

The Setting

Races

- [races](#)

Languages

To give cultures and races a bit of individual character, their languages are based on real world (albeit in some cases no longer commonly used) languages for names

- Brondheimian, Dwarvish = Norse
- Darian, Ambrian = Anglosaxon
- Irolan = Gothic
- Elvish, High and Elvish, Dark = Quenya
- Elvish, Common = Sindarin
- Kartaran, High = Japanese
- Kartaran, Common = Mandarin
- Zylistani, High = Persian
- Zylistani, Common = Yiddish

For further information see [languages](#)

Nations

- [Ambria](#)
- [Brondheim](#)
- [Choon](#)
- [Daria](#)
- [Dornica](#)
- [Duchy of Irolo](#)
- [Horse Wilds](#)
- [Kartar](#)
- [Talarak](#)
- [Zylistan](#)

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