Printout Start for kingdom 1
**Yelrid**
Races: Lemurfolk (Primary), Evil Human (Secondary), None (Tertiary)
Alignment: Lawful Neutral

**Historical Events**

Beyond the realm of living memory...
Cause...more than a century ago, the humans appeared in Yelrid.
Effect...also during that era, the lemurfolk came to Yelrid.

Many generations ago...
Cause...Omen regarding the failure of magic
Effect...Despite their like minds, the tieflings of Livennud and the lemurfolk of Yelrid fell out of favor with each other.
Effect...Point of the nation’s Founding

A generation ago...
Cause...Despite their like minds, the humans of Azevaitch and the lemurfolk of Yelrid fell out of favor with each other.
Effect...Yelrid and Hegleep begin hostilities that have brought them, over and over again, to the brink of war.

Notable1of1 is: The kingdom is populated by lemurfolk.
Notable2of1 is: The kingdom's terrain is primarily mechanicus.
Notable3of1 is: The kingdom has a hot climate.
Notable4of1 is: The lemurfolk cater to the humans out of envy.
Notable5of1 is: The civilization is based on the culture of medieval Eastern Europe.
Notable6of1 is: The kingdom's architecture is thin and spindly.
Notable7of1 is: Society is a religious founder.
Notable8of1 is: Society with the most international military allies.
Notable9of1 is: One of the oldest societies.
Notable10of1 is: The civilization is occasionally rocked by astral flashes.
Notable11of1 is: The kingdom is remarkably cutoff from other nations.

In the far south, within the lawful Kevorkmez Region, lies the True Realm of Yelrid, a Lemurfolk nation. The small sized area that makes up the realm is spread between an industrial belt (the Kevorkmez Factories, which connects Yelrid only), peninsula (the Arakelmutk Bay, which connects Yelrid only), and void (the Talinemez Sky, which connects Yelrid only). Even though it only receives average sunlight through its cloudy skies, this remarkably hot and humid nation somehow has verdant and beautiful foliage around its great machines.

The city state of Yelrid is located in a climate that is very hot and active, with steamy rainfall, more or less, evenly distributed across the seasons. The style of the realm is inspired by Medieval Europe except that everything is more spindly and spikey. The architecture, for instance, rises to spires, and even the fashion tends to have a kind of spindliness, when it is not outright spikey, with cities built on the shores of a great body of water. Yelrid is known abroad as a Phillistine and isolated nation. The government rule of Yelrid is Military Dictatorship, rule by a single military dictator. Power in the nation is located centrally in the government.

The lemurfolk realm shares a border with the Thandrov Ocean. Yelrid is the most prominent kingdom of the Kevorkmez Region, which includes Yelrid, Stainwarchy, and the Thandrov Ocean.

Yelrid is a Phillistine nation. Even the trapping of its wealthy, though comfortable (and probably far more so than the average citizen would be used to), are relatively free of the excesses one might see in other kingdoms. This is partly because of the degree that the lemurfolk land is cut off from the outside world. Its borders are closed to outsiders out of a fear of their magic. No one gets in or out without permission from those in charge. Thus, non-essential commodities simply aren't part of its economy.

Along with the lemurfolk, the realm is home to one other race. Yelrid is also populated by humans. The humans are seen as paragons of good living. Lemurfolk exists on the tattered edges of society (which is much of society). The humans live separated from the lemurfolk of Yelrid by law, in districts specifically allocated for them. Within these districts, they may obey their own laws and customs and may even have their own system of governance.

Printout.5 here
**Founding**
The Lemurfolk land of Yelrid is a young kingdom. It was founded many generations. At the dawn of the nation’s history, more than a century ago, the humans appeared in Yelrid having been brought to the nation as slaves at the same time the lemurfolk arrived.

The lemurfolk came to Yel—rid having come from an unknown country as refugees to find new resources also during that era. No one knows, really, where they come from as the lemurfolk lie about their origins. They found an empty land and took hold of it to form their nation.

**Climate**
Yelrid's climate differs marginally from that of the rest of the Kevorkmez Region to which the nation belongs. While the region is predominantly Psychic, the climate of Yelrid is remarkably hot and humid. The average yearly temperature is 95, with Summer temperatures averaging 115 and Winter temperatures averaging 77. Steamy rainfall (or fog) is fairly evenly distributed across the seasons in the mechanical land.

