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Opralia

Opralia

Opralia, land of creative freedom, is an island nation in the northwest of Europe.

The Opralian people prize artistic expression to a ridiculous degree. The nobles of the country search far and wide for the best of the best artists in the land, become their 'patrons' and bringing them into their care. Artists with noble patrons live the dream, staying at noble houses as permanent honored guests and given all the artistic supplies and tools they could ever want.

Uft Ministries & Leaders

Here are the Ministries of Uft, which help King Cornaith run the city. The director of each ministry is on the advisory cabinet and the King discusses issues with them directly. I've also listed prominent members of (or related to) each ministry that players are likely to meet.

Resource Management

- Alvara (F) - [Former] Director of Resource Management
- Heliodora (F) - Local Overseer of Water Purification
- Philopoemon (M) - Food Overseer

Guilds and Markets

- Anaxis (M) - Director of Guild and Market Regulations
- Dexios (M) - Metalworking Guildmaster
- Dryas (M) - Clothworkers Guildmaster

The Royal Treasury

- Lampus (M) - Director of the Treasury
- Asklepia (F) - Chief Auditor
- Acamus (M) - Head of the Mint

City Watch

- Carpus (M) - Director of the City Watch
- Deipylus (M) - Captain of the Watch
- Tarchon (M) - Head of Investigations
- Aristocles (M) - Sergeant at Arms

Trade

- Psyche (F) - Director of Trade and Tariffs
- Ianessa (F) - Tariff Master
- Mulius (M) - Chief of Imports
- Labdacus (M) - Chief of Exports and Production
- Tisandros (M) - Richest Merchant/Trader in Uft

Public Works and City Planning

- Mulius (M) - Director of Public Works

- Gorgias (M) - Commissioner of Infrastructure
- Isodemos (M) - Chief Building Inspector
- Arsinoe (F) - Head of Waterworks

City Records

- Europa (F) - Director of City Records
- Cycnus (M) - Chief Librarian
- Hyllos (M) - Historical Evangalist

Foreign Relations

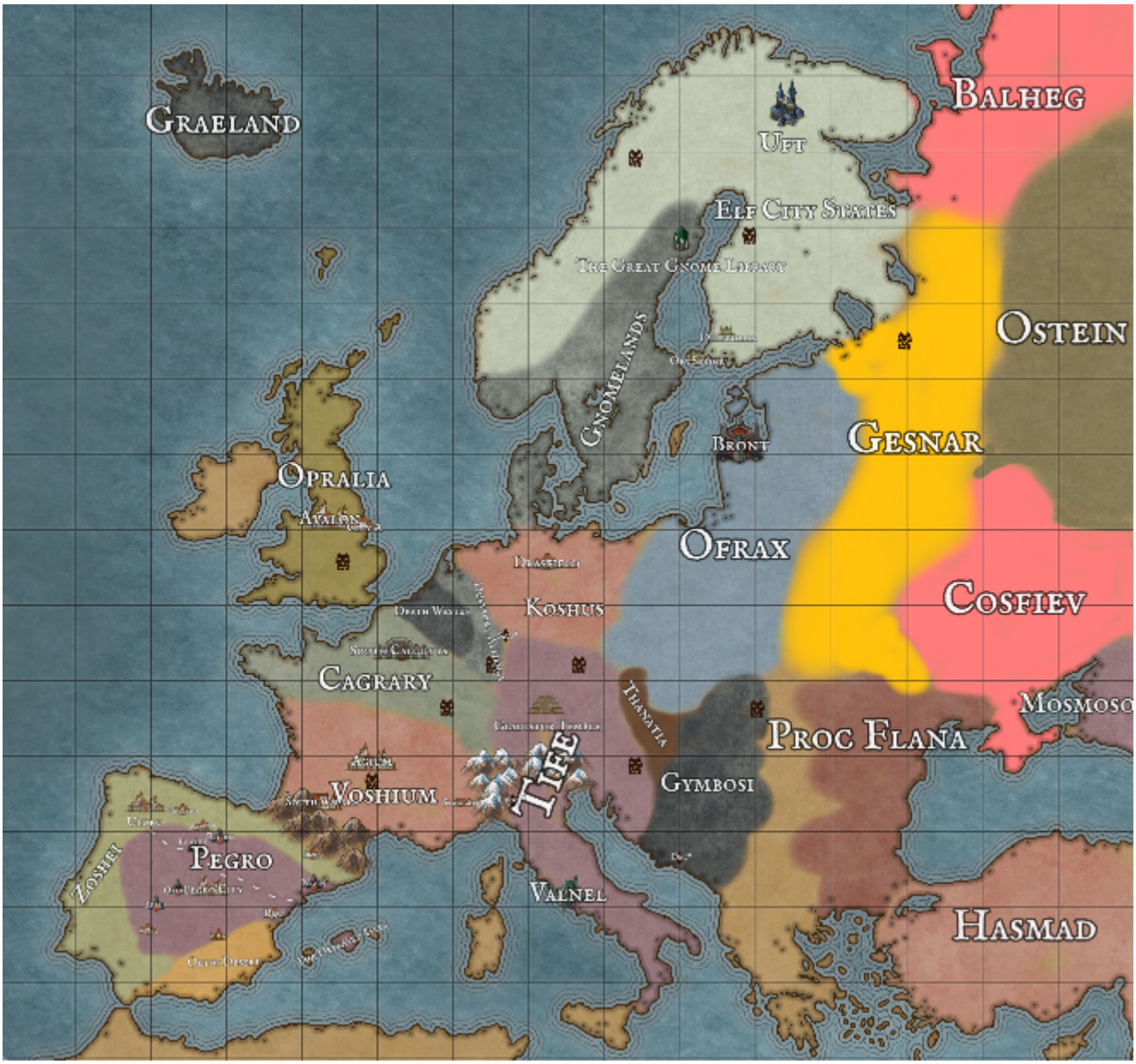
- Megareus (M) - Director of Foreign Relations
- Elizabeth (F) - Freelance Diplomat and Investigator; former adventurer
- Sisyphia (F) - Chief Diplomat

