming	Gelming	
Deeping Dwarves	Deeping Dwarf	Deeping Dwarf	
Giants	Giant	Giant	
Dark Fey	Dark Fey	Dark Fey	
Golden Fey	Golden Fey	Golden Fey	
Corsairs	Corsair	Corsair	
the Free	Lord of Midnight	of the Free	



Wolves

Long ago, when they were wild and free, the wolves were savage but noble hunters, feared but respected. Now, under the spell of Boroth the Wolfheart, they are the loathsome creatures of the Dark Fey. Moving silently ahead of Boroth's armies, they presage battle and death and destruction.



Wild Cats

These creatures of fierce grace inhabit only the wildest, most inaccessible mountains. So rare is the sight of one that throughout the Bloodmarch it is regarded as an omen of the greatest good fortune.



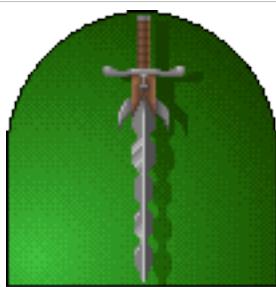
Trolls

Vicious, powerful and bloodthirsty, the witless trolls have long been the willing servants of the Dark Fey. Blindly loyal to Boroth the Wolfheart, they guard the vast dungeons of the Dark Citadel of Maranor, standing ready to slay any who seeks passage.



Dragons

Much ill has been spoken of dragons, but in truth they are wise and noble beasts. Their homeland is the Isle of Arungor, off the coast of the Last Northing where they live in friendship with the Dragonlords. Dragons will come to the aid of all good men in need and bear them swiftly through the skies to the place they seek.



Bloodbringer

In the Last Northing, Bloodbringer was the Sword of the Kings. He who wields Bloodbringer will command the loyalty of the Lords of the Arakai, leading them to battle and to glory.



Widowmaker

Widowmaker was the Great Axe of Dwarfdom, in the age when the dwarves were one people. The war for its possession split Dwarfdom asunder and gave rise to the bitterness that still estranges the Long Dwarves from their kin, the Deeping Dwarves. A dwarf who wields Widowmaker in battle is said to be invincible.



Aranath

Aranath, in the tongue of the Fey, is the Golden Sword. It was made many summers ago, before the Dark Fey became touched by evil. In the hands of any Fey Lord, it is a weapon of ferocious power. In the hands of any other, it brings ill-fate.



Persuader

In the time of the first wars against the Dark Fey, Persuader was brought to the Bloodmarch by a Prince of the Gelm who had travelled south into Coromand seeking aid against Boroth and this axe was the magical gift he was given. He who wields Persuader is able to draw upon warriors from any stronghold not at war with his realm.



Skullcrusher

Wrought in the Iron Mountains by dwarven smiths who sought the favour of the King of the Delve, Skullcrusher is a weapon of great power in the hands of any Giant, such that in battle he will fight with the strength of two.



Swiftwing

Forged with dragonsfire on the Isle of Arungor many long winters ago, Swiftwing makes its bearer as tireless as a dragon, needing no rest or shelter. Yet the wielder of Swiftwing should beware - if he is part of a fellowship, Swiftwing's magic will not work for its spirit is as free and lonely as the great beasts of Arungor.



Stormblade

Wrought long ago by the dwarven smiths of the Long Mountains and forged with dragonsfire Stormblade is a weapon of great power. The warrior who wields Stormblade is tireless in battle whilst his foes wilt with each blow.



The Golden Fey

Long have the Golden Fey dwelt on the Isle of Immiel in Glimormir, singing their songs and weaving their golden magic. Upon Immiel, their magic is so legendary against evil that Boroth dares not to assail the island even now but beyond their golden isle their powers fall away. Of all the peoples of the Bloodmarch, only the Golden Fey have no hostage held in the Dark Citadel.



The Giants

The Giants are possessed of great strength, but they are slow-witted and often use their strength unwisely. Their mountainous realm, the Delve, lies in the south-east of the Bloodmarch, betwixt the Marish and the Great Ocean. The King's stepdaughter, Melinissa the Sweet, is held hostage in Maranor by the Dark Fey.



The Dark Fey

Touched by evil long, long ago and now trapped in darkness, the Dark Fey are consumed by an unquenchable thirst for power and dominion. Their King, Boroth the Wolfheart, will not rest until he has enslaved the entire Bloodmarch. Their realm is the Marish, in the southwest between the mountains of the Deeping and the Delve. There, in the dungeons of the Dark Citadel of Maranor, Mad Boroth keeps prisoners hostage from each of the realms of the Bloodmarch, to ensure their reluctant compliance.