The mechanicus has an occasional creek or stream flowing around or beneath the machinery. Sometimes they build up to a minor river, but that likely starts in another kingdom. Clouds of fog sometimes float through the empty sky. This also, very much depends on the season. What creeks, streams, or minor rivers the nation has are simply not permanent enough to have names. The great waters of the nation lack a specific discernable direction to their current, but are, instead, driven by the winds.

The climate of the land gives rise, occasionally, to disasters. Without warning, Yelrid has a propensity to fall victim to astral flashes, energy which emanates from the astral plane. The result of this energy surge is more psychic than anything else, though it can affect astral creatures like ghosts or spirits. Its main effect on mortals is that emotions tend to run dangerously towards madness. Strange behavior abounds, and those who are already disturbed may succumb to full-blown psychosis.

**Civilization, Look and Layout**

The cities of Yelrid are built on the shores of a great body of water. Because of the rich land's extreme isolation, few foreigners have walked through the streets of the nation. Its look, feel, and culture are a mystery, spoken about in legends and rumors.

Seeing Yelrid for the first time, the medieval land’s most memorable architectural feature is the towers and barbizons which supplement the half-timber construction. The architecture itself is strangely thin and tall to the point of seeming almost supernatural. Incredibly steep and pointed rooves, made of ceramic tile, are steeply peaked, and tall spires are common. The realm's closest historical model in the real world is a spindly version of Europe in the Middle Ages. The usual Tudor construction associated with the late middle ages mixes heavily with brick and stucco-faced buildings. Half-timber designs are intricate and supplemented by murals and frescos. Multi-story buildings are the norm with buildings of five or six stories being well represented in the cities.

Unlike architecture from Western Europe, the face of the buildings are flat and do not, typically jut out over the streets. Balconies, too, are uncommon. Conversely, towers are common and often act as a key feature to the skyline of the city. Commercial towers come in varied designs (some stucco, some half-timber) and are capped with a roof and spire. Military towers vary heavily in shape and thickness. Many are quite large around. Some are not truly round but have multiple facings. Most are capped by conical incredibly steep and pointed rooves made of ceramic tile.

Despite the generally cramped nature of medieval architecture, the rooftops in the cities of the nation are generally even along a block. Where riverbends or street corners require it, buildings are designed with a rounded edge to continue the roofline around the corner.
Actual fortifications tend to build up at the heart of the city in the form of an inner castle or an outer city wall.

In the countryside, the Tudor style dominates more heavily. Unlike in the city, most buildings are one or two-story cottages, though towns seem to have the same propensity to press buildings together just as it is in the cities. The overall effect is of a world that's been stretched tall so that all the buildings seem to come to a point.

The region is controlled by a large lemurfolk city state. The civilized regions around the city is well protected but a bit crowded with small farms. New settlements are beginning out in the wilderness. Yelrid is considered heavily populated. It would not be hard to find virgin wilds, but they are the exception, and not the norm. Mostly, the areas of wilderness are thought of as between areas of habitation. Even in the wilderness, a traveler would likely run into settlers if they looked for them.

The cities of the realm were built by the humans rather than the lemurfolk. The lemurfolk cater to the comforts of the humans because they are generally envious of all that the humans can do. As a result, the society does not really fall in line with the look of a Lemurfolk society.

Often only connected to main thoroughfares through back alleys, the buildings in Yelrid's cities were built without any clear design or layout so that the city can feel a bit like a maze. Larger intersections tend to be ornamented by public art, like sculptures, columns, or fountains. These areas tend to be central to the economics of that city district with the best shops or the most important offices.

Their layouts are crowded and labyrinthine, even on the beaten path. There are nooks and crannies everywhere built into the actual architecture of alleys, bridges, walkways, and byways. The way buildings are situated with each other, there are plenty of backrooms, secret side entrances, and hidden areas off the main thoroughfares.

The cities of the realm seem clean enough. What debris or problems are generally dealt with eventually. Vagrancy is something of a problem, and the guards really don't involve themselves unless an actual crime has been committed.

Given the population and the layout of the city, the streets seem fairly crowded. There are always lemurfolk and humans around, and it would be fairly hard to get away from them.

The paved streets of the cities in Yelrid are large thoroughfares that feel generally like the bottom of a ravine because of the tall buildings on either side. The side streets are roads in their own right, though most are a single lane or one lane going in either direction. Town squares are common for most urban areas in the realm. These squares, quads, greens, parks, etc. are used for meeting places, festivals, the loading and unloading of cargo, and serve as public spaces for the trading of goods and ideas.

Beyond the city, the buildings are squared off Tudor cottages with laminated wood or thatch roofs. They are generally one or two stories tall and are often built up around an important central civic or religious center. The wealthy might have country cottages (mansions) which are similar to the more modest structures of their country cousins, but they are much larger, and often incorporate parts made of fieldstone or brick. The realm has a strong agricultural base. There are a handful of things that can be grown or raised in the area well. These commodities are grown by just about everyone and do not, necessarily, require farming skills to cultivate. Everything else requires a great deal of work to bring to crop.

The civilization would have trouble protecting itself from almost any credible threat.

**Government and Law**

The sultry nation is dominated by the general who runs the country, and who is ultimately in control of all of the society's other institutions.

General Nothrin, a Lemurfolk, is a truly mad commander whose goal is to avoid the responsibilities of the crown to follow an interest in martial prowess by utilizing a secret police force.

The authorities are mostly consistent on what they call crime, but it isn't clear that they know specific laws. Extenuating circumstances rarely help in deciding justice. The law is the law, but if magic is used in the perpetration of a crime, the punishment becomes much more severe. Most people do not trust that the town guard can really stop arcane criminals. Divine magic is seen as even more chaotic than regular magic because no one can curb it without risking heresy.

In Yelrid, punishment is somewhat reliable with an almost endless variety of punitive measures that are hard, really, to understand from one sentencing to the next. It may, in fact, be so reliant on the whim of the judges that it actually lacks order, but a ridiculously high burden of proof allows too many criminals to simply escape justice. The basic idea of criminality is that it is not something that can be reformed, but it can be deterred through punishment. In this case, punishment is simple incarceration.

The time a criminal spends locked away in a dungeons is in proportion to the crime. Prisons built to house the criminal population are an endless maze for those interred inside. Escape is only possible when the condemned have served their sentences. The most hardened of criminals are simply put to death. That being said, the reliability of witnesses is too often called into question. Because of this high burden of proof, most criminals are simply let go unless they are caught red-handed by the town guard or the witness is a friend of the court.

Not everyone happy with the state of the law and justice, and there are a good number of people who think the system doesn't work. Those of good alignment see the system as a breeding ground for corruption. Whereas, those of evil alignment tend to believe that longer prison sentences would solve the problem. The city is safe as long as everyone abides the laws.

The rule of law has far more sway than any other body or faction, whether they be private, criminal, financial, or legislative. Fear of the courts and its judgments drives domestic and foreign policy. The courts decide between war and peace, famine and feast, or any other major condition of the society. Their power and influence is simply so strong that it overshadows that of the General.

As far as the populace is concerned, this is not a reasonable state of governance. Still, there is likely grumbling occasionally (and sometimes more) that the whole system really depends on the fairness of the judges themselves.

The guards of Yelrid are not particularly capable of defending the cities against any credible threat.

**Crime and Rebellion**
Crime is fairly rare in Yelrid. If one were to actively look for it, one might find it, but, for the most part, out of sight is kept out of mind by the lemurfolk Realm. The guard would, of course, have a different view on crime than the average citizen as they know where to look and are required to take care of the problems, but in these cases, the operations are small, if they are operations at all; they are definitely kept manageable by the evil state. Conversely, lone criminals sometimes thrive.

The streets are by-and-large safe. The seedier parts of cities might have victimless criminal operations up and running like brothels or gambling dens, and public drunkenness is always an issue if one stumbles into that part of town, but even there, things are mostly safe unless someone tries hard to play the victim. Ultimately, the law-abiding nature of the nation's citizens tend to make Yelrid a barren ground for the spread of criminality.