Defence

- Polypemon (M) - Director of Defence

Geography Overview

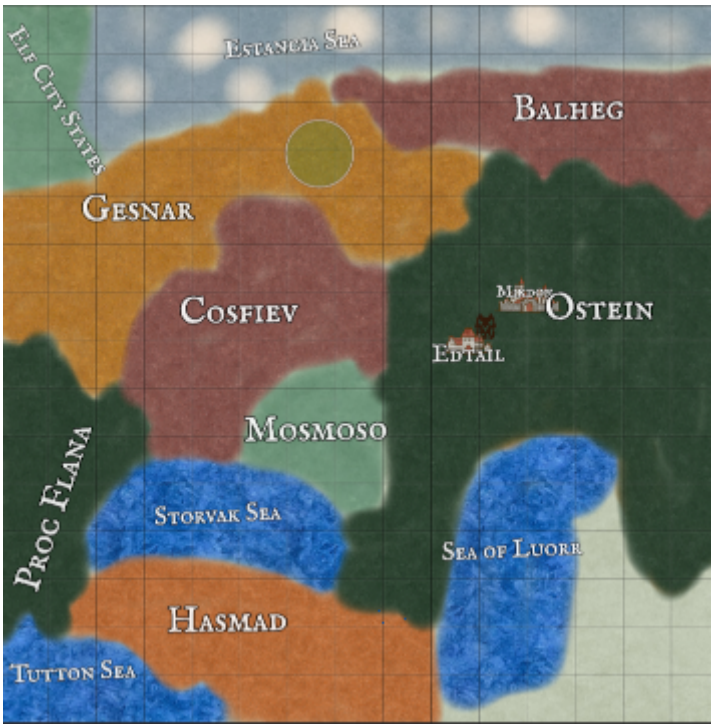
Europe:



- **Death Wastes/Ghulia: Desert wasteland almost impossible to navigate, warlike society for both men and women Ghuls.**
- **Tife**: Forested Elven Nation, North is racist elves, South is chill elves
- **Cagrary**: Dwarven Nation with massive underground cities, strange feudal/parliament combo, one of the strongest militaries in the world

- **Opralia**: Island nation that has banned weapons and magic, values art more than you might think possible (will casually neglect national security threats to instead host art festivals)
- **Voshium**: militant human nation south of Cagrary
- **Oclos Desert**: Small desert on the Ancora Peninsula, inhabited by Tabaxi nomads
- **Pegro**: Largest nation on the Ancora Peninsula, ruled by spellcasting oligarchy the OWM.
- **Zoshei**: Coastal nation on the Ancora Peninsula, refuses to develop their sea travel which infuriates the Pegronians, who they declared independence from
- **Koshus**: human kingdom bordering the Gnomelands, Tife, the Dust Bowl Alliance, and Ofrax
- **Ofrax**: second largest dwarven nation, much more into blacksmithing, war machines and such
- **Graeland**: Island nation filled with elves, isolationist
- **Cerithia**: jungle homeland of the Tabaxi, far to the south
- **Otharia**: rival nation of Cerithia, use war rhinos
- **Ostein**: mixed racial kingdom
- **Tutton Sea**: (The Mediterranean)