The Long Dwarves

Hardy and hospitable, the Long Dwarves dwell peaceably in their realm of the Long Mountains, which stretches half the length of the Bloodmarch, from the Mists of Oblivion in the far north to the borders of the Deeping in the south. Olthruda the Bountiful, the King's wife is held hostage in Maranor by the Dark Fey.



The High Fey

Possessed of much wisdom, but strange and enigmatic, the High Fey dwell in the Weirdwood in the west of the Bloodmarch, betwixt the Eldmark and the Gelm. Emedrel of the Fire, the High King's daughter, is held hostage in Maranor by the Dark Fey.



The Deeping Dwarves

The Deeping Dwarves are a brave and resilient people. Their mountain kingdom, the Deeping, lies to the south of the Bloodmarch, between the Gelm in the west and the Marish in the east. Thalgrima the Betrothed, the King's bride to be, is held hostage in Maranor by the Dark Fey.



The Gelmings

Friendly and good-hearted, the Gelmings dwell in the Gelm, in the southwest of the Bloodmarch, south of Weirdwood and the Deeping. Wythran the Weaver, dabbler in the webs of fate and the King's only son, is held hostage by the Dark Fey in Maranor.



The Dragonlords

The Dragonlords of Arungor have, over the years earned the trust and friendship of the dragons that dwell in the island's mountains. The Dragonlords are fearsome warriors and their island kingdom in the northeast of the Bloodmarch, off the coast of the Last Northing has seen no war for many a year. Sagrana Goldenwing, the King's sister, is held hostage by the Dark Fey in Maranor.



The Athelings

Proud and warlike, the Athelings dwell in the Lee in the north of the Bloodmarch, betwixt the Witherlands and the Long Mountains. Zenethor the Strong, King of the Lee, is held hostage by the Dark Fey in Maranor.



The Uskarg

The Uskarg, a wild and warlike people, rule the Fallows, a kingdom in the east of the Bloodmarch bordered in the west by Dawnwood and the Marish, in the east by the Great Ocean. Djalina Snowheart, the King's daughter, is held hostage by the Dark Fey in Maranor.



The Eldrin

A matriarchal people whose history stretches back into the mists of time, the Eldrin dwell in the Eldmark, south of the Witherlands, north of Weirdwood, in the west of the Bloodmarch. Princess Aremela, the Queen's daughter, is held hostage by the Dark Fey in Maranor.



The Dawn Fey

An ancient, charmed race, pure of heart, strong of limb, long of life, the Dawn Fey dwell in Dawnwood in the heart of the Bloodmarch. To the east lies the Fallows, to the north the Last Northing, to the west the Long Mountains and to the south, the Marish. Aloroth the Fey, the King's brother, is held hostage in Maranor by the Dark Fey.



The Arakai

Proud and pure, strong in battle, simple in love, the Arakai dwell in the Last Northing, in the northeast of the Bloodmarch, between the Long Mountains and the Great Ocean. Further east lies the Isle of Arungor and to the south lies Dawnwood. Kiranda the Wild, the King's daughter, is held hostage in Maranor by the Dark Fey.



The Kith

A once proud and powerful people whose days of glory have long since passed, the Kith dwell in the Witherlands in the northwest of the Bloodmarch, south of Midnight, west of the Lee. Mogrik the Witless, Prince of the Witherlands, is held hostage in Maranor by the Dark Fey.

The Characters

ID	First	Last	Race
1			Wythan the Weaver Gelming
2			Arak the Avenger Arakai
3			Asunai Ironwing Uskarg
4			Sadlak the Merry Long Dwarf
5			Itar the Green Dawn Fey
6			Melinoth Larkstongue Dawn Fey
7			Rainar the Besotted Arakai
8			Amarin Starchaser Gelming
9			Kargrim the Cautious Dragonlord
10			Morathron the Sorceror Arakai
11			Guthrane Oakfist Arakai
12			Djalina Snowheart Uskarg
13			Grumrud Slowaxe Long Dwarf
14			Asholeth the Fey High Fey
15			Boroth the Wolfheart Dark Fey
16			Ildrar the Stubborn Dawn Fey
17			Mogrik the Witless Kith
18			Torgrim Arrowhand Dragonlord
19			Uthran the Meddler Dragonlord
20			Marik Silktongue Gelming
21			Haraglai Stormgut Uskarg
22			Oglim the Lonely Long Dwarf
23			Aloroth the Fey Dawn Fey

ID	First	Last	Race
24			Yrgreth Deathbringer Dark Fey
25			Stublog Ironskull Giant
26			Orabrin Lionsblood Kith
27			Sparthor the Patient Dragonlord
28			Cadron the Bemused Kith
29			Brunak the Wanderer Arakai
30			Skarai the Dreamer Uskarg
31			Rugrak Firmaxe Long Dwarf
32			Morgreth the Unsure Dawn Fey
33			Graleth the Bitter Dark Fey
34			Muglum the Handsome Giant
35			Dorok the Dour Atheling
36			Scirane the Swift Dragonlord
37			Rorthron the Wise Free
38			Corlane the Bear Arakai
39			Moglai Firewolf Uskarg
40			Norgrim the Rock Deeping Dwarf
41			Jarleth the Shining High Fey
42			Urskreth the Vile Dark Fey
43			Borgalug Bonecrusher Giant
44			Aranor Boldsword Atheling
45			Moongrim Longneck Dragonlord
46			Leonik Leatherhand Deeping Dwarf
47			Storbolt the Scribbler Arakai

ID	First	Last	Race
48			Arbethor Greenhand Arakai
49			Luxor the Moonprince Free
50			Avila the Cold Eldrin
51			Hoon the Warrior Gelming
52			Eothor Sparehand Atheling
53			Snorglum Bighammer Giant
54			Orgrotha the Persuader Dark Fey
55			Forthar the Hunter Atheling
56			Joruk Redfist Atheling
57			Var the Swordsman Gelming
58			Morkin Prince Free
59			Carithila Queen Eldrin
60			Garfin Quicklip Eldrin
61			Zenethor the Strong Atheling
62			Gothrum the Glum Giant
63			Skyrdreth Iceheart Dark Fey
64			Lanklin the Boaster Giant
65			Holdar Longeye Uskarg
66			Aramila the Seer Arakai
67			Arin LorBlood Free
68			Mana the Huntress Eldrin
69			Rorbar the Poet Gelming
70			Garmor the Fat Atheling
71			Bchlum the Happy Giant

ID	First	Last	Race
72			Akrith Bloodhand Dark Fey
73			Godrold Heavyhand Arakai
74			Darath the Lion Uskarg
75			Parik the Miser Uskarg
76			Merithel of the Lake Arakai
77			Aremela Princess Eldrin
78			Farlik Whiteknife Long Dwarf
79			Corleth of Corelay Free
80			Toraneth the Cruel Dark Fey
81			Dagrith the Butcher Dark Fey
82			Ogrin Woodenblade Dawn Fey
83			Arag Drythroat Dawn Fey
84			Justrik the Hawk Arakai
85			Sharila Suresword Kith
86			Galagrim of the Flame Dragonlord
87			Jarenor the Hasty Dragonlord
88			Anderlane of the Arakai Arakai
89			Urgoreth the Despiser Dark Fey
90			Mirgrath the Black Dark Fey
91			Mograk Rustaxe Deeping Dwarf
92			Tarolet the Jester Dawn Fey
93			Arfold Longtooth Gelming
94			Dorgrun Roughhand Dragonlord
95			Molicor the Kind Arakai

ID	First	Last	Race
96			Igral Mouseheart Arakai
97			Orimund the Resplendent Uskarg
98			Crun the Weasel Long Dwarf
99			Faramoth the Solemn High Fey
100			Ulgrim the Weary Deeping Dwarf
101			Miranar Fairhand Dawn Fey
102			Ulgrud the Treacherous Long Dwarf
103			Elgrena the Gracious Dawn Fey
104			Alagrim Ironaxe Long Dwarf
105			Karahar the Wistful Gelming
106			Oragrame the Fearless Dragonlord
107			Marathor the Splendid Atheling
108			Barag the Fierce Uskarg
109			Golgud the Reluctant Deeping Dwarf
110			Ilareth the Chosen High Fey
111			Torbrith Swiftfoot Long Dwarf
112			Slorum the Smug Giant
113			Samara Wildheart Dawn Fey
114			Hilgor the Meek Giant
115			Zalnor Sourspleen Kith
116			Melgran Dragonsword Arakai
117			Khalak the Blue Uskarg
118			Boragrime Sharpaxe Deeping Dwarf
119			Melkrith Nightshade High Fey

ID	First	Last	Race
120			Oscruth Loosehead Uskarg
121			Volgor the Sure Long Dwarf
122			Talmar the Quiet Kith
123			Olog the Friendly Giant
124			Olagrum the Steady Giant
125			Harumbar the Unhappy Dawn Fey
126			Thorgron Wildsword Uskarg
127			Aluthrim the Bold Deeping Dwarf
128			Alargrith Warhelm High Fey
129			Gorolan the Benign Atheling
130			Ilvar the Penitent Atheling
131			Araleth the White Free
132			Arithel the Joybringer High Fey
133			Emedrel of the Fire High Fey
134			Andremar the Starborn High Fey
135			Galdreth the Fair High Fey
136			Sagrana Goldenwing Dragonlord
137			Elina the Enchantress Uskarg
138			Tarella the Intrepid Dragonlord
139			Oraina the Placid Arakai
140			Karelda the Carefree Uskarg
141			Imirel Starblade Deeping Dwarf
142			Ylanda the Wishful High Fey
143			Morgissa Hammertongue Giant

