The Sword

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Setting:

Dystopian Medieval Society, Plagued by Monsters, Fiends, and Infected People Alike…

* World >

Baren region resembling older 800 A.D. Saxony, roaming hills, dense areas of tree growth with branching streams that follow roadways and centralize most of the town regions. No form of corruption or magical influenced loss of land is present, while many smaller towns, some major, have been abandoned due to monsters. Timeframe of story, freezing winter with a gray note to the general world, heavy snowfall near mountainous regions and light in settled areas. The region of the story is based in a duchy following an old king who has no known heirs. The kingdom has two main castles and about three major forts. The smaller civilian part of the kingdom consists of 12 baron holds, 8 major towns, and about 20 smaller hamlets. Some of the land is dedicated to amenities and civil use, while the rest is used mostly for farming, foresting, hunting, and defensive structure work.

The main story takes place in a hamlet that sits on the outskirts of a baron’s main region, which is about 10 clicks away from a major town that borders the baron’s hold. The hamlet, “Sheer-Mire”, had a population of 20 people and has recently dealt with abduction, attacks, and gruesome murders. The hamlet borders several large farms that host sheep and some cattle for the colder parts of the winter, which both are fed by hay and wheat fields near it. The hamlet consists of several wooden and stone homes, a smaller tavern, a farm administrative building, a town hall, and some walls, like most areas with people have in this time. The town is lit with oil brought to them by the local fishing village and keeps regular product moving towards other areas and paying their required taxes to the duchy. The nearest bank is in the main village that is connected to the baron’s hold.

* People >

The common folk of the land under the duchy are simple and work together to try and survive the monsters of the night. Women and child work together to manage clothing, cooking, store management, and creation of basic resources before metal working and woodwork. Men fulfill the role of merchant, soldier, hunter, woodsmen and blacksmith, tanner, and are the only individuals allowed to hold positions of royal or legal power, most of the time.

The noble folk of the land under the duchy are regal and live most of their lives not caring about others, only their family and themselves matter. Many of the noble folk are older and do not have as long of lineage, they live amongst the baron’s servants and fellows, or are working as high end merchants within larger townships or the capital.

* Politics >

The region of the duchy is ruled by the lone king, who has no known heir and is in the oldest years of his reign. The king has a right hand who deals with most discussions from the people of the kingdom but lacks the materials to fulfill any requests from the people. The king’s right hand also coordinates the many sexual escapades of the king to help him find an heir that can continue to lead the kingdom. The right hand is the individual responsible for managing all finances of the kingdom and allocated all the current barons of the land.

The Baron’s of the duchy are military leaders, cousins too distant to be in line for the throne, and friends or relatives to the right hand of the king. The Baron’s keep upkeep for their specific provinces that they command over, and the Baron’s enforce the specific laws for the region that they inhabit. The duchy holds only two rules for the Baron’s to follow to maintain their position: the owner of the region must enforce the proper laws and regulations of the duchy, and the region must be always stocked for war against the crown.

* Economy | Infrastructure >
* Hunters >
* Monsters >

Conflict:

Plot:

Story: