

Fate's Edge: Streamlined Lorebook

(Areas Only — No Akilan or Ostrilan)

1. UTAR (THE UTARAN IMPERIUM & SUCCESSOR NORTHLANDS)

Overview

Once a vast empire, Utar fractured into a patchwork of successor states. Now, the north is a land of law, memory, and fading glory.

Key Regions

- **Ecktoria** – The marble heart of the old empire, now a relic-state clinging to forms.
- **Acasia** – A broken realm of warlords and the cosmopolitan city of Silkstrand.
- **Vhasia** – The fractured sun; a kingdom in name only, ruled by ducal houses.
- **Viterra** – The last true kingdom, orderly and martial.
- **Thepyrgos** – A city of stairs, learning, and high-elf enclaves.

2. KAHFAGIA THE EMPIRE OF WAKES AND STORM-FLAGS

Overview

A maritime oligarchy that straddles the Titan's Throat. Kahfagia is a realm of trade, kraken-priests, and privateers.

Key Features

- Controls key sea lanes.
- Cities like **Kassamira** and **Stormspire** are centers of naval power.
- Lantern-law jurisdiction shifts with the tide.

3. THEONA THE MARSH CROWN

Overview

A trio of green isles pledged to Viterra, but only when it suits them. Theona is a place of quiet customs, feuds, and the “No Ninth” taboo.

Key Features

- Peat bogs, hedged fields, and small marble outcrops.
- Taboo of the Ninth: omissions, unspoken names, missing steps.
- Known for coracle fleets and the Moot Hill.

4. THE MISTLANDS BELLS, SALT, AND BREATH

Overview

A fog-drenched breadbasket guarded by dwarven law and ancient bell-lines. A frontier between the Direwood and the civilized north.

Key Features

- Bell-line levees and reed-maze causeways.
- Warded by the Weeping Gate and Pall Watchtowers.
- Home to the Protectorate and the Legate of the Mists.

5. VALEWOOD THE FOREST THAT REMEMBERS YOU WRONG

Overview

A living forest that shifts and forgets. The Valewood is an empire that never truly fell, full of fey remnants and relic-logic.

Key Features

- Phasing ruins, star-roads, and sentient trees.
- Inhabited by Lethai-ar (wood elves) and the fae-like Green Neighbors.
- Empire echoes: ancient laws and ruins still function.

6. YKRUL STORM ON THE STEPPE

Overview

Nomadic clans of horse-riders and raiders. The Ykrul live by omen, pasture, and blood-tanistry.

Key Features

- Seasonal migrations and clan confederations.
- Shamans and the Faith of the Open Sky.
- Known for dragon boats and the Kurultai councils.

7. ZAKOV SALT & SERPENT

Overview

A pirate haven and crime nexus on a Dolmis island. Controlled by the Seven Guilds, Zakov is lawless but ritualized.

Key Features

- Cities built from wrecks and stolen goods.
- The Pirate Syndicate and the Salt Prince rule in shadow.
- Known for the Serpent's Spine reef and the Crimson Docks.

8. UBRAL THE STONE BETWEEN SPEARS

Overview

Highland clans, cairns, and iron oaths. Ubral is a land of shepherds, reivers, and hill-forts caught between Viterra and Vhasia.

Key Features

- Hill dwarves in Khaz-Vurim.
- Guest-right tokens and feud-brokering.
- Known for the Pass of Ashes and Dun Caerloch.

9. LINN SKERRIES & STORM-OATHS

Overview

Southernmost Linnic tribes. A maritime culture of fjords, skerries, and dragon boats.

Key Features

- Raiders, fur-hunters, and riverfolk.
- Thing-holm and the Sea-Queen's court.
- Known for the Whale-road and the Volva of the Mist.

10. AELINNEL STONE, BOUGH, AND BRIGHT THINGS

Overview

Gnomes among stone spires and moonlit groves. Aelinnel is a realm of charms, geasa, and tide-gates.

Key Features

- Tide-rift steps and dolmen stairs.
- Hedge-witches and oath-carvers.
- Known for the Green Gate and the Thorn Court.

11. AELAEREM HEARTH & HOLLOW

Overview

Halfling downs and orchards. Aelaerem is a quiet land of hearth-fires, orchards, and folklore.

Key Features

- Moot Oaks, hedge-witches, and mummers.
- Red thread motifs and quiet bells.
- Known for the Apple-Matron and the Pale Shepherd.

12. AELER CROWNS & UNDER-VAULTS

Overview

Dwarven mountainholds beneath the Aelerian peaks. Aeler is a realm of stone, breath, and ancient law.

Key Features

- Vaultmouth gates and under-roads.
- Spirit Shield Warriors and the High King Beneath the Peaks.
- Known for Khaz-Vurim and the Vault-Queen.

13. BLACK BANNERS CONDOTTA & CROWNS

Overview

Mercenary lands and war camps. Black Banners is a frontier of shifting loyalties, condotta contracts, and frozen battlefields.

Key Features

- Condotta companies and the Bannerless One.
- War-camps and siege ruins.
- Known for the Singing Wastes and the Bone Fields.

14. VILIKARI LAURELS & LONGHOUSES

Overview

A federated frontier mixing Utaran law with barbarian custom. Vilikari is a land of two laws: wolf and eagle.

Key Features

- Foedus Stone and mixed courts.
- March towns and villa-forts.
- Known for the Queen of the Marches and the Dux's Palace.

15. THE WILDS ROADS, RUINS, AND WEATHER

Overview

Untamed lands that shift by biome. The Wilds are a reskin palette for any terrain—forest, desert, tundra, or coast.

Key Features

- Crossing points, shelter hollows, and old road traces.
- Forager children and roving war-bands.
- Known for lingering omens and elemental threats.

16. TULKANI ROAD-KIN OF THE EMBER LINE

Overview

Nomadic clans of painted wagons and braided oaths. Once rooted, now scattered, the Tulkani call the road their homeland.

Key Features

- Wagon rings and fire-cults.
- Kuva of the Hearth-Road and the Family of the Raven Road.
- Known for songs for the living and bargains with dusk.

17. IKARI FIRST PLOUGH, FIRST OATH

Overview

Native tillers and smiths of the northern continent. The Ikari are a people of hearth and edge.

Key Features

- Tribes like Kreki (fishermen) and Smeinnoii (smiths).
- Ancestral fires and law-keepers.
- Known for seasonal raids and the Ondriti code.

18. MIDH ADKAZ WHERE WAR BECAME A MARKET

Overview

A frontier camp turned crossroads city. Midh Adkaz is a place where oaths are traded like grain.

Key Features

- The Red Ditch and Stakefield fairground.
- The Six Hands council.
- Known for the Boar Gate and River Gate.

19. HAAYR PENINSULA ANVILS BETWEEN TWO SEAS

Overview

Mountain tongues and broken coasts. The Haayr Peninsula is a strategic chokepoint between seas.

Key Features

- Spine of Haayr mountains and limestone passes.
- Cities like Khar-Myra and Theressos.
- Known for the Hook Road and Pass of Ten Towers.

20. DHAHARA MONSOON OF EMPIRES

Overview

A land of oases, monsoons, and marching armies. Dhahara is a frontier where caravans meet fleets.

Key Features

- The Himdal Marches and Jade Oases.
- Cities like Sarvash and Thalara.
- Known for the Monsoon Bells and Incense Belt.

21. OSHIIRA THE LEDGER EMPIRE

Overview

A confederation of canals and ledgers. Oshiira is a realm of precision, irrigation, and the Spirit of the Long Sorrow.

Key Features

- Canal webs and numbered lines.
- The Mbari-style Senate and Prefects.
- Known for the Crimson Basin and Sekogo.

22. SEKOGO WHERE THE ROADS MEET THE TIDE

Overview

A crossroads of river and sea. Sekogo is a land of grove-masters, lagoon wardens, and the Tide Ledger.

Key Features

- Mbaro Quays and the Brasswater Row.
- Quay Syndicates and River Pilots.
- Known for the Circle of Unkwa and the Spice Shade.

23. TAHARKA MONSOON CROWN, TERRACE THRONE

Overview

A highland kingdom of canals, convoys, and coins. Taharka is a realm of water and stone.

Key Features

- Mkusaro Highlands and the Canal Collegium.
- Siatwe, the capital city of spiraling bazaars.
- Known for the Mint of Siatwe and meltwater courts.

24. AMERIA BETWEEN BAY AND THROAT

Overview

A divided realm between Kahfagia and the Titan's Throat. Ameria is a buffer of royal forms and neutral regencies.

Key Features

- Shoreless Bay and Throatward Ports.
- Khol-Amar and Cape Verdant.
- Known for Consular Row and the Neutral Regency.

25. NGOMEBE STONE MEN OF THE MOVING CITIES

Overview

Ironworkers and wall-builders of Akilan. Ngomebe is a realm of walking cities and iron mothers.

Key Features

- Mkusaro ridges and Ekale Spurs.
- Khazembo and Duma-Sete.
- Known for the Mason-Kin Houses and Gate-Voices.

26. ASHAAN GEM OF THE SEA, SHADOW ON THE RIVER

Overview

A fallen slaver-empire. Ashaan is a land of sorcery, assassins, and the Three Sisters.

Key Features

- The Veiled, Helmed, and Masked Sisters.
- The Esoti and the Black Hand.
- Known for Galanina and the Shadows of Ashaan.

27. SIHAI THE CENTRAL KINGDOM, THE ORDERED LAND

Overview

An immense, ancient empire of rigid hierarchy. Sihai is a land of the Son of Heaven and the Mandate of Heaven.

Key Features

- The Sihon River Basin and the Himadri Mountains.
- The Bureaucracy and the Warrior Monks.
- Known for the Imperial Army and the Hintara Ocean Coast.

28. NIHON THE ISLES OF THE DAWN SPIRIT

Overview

A storm-wracked archipelago of clans, spirits, and samurai. Nihon is a realm of divine emperors and the code of Bushidō.

Key Features

- The Shōgun and the Daimyō.
- The Samurai and the Shinobi.
- Known for the Inland Sea and the Fire-Mountains.

29. AYOKHA THE MONSOON THRONE, THE RIVER OF HEAVEN

Overview

A sprawling jungle kingdom of temples and monsoons. Ayokha is a land of the Devaraja and celestial bureaucracy.

Key Features

- The Sona River and the Jade Coast.
- War Elephants and the Royal Guard.
- Known for the Inner Jungle and monsoon-riding junks.

30. ALBERRIDEN SEA COLD MIRROR OF THE NORTH

Overview

A brackish, iron-skied sea. The Alberriden is a mirror of the north, full of mist, mountain winds, and root-cellars.

Key Features

- The Yrolka Mouth and Brack Marsh Rim.
- Valewood Edge and Mistland Coast.
- Known for the Haravoa Shadow and Dwarf-cut harbors.

31. THE CRIMSON BASIN

Overview

A vast rainforest contested between wood elves and Oshiiran settlers. The Crimson Basin is a realm of rivers, treaties, and farm-forests.

Key Features

- The Enjwe Trunk and the Heartwood.
- Wood Elves and Oshiiran Basinfolk.
- Known for the Treaty of Three Waters and canoe-trains.

32. LINNSTAD

Overview

A northern city-state and fur-trade hub. Linnstad is the southernmost outpost of the Linnic tribes.

Key Features

- Claim to inventing dragon boats.
- Fierce, pragmatic culture.
- Known for the fur-trade and the Yrolka Mouth.

33. RABELLE

Overview

A mountain city of ore and gem wealth. Rabelle is a realm of red-haired Rabellans and giant ancestry.

Key Features

- Fine metalwork and dwarven trade.
- Treacherous pass toward the Mistlands.
- Known for blunt pride and mountain identity.

34. NORTHPASS

Overview

A frontier town and gateway to the Mistlands. Northpass is a bare-bones outpost of vigilance.

Key Features

- The Ermine Inn and caravan stops.
- Carefully monitored by dwarves.
- Known for rough edges and the Mistlands beyond.

35. THE NORTHERN & EASTERN CITY-STATES

Overview

Independent city-states, mountain strongholds, and coastal havens. These are bound by trade, survival, and necessity.

Key Features

- Independence and cultural blend.
- Dangerous, decadent, or dishonorable—but everyone trades.
- Known for the dangers and rewards of the frontier.