ID	First	Last	Race	
144			Trantana the Grand	Atheling
145			Oglissa the Rose	Giant
146			Melinissa the Sweet	Giant
147			Olthruda the Bountiful	Long Dwarf
148			Thalgrima the Betrothed	Deeping Dwarf
149			Elessa of the Mists	Gelming
150			Ulene Quietheart	Dragonlord
151			Sherinar of Shadows	Eldrin
152			Mirithel the Warm	Arakai
153			Kiranda the Wild	Arakai
154			Galahar the Calm	Golden Fey

The Quests

	recruit
	join
	kill
	rescue
	follow
	goto
	guard
	seize



find



take



destroy



rest

Purposes

1. NO_PURPOSE
2. DEFEND_HOME LAND
3. DARK_FEY
4. RANDOMLY_WANDER
5. BE_A_HOSTAGE

Reactions

1. RETURN_HOME
2. STAND_FIRM
3. TAKE_BACK_STRONGHOLD
4. ATTACK_ENEMY
5. HELP_NEIGHBOUR
6. RETREAT
7. GATHER_STRENGTH
8. COUNTER_THREAT
9. LEND_SERVICE

States of war (for lands)

1. LS_AT_PEACE
2. LS_TROUBLED
3. LS_THREATENED
4. LS_MENACED
5. LS_IN_DANGER
6. LS_IN_PERIL
7. LS_UNDER_ATTACK
8. rLS_SUBJUGATED

States of war (for realms)

1. RW_AT_PEACE
2. RW_THREATENED
3. RW_UNDER_ATTACK
4. RW_SUBJUGATED

State of realm

1. RS_UNFETTERED
2. RS_AT_RANSOM
3. RS_BLOOD_FEUD
4. RS_INTERREGNUM

Who

1. ENEMY
2. SELF
3. NEIGHBOUR
4. LEADER
5. QUEST SUBJECT
6. LIST

Quests

1. QRECRUIT
2. QJOIN
3. QKILL
4. QRESCUE
5. QFOLLOW
6. QGOTO
7. QGUARD
8. QSEIZE
9. QFIND
10. QTAKE
11. QDESTROY
12. QREST
13. QUNDER

Quest parameter types

1. LAST_PARAMETER
2. OWN_STRONGHOLD

3. GO_SAMELAND
4. GO_HOME LAND
5. GO_ADJACENT_LAND
6. GO_NEARLAND

List evaluation conditions

1. LC_NEIGHBOURS
2. LC_NEARLANDS
3. LC_HOME_REALM_LANDS
4. LC_ALL_LANDS
5. LC_ADJACENT_NEIGHBOURS
6. LC_LANDS_IN_NEIGHBOUR_REALMS_TO_ME
7. LC_QUEST_SUBJECT
8. LC_KINGDOM_LANDS
9. LC_RETURN_HOME
10. LC_HELP_NEIGHBOUR

List subtraction routines

1. SC_GTE_UNDER_ATTACK
2. SC_COWARDLY
3. SC_NOT_IN_NEARLAND
4. SC_NOT_THREATENED
5. SC_NOT_AT_PEACE
6. SC_NOT_AVAILABLE
7. SC_NOT_IN_HOME LAND
8. SC_NOT_DEFENDING_HOME LAND
9. SC_RETREATING
10. SC_NOT_IN_DANGER
11. SC_STANDING_FIRM
12. SC_NOT_RETREATING
13. SC_NOT_UNDER_ATTACK
14. SC_ANOTHER

Recruitment Quest

1. wake_up
2. store_charac_quest
3. find
4. goto
5. reset_maybe
6. check_not_dead
7. move_outside_maybe
8. move_inside_maybe
9. is_about_to_recruit
10. delay_1_frame
11. delay_1_frame
12. recruit
13. cancel
14. panic x 8

Quest States

wake_up

IF we are inside a building THEN
 remove from building

END IF

Move to next state

set continue quest flag

store_charac_quest

IF quest type (obj_qtype1) is qt_char THEN
 COPY obj_qtype1 to obj_qtype2
 COPY obj_qdat3 to obj_qdat4

END IF

Move to next state

set continue quest flag

find

Invalid State

check quest state bit 08000h - this is invalid state
if the bit is set then we need to set an emergency state