Hurron Encyclopedia vol. I

Brief History of Hurron

By G.W.

The Missing History

Hurron has a mysterious and complicated history, written with the sweat and blood of his inhabitants. Life on this world has never been easy, we can see it in the ancient cave art, text and relics found in archeological digs across Hurron. In these books, scrolls and painting we can observe images of large battles, hunts, feasts, life, and death. It is all written in the ancient languages currently still being studied and deciphered by the prestigious Universities across Hurron. Many believed in different interpretations of the unknown scriptures, eventually leading to various religion groups, Kings and Empires all claiming these texts as their Holy Books.

We do not know how old Hurron is, we know that ancient civilizations lived here before us, and something happened to Hurron that destroyed those ancient civilizations, from there we have a pause in information as new civilizations rise from the ashes of the old ones.

Many are the theories and queries of what happened to Hurron, could it have been prevented? Did these ancient civilizations all die, or did some survive, hidden somewhere? There are too many questions that we do not have the answers to.

A New Beginning

In the first three hundred years, the primitive inhabitants of Hurron were nomads constantly moving with the seasons. Food was not scarce, Hurron has always being a plentiful planet full of wildflowers, fruits, seeds, and different fish and animals to hunt. However, Hurron is a planet that gives nothing for free, sacrifices must be made every day here if you want to survive, then and now. With the invention of the wheel and the domestication of animals, all mastered between the years of 185 and 215, the inhabitants of Hurron traveled great distances. A few tribes started to create settlements in areas they found to have pleasant weather, low predator count and plenty of food. By the year 300, we have the few first civilizations emerging. Some settlements grew big enough to evolve from a camp to a village, and from small towns to cities. By the year 250 we have our first primitive languages being written in symbols. By the year 300 we have multiple written records of tribe members merging to fight a common enemy, this marks the beginning of The First Race War.

The First Race War

This war lasted 22 years, during this time we saw an incredible advancement in weapons technology. Only a few years into the war we start to see the use of bow and arrow. The Elves from the Emerald Forest master that technology. In response The Dwarves of Volund created the first crossbow. The Goblins and Tiyanak united forces to fight both the Elves and Dwarves while the two fought each other.

The Halflings of the Southern Valley maintained a neutral position during the War, as they offered an essential service to all Kingdoms. They controlled the largest Banks and Farm production in Hurron. Thanks to their advanced skills and knowledge in agriculture and alchemy the Halflings of the

Southern Valley proved indispensable for all sides of the war, as they became the biggest exporter of gold, food, and healing aid to all sides in the War.

The Gnomes & the Shaytan also took a neutral stance in this conflict, seeking refuge in isolated continents and islands of the South, Southwest.

Humans, incredibly vast in numbers are scattered across Hurron. It is by far the most common race on the Planet. They were divided across the world into different Tribes, Kingdoms, and Empires. All with their own alliances and their own enemies. During this time humans became known to be one of the easiest races to get along, peaceful for the most part but once engaged in combat Humans never backed down. they were famous for their impressive war tactics, strategies, tenacity and versability in battle. Often other races would seek alliances with human kingdoms just to have their expertise on battle tactics. It is said that war comes naturally to humans, it is in their nature.

The Ḍrĕgana believed themselves to be the absolute rulers and supreme race of Hurron. The Ḍrĕgana are divided in different Kingdoms based on different geographic locations, each expert in different magical & martial arts. The Ḍrĕgana as a race are very advanced overall, giving them a clear advantage against their opponents and prey. The Ḍrĕgana have the same appetite as a regular Dragon. They are known to feast on their enemies after battle.

The Fiskur and Merfolk are in constant territorial war over the seas and ocean, constantly terrorizing, kidnapping, and feasting on all surface creatures.

In the Underdark we have the Kalpit divided into different Kingdoms, each following their own leader, culture and sets of laws. They are often at war with each other, with the Deep-Dwarves, and whatever other dark, twisted creature rises from the core of the deep unknown Underdark of Hurron.