In terms of the public’s criticism of their government, occasionally some dissatisfied rebel commits an act of violence against the state in Yelrid, but they generally act alone, and this is rare.

**Economics and Trade**
Yelrid technological level is high for a fantasy setting, and above average for this campaign setting. Yelrid seems forward thinking to other nations.

The nation is mainly known for carpentry or construction, herbalists (with secret knowledge), miniature animals, rugs, and mercenary captains. Its economy is booming. Everyone seems to be prospering economically. Wealth is fairly well distributed, there are few superrich, but grinding poverty is unheard of.

The citizens of Yelrid are very happy, and the lemurfolk land offers a remarkable quality of life. The nation has yet to find a way to trade across its most difficult border: a sea.

**Might and Magic**
In Yelrid, magic, real magic, is somewhat uncommon, but certainly not rare: Normal Greyhawk D and D. The lemurfolk nation is one of the least magical places in the world. The magic of the lemurfolk nation seems to follow the prominent arcane logic of the rest of the realm. The basics of magic are understood in Yelrid, that it emanates from the Abominable Blaze, that the power has become infused into the stuff of the universe, and that it is basically, all around. However, Yelrid really didn't get a strong shot of that primordial energy. Magic works fine, but isn't particularly common, and those who can use it, must devote serious discipline to the craft to learn how. At the same time, magic is common enough that when it happens, the citizens of the nation do not cower in disbelief. They know that it exists, they just don't always expect it. The most common casters in Yelrid are wizards.

Along with magic, Yelrid uses its very weak infantry to repel invaders. Its stance is, generally, peaceful.

**Global Allies**
Generally, Yelrid is concerned about tension rising with some of its national rivals, the nations of Livennud, and Azevaitch.

The lemurfolk of Yelrid and the tieflings of Livennud were allies many generations ago, but strain on that alliance turned it into a rivalry. Being dragged into too many conflicts has simply taken its toll, and now Yelrid see the tieflings of Livennud as too militaristic; they have begun to sympathize with the enemy. At the same time, Livennud assumes that the lemurfolk of Yelrid should be helping them. They see their lack of loyalty as a betrayal. This hasn't turned into a war between the nations, but it does give each reason to undermine the efforts of the other.

The lemurfolk of Yelrid and the humans of Azevaitch were allies a generation ago, but strain on that alliance turned it into a rivalry. Being dragged into too many conflicts has simply taken its toll, and now Yelrid see the humans of Azevaitch as too militaristic; they have begun to sympathize with the enemy. At the same time, Azevaitch assumes that the lemurfolk of Yelrid should be helping them. They see their lack of loyalty as a betrayal. This hasn't turned into a war between the nations, but it does give each reason to undermine the efforts of the other.

The realm of Yelrid is currently on the brink of war with the nation of Hegleep.

Beginning a generation ago, tension between Yelrid and Hegleep began to grow. Hegleep performed dangerous experiments to strengthen the power of its rulers and Yelrid could no longer stand by and watch. Now, the two nations stand on the brink of war. Unless an outside nation can help to reestablish diplomatic relations, the aggression is likely to escalate to full blown war. The other nations in the region see the possibility of the fighting crossing into their territories. As a result, they have strengthened their borders. Should the war break out, now, the likely winner will be Hegleep, but given the chaos of war, there really is no way to tell for sure.

**Religion and Spirituality**

The religion of Yelrid is Levnolorian. Levnolorian is a variety of Animism (plants and objects have divine essence). Part of Yelrid's spirituality is the belief in the power of Nature referred to as “The Balance,” which is manifested through pure water. Anyone entering the realm would immediately see the tale-tell signs of religious observance in daily life. The worshippers are devout. They concern themselves with the daily observances and consider the health of the temple to be their responsibility.

**Natural Border**
The nation's wastes actually have a good deal of vegetation, though very few people would call the area lush. Large plants like cacti or tumbleweeds make up the most common flora. In most parts of the landscape, the rich land is extremely green. Though not a jungle, trees and bushes are common. When allowed to grow, they often become lush, thick, and tall. The lemurfolk land borders on an impassible sea. The guards in the wilderness can only deal with minor threats.