North-western Russia:



- **Balheg**: homeland of the Balhegs, arctic viking raiders
- **Gesnar**: Disciplined nation with high technology and standard of living, required military service and highly trained and regulated mages, some with unpleasant duties.
- **Mosmoso**: eastern nation known for exotic goods
- **Elf City States**: frigid assortment of walled cities, partially overlaps the gnomelands
- **Gnomelands**: Homeland of the gnomes, location of one of the three Great Libraries and associated school of magic

- **Cosfiev**: Tortle nation ruled by a death cult
- **Hasmad**: Dwarven nation filled with volcanos,
- **Proc Flana**: Nation known for its shipwrights and brewing fruity beverages

Turkey



Close-up map of Hasmad in 4223 NA8.

Canada

Tieflings rule most of northern Canada and most tieflings are ice not fire tieflings.

The tiefling capital is surrounded by a wall of ice and most buildings are made of ice and stone

Greenland

Greenland is known as "**Verditochi**" and is the home of many nomadic tribes as well as sparsely distributed but large cities. The Svraksi originated from Verditochi.

Grand Empire

The Grand Empire:

Located in Northern America

Roman aestetics.

Existed for over 5,000 years and founded by a Fae Elf known as Lars Aurelius Frontalis, formerly the ruler of a large city state, set out to stabilize the continent and bring it under one centralized rule. Frontalis began a war of unification won as much by force of arms by Frontalis's brilliance in the political field and the Grand Empire became the dominant force on the continent.

The fledgling empire was shaken to it's core 150 years after Frontalis's death in battle when Frontalis's chief war mage Ara Farscanti tried to seize power from Frontalis's son Decimus Aurelius Frontalis II by force. Ara gathered the entirety of the Empire's war mage corps and waged a brutal war that nearly torn the newborn empire apart. Ara and her core followers were captured by a group of soldiers led by a man named Aran tradewind and brought before Frontalis II after a period of (Craftimark: Information Missing).

Frontalis II used his loyal war mages to weave powerful enchantments around the rebellious mages, forcing them to serve the throne and creating the Empire's most feared servants, the Ara'ngor, or the Children of Ara in Fae. Frontalis II rewarded Aran with the honor of being the guards of the mages to ensure that such a rebellion could never happen again and christened the protectors the Aran'asha, or Soldiers of Aran.

After the War of Magic, as the conflict came to be called, the empire settled into a 2,000-year time of peace and expansion, eventually coming to control the entire eastern half of of the continent and begin conquering the rest of the orc and undead overrun continent.

Points of Interest

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Three Great Libraries

The Great Gnome library, located in the overlap lands between the gnomelands and the elven city states, is also home to a renowned spellcaster school. It is a magnificent structure built into the natural caverns. Its entrance is adorned with intricately carved stone archways and illuminated by glowing crystals. Of the three libraries, it is perhaps the least useful in terms of ancient knowledge and sheer volume of text. But it is the best library for technology, the sciences, history, and most all things non-magical.

Ingenium, located in Pegro City, is an impressive building made of pristine white marble, with towering pillars and a sweeping staircase leading up to its entrance. It is controlled by the OWM (depending on the time period), and specializes in philosophy and military history, as well as more regulated magical texts.

The Sanctum Grove library, located in Proc Flana, is by far the most inaccessible, almost mythical. It is located in a swamp, in a labyrinth of trees that are all connected at the roots and are one organism. Even if you reach the library, you must be granted access by the Wizard Sortileges. It has contains powerful Briderus Spells, magical artifacts, and the type of knowledge that some may want to keep hidden (all three libraries have this, but the Grove most of all). It is the most extensive and well rounded library of the three.

Points of Interest

Mines of South Calcutta



Mines of South Calcutta is a dwarven mine located under the ruins of South Calcutta, an old, abandoned city. It was built into the extensive cave system beneath the city, and now has relatively high domed ceilings. As such, it's not actually all that claustrophobic. Of course, the mines beneath the many underground city are absolutely claustrophobic and extensive.

The dwarves of the Mines of South Calcutta are experts with explosives, both creating powerful explosives and knowing how to use them safely with minimal risk of cave-ins or unintended damage.

The dwarves of South Calcutta are a republic. There are two ruling councils. The House of Miners consists of representatives of the eldest families, effectively nobility, and have the most say over the military and foreign policy of the city. The Populist is an democratically-elected ruling council, and has the most say over the internal laws of the city, but can overrule the House of Miners when over 90% of the Populist votes to veto the House's decision.