Other Races such as Grouls, Trolls, Giants, Frost Trolls, Cyclops and more; often hide their presence to avoid conflict since their numbers were scarce to begin with.

Everyone knows that this was the age of The Orcs & Dragons.

Dragons across Hurron ruled the skies, mountains, valleys, and oceans. Where they chose to set their Lair was their dominion. Most cultures would start to worship them and give them offerings of their harvest, taxes, and farm animals. No Kingdom, no matter the race dared to challenge them. Except for the Orcs of the Westlands, they became known as the first Dragon Slayers.

The Orcs of the South lived, and still do live, in small hunting and herding nomadic tribes. Although dangerous to be on the wrong side of, they are peaceful tribes.

The Orcs of the North live in small, isolated tribes across the northern frozen peaks.

The Orcs of the East, were pure savages, divided into multiple tribes each answering their own leader, they fought amongst themselves more than with outsiders. Their savagery in battle was equaled by their cunning intellect in both business and the magical arts.

In the year 315 The Orcs of the East united under one War-Chief., Goorak Stoneaxe. That day the First Orc Kingdom was founded, The Bool-Khudal Kingdom.

They quickly became known as the largest slave traders in the East Oceans, and the most violent and cruel Orcs in Hurron. In 318 The Bool-Khudal Kingdom created the first ships capable of sailing across oceans. They started to raid the south and as they expanded, so did their naval technology. Rumors started to spread that War-Chief Stoneaxe made a deal with a dark power. Some said they were daemons sent by the Gods as punishment. Nonetheless the Orcs of the East became a true nightmare for everyone in Hurron, damning the name of an entire race with their atrocious actions.

In the year 320 something unexpected happened that caused Hurron to fall into chaos.

On the 15th day of Alqamar of the year 320, a brutal, overwhelming and well-coordinated attack on the Westlands and the Western-Continents by an alliance of Grouls, Kalpit, Bool-Khudal Kingdom and Humans completely took over the lands, slaughtering all those who put up a fight and enslaving all those that remained.

Entire countries were soaked in blood. So much evil happened in those lands that still today it is believed that a curse covers the West with dark clouds of death raining down blood.

From that day, War-Chief Goorak Stoneaxe declared himself Emperor of the East, proclaiming the now metropolis of Modoserlik, in Khuurgazzar, their Capital. The Western Continents where under control of different kingdoms of the T'ik'urochi, and the Westlands was invaded by Grouls and Corrupted Humans. They were constantly in dispute over territory to raid for slaves and supplies, which often ended in war with each other.

The other races recognized the threat that the Bool-Khudal Empire posed. Some decided to join this alliance, a few remained neutral, but the majority stopped fighting each other immediately and started talks of peace and alliances. Marking the End of the 1st Race War and beginning of the Dark Wars.

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The Dark Wars

After the attack in the year 320, The Bool-Khudal Empire spent the next 30 years solidifying their position in the Eastern Oceans and created and secured new trading routes in the Westlands and West Continents to support their new alliance, known as the Bloodsworn Brotherhood.

The Bloodsworn Brotherhood is a religious alliance, led by the *church of The Dark Prophet* and the *Insania Convent*. This alliance included the Bool-Khudal Empire, the 13 Kalpit Kingdoms, the Kingdoms & Empires of the Corrupted Humans, the Grouls, the Tiyanak Clans, the Fiskur Empire and both the Setta Rossa & Setta Nera.

This was an elaborate and unusual alliance. The Orcs of the Bool-Khudal would rather enslave, rape and sacrifice anyone they deem inferior including all their current allies. The Deep Elves of the 13 Kalpit Kingdoms have never emerged from the Underdark before. They despised the surface and all their inhabitants. Their presence alongside this alliance was odd to say the least. But they all had one thing in common, a new prophet. His name was Dragan Uljanin, the Prophet of Blood.

The Westlands became a problem and an embarrassment for the Bloodsworn Brotherhood. The various human kingdoms and empires were constantly at war with each other. And when they were not fighting each other, they were hunting the local Groul Tribe, because once again they overstepped the boundaries of their hunting grounds.

In the year 328 the Prophet of Blood launched what he called a cleansing campaign in the Westlands, led by himself and the royals' representatives of the 13 Kalpit Kingdoms, and their armies. This campaign lasted for 18 years and saw the13 Kalpit Royal Houses fight together across the Westlands against the Humans and the Grouls alike. After 18 years of pure slaughter on those fields already soaked in blood, both Humans and Grouls were defeated. Those who did not die were captured, enslaved and sent to different slave camps across the Westlands. These slave camps were the true nightmare of this war. Records show forced labor for manufacturing, mining, and construction. There are also records of barbaric biological and alchemical experimentation done to all slaves of all races. All done in the name of science, progress, and evolution. At least that was the justification given after the war.

After the attack on the Westlands and the Western Continents, Hurron paused in horror, for two weeks there was silence in Hurron, no one dared go out, everyone barricaded in their homes, afraid the

invasion would arrive at their doorstep. After two weeks of pure fear, the Leaders across the Freelands and the Eastern Continents all gathered to find solutions to their current conflicts and discuss the current situation in the west and how to proceed. After 6 months the Leaders were still discussing terms for peace and had not even begun discussing the invasion in the west. The people were afraid and started to doubt their Leaders.

On the 15th day of Nar the gathering was attacked in the early hours of the morning before sunrise. A group of masked assassins infiltrated the fortified and guarded secret location of the gathering and assassinated or kidnapped all the leaders and other political and military figures of importance. Simultaneously, across the Freelands and the Eastern Continents, revolutions & revolts started in all major cities and capitals, setting them on fire. The eastern sky burned red, and ashes fell like snow over continents and oceans for the next 4 months. Eventually, over time, fear drove the Freelands and the Eastern Continents into chaos, most soldiers abandoned their post, turned around and started traveling in the hope of returning to their homes. Some decided to join the Bloodsworns, because of belief or because of fear, that's a personal question I believe most were ashamed to ask themselves. But the majority found themselves in a life of mercenary work, piracy, and crime. These were dark times.

All Kingdoms and Empires burned into chaos on that night. Without any real leadership left most became completely corrupt by organized crime. Some were overthrown by new mercenary groups formed by ex-soldiers of the previous wars. The few that had some sort of civilization left, were under absolute martial law and lived in constant fear. It was during this time of fear, anger, and hopelessness that the Prophet of Blood used his spies & influences to spread his message. Preaching in the shadows, giving hope to the hopeless, courage to the fearful and power to the powerless with methods of pure hatred, corrupting more and more souls, slowly growing his numbers of faithful servants. For the next 30 years there was a constant state of fear and chaos across the Eastern Continents and the Freelands.

In the shadows of this corruption that plagued the Eastern Continents and the Freelands a light rose as a beacon of hope. A dethroned prince, from one of the most prestigious royal houses in the Freelands,

freed himself and his companions from slavery and returned home, to embark on a 30-year political campaign to unite all the Kingdoms of Man across the eastern hemisphere.

In the Year 350 Uriel Archibald Baldwinson, was crowned by unanimous vote Emperor of The Murahal Empire. On that night, after his coronation ceremony a prophecy was revealed by a Druid to all those present at the end of the celebrations. The prophecy was revealed as two separate visions.

In the first vision Uriel leads the humans to absolute harmony with law & order restored, but alienates them from the rest of the world, leaving them to face the invasion from the West on their own, knowing they will lose.

The second vision Uriel embarks on another political campaign across the Eastern hemisphere and unites all races not just human, to forge the Great Alliance, to then fight the Bloodsworn Brotherhood and free Hurron from the corruption. Before the vision completely fades away, a few of the guests catch a glimpse of the future, Uriel is betrayed and assassinated in this vision.

In Year 356 The new leaders of the Eastern Hemisphere founded the Great Alliance. A union amongst the different Races, Kingdoms, and Empires across the Freelands and the Eastern Continents ready to fight the Bloodsworn Brotherhood together and purge the world of their corruption, under the leadership of Emperor Uriel.

Emperor Uriel had led the Alliance to 4 years of decisive victories at home and outside their borders. He re-established law and order across the entire Eastern Hemisphere, secured the western front by uniting the Dwarves and Elves, and gained control of the eastern oceans by uniting pirates and navy officers against the Boold-Khudal Empire Ships. Uriel became known as “The Emperor of All” or the “Great Emperor.” To him it was accredited the end of racism, and major cultural and religious differences. In the year 360, after a major victory in the continent of Elorar, Emperor Uriel was assassinated. After his assassination, the seven leaders gathered to vote for a new Emperor to continue the fight. And so, it continued, for the next 285 years.

The Dark Wars lasted for 325 years. In the year 645 the Great Alliance defeated the Bloodsworn Brotherhood, but the world was never the same after that.

After the defeat of the Brotherhood, The Westlands and Western Continents were left desolate. Villages, towns, and cities burnt to dust, the farming fields were covered in rotting corpses and soaked in blood. The entire Western hemisphere of Hurron was believed to be cursed, and therefore it was deleted from history. All maps, novels and historical text became forbidden, and teaching or speaking of the Dark Wars, the Westland and the Western Continents was seen as a crime and charged under treason.

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The Second Race Wars

After the war trials, the Great Alliance divided the spoils of war amongst all the participating Nations. This reshaped the political outlook of Hurron dramatically, causing the end of the Great Alliance and the beginning of a new series of conflicts and wars that lasted another 35 years, from the year 645 to 680, known as The Second Race Wars.

In the North of Krismurahal Humans and the Dwarves went to war over a dispute on who controlled certain mines and mining operation.

In The West-Front the Elves took control of the Wall and the Emerald Forest, pushing the Humans South and the Dwarves in the Eastern Mountains.

The Southern Kingdoms, Krismurahal gathered and began their war of independence from the North.

In Lanzarath we see the Humans isolating themselves in the harsh Southeast landscape of the Continent. They became nomadic tribes of amazing herders, hunters, and beast masters. They were not in conflict but were often available as mercenaries.

The center of the continent was under rule of the Ulgrax Empire, the richest and most powerful Empire known today. The Ulgrax Empire constantly fought the pirates of the Eastern Oceans and what remained of the fallen Fiskur Empire, that often-attacked merchant ships in the hope to gather supplies, steal goods, and ransom passengers. But never dared to attack the mainland. A few brave pirates dared raid Islands near Lanzarath under the Ulgrax Empire control and their colors were never seen again.

The North and Northeast was land owned by the Ulgrax Empire given under tutelage of the 4 Shaytan Clans. They were trusted to surveillance and defended the Northen Canal from the left-over heretics and lost demos from the Dark Wars. The West Coast of Lanzarath was given to a renegade group of mixed-race Druids, they were entrusted to defend the Western and Southern Wall. In the Heart of Lanzarath we have the conflict between the Gnome tribes in the Cryptic-Forest & Foul-Swamps, and the Fataga Mountain range. In the Arteara Forest the Dwarves patrol and hunt the remaining Goblin tribes from the Dark Wars.

The Slanghesh Archipelago becomes a Naval battleground of pure lawlessness. Here warlords by the title of Shogun have gained control of the Northen Islands. They engaged in a deep and tense cold war against each other, constantly fighting in the shadow. Each Shogun Kingdom controlled a distinct set of islands all with different reputations and specializations, but all were incredibly famous for their amazing tourist resorts and massive trade markets, which were completely unregulated. The Southern Islands were infested with pirates, and the southern oceans were incredibly hard to navigate. The

currents were unpredictable and strong enough to steer most vessels in the opposite direction. Winds that would tear the sails away, and storms so great and devastating that can only be described as the wrath of a god. The Southern Islands are mostly small clusters of Volcanic islands or high mountain peaks, mostly uninhabited, as most ships tended to crash on the rock formations, coral reef range or random shallow ends. This created a perfect landscape for Pirates to set their coves and hideouts.

In The Southeast we have the golden continent of Elorar. A wonderful landscape of oases, vast and harsh deserts, violent savannas, dark and musky swamps, and enormous jungles filled with cryptic hidden secrets and savage creatures lurking in the wild. In the harsh desert mountains of the West the Nex Empire is in control. They maintained a strong status even after losing the Dark Wars, the Nex Empire was financially stable enough where they were able to absorb the loss. The desert is harsh, and it often kills, but it is full of natural resources and minerals, and the Nex Empire had full control. In the east, where the desert meets the Willow-Forest, we have the Turab Kingdom of the Abraxas Federation. The Abraxas Federation is a union of three powerful nomadic kingdoms. The Turab Kingdom in the West controls from the Willow-Forest to the Mangrove-Gulf, and in the south to the Northen-Jungle.

In the South we have the Loqukala Kingdom, that controls from the Southern Jungle to the Savana High Peaks. In the harsh and dry savannas, we have the Ukhamba Kingdom. In the blessed golden tropical desert of the Northeast with its mystical tropical islands we have the rich and powerful Empire of the Dhahab Dynasty. They are the number one threat to the Nex Empire, and number two to the Bool-Khudal Empire. As they are all in constant state of war over natural resources found in the Eastern Oceans and the trading routes in the Northen Canal known as the Dragon Passing, all the way east to the Golden Gulf.

North of the Dragon Passing and the Golden Gulf we have the southern tip of the continent of Khuurgazzar. This is territory to the Infamous Bool-Khudal Empire. They never officially surrendered after the Dark Wars, only a few of their low-level military leaders were brought to justice in the war trials. The empire was so powerful that even the loss from that war was nothing but a dent in their

massive infrastructure. The rest of the troops in the West were told to return home and reinforce their borders. In the Northwest they were fighting the new and powerful Blood-Tusk Empire. In the Southern East Oceans, we have the conflict over the Dragon Passing and the Golden Gulf. Northeast, we have a tense trading relationship with the Nomadic Kingdom of Tarakhall, and in the Frosted Peakes the Bool-Khudal Empire maintains their distance from the Dwarven Kingdom of Kazad-Bryn.

The North Coast and the Northwestern human kingdoms are under the Shahat Empire. They maintain a position of neutrality on the Continent, offering aid, and asylum to all.

South of the Northwest Kingdoms of the Shahat Empire we have the powerful and newly recognized empire, the Blood-Tusk Empire, they began as a group of runaway slaves running gorilla war ambush to the Bool-Khudal convoys of weapons and slave transports. Eventually over the years they became large and powerful enough to be recognized as an independent Nation. From there they played a key role in the Dark Wars against the Bool-Khudal Empire expanding their territories in the West and the South. After the Dark Wars, the Great Alliance recognized the empire status of the Blood-Tusk. making it official. To this day the Blood-Tusk Empire is at war with the Bool-Khudal Empire.

The Northern Continent of Nogard Sniur went in total silence and in isolation, limiting their trading offshore and only with the Shahat Empire in the south, and the Drakdödar Kingdom, located in the frozen continent of Dragsa.

Dragsa is divided into three massive islands united by the frozen canal. In the north we have a frozen wasteland, home to the corrupted Ísdreki Kingdom. The Kingdom is wrapped in mysteries thanks to the various local folklore, horror sorties and mysteries. Since the extreme weather makes it impossible to survive, not many visits and different wild creatures have been reported at the edge of the frozen wall. The legend states that the Ísdreki Kingdom is led by the Winter Queen, with a pet Ice dragon that rules over the wild creatures of the frozen wasteland, such as frost giants, trolls, goblins, corrupted humans and undead.

In the Southern Island we have the Drakdödar Kingdom, a kingdom that still followed the old rules of Emperor Uriel. This was a mixed kingdom that included Human, Orc and Dwarves clans. The Drakdödar Kingdom is known for their amazing nautical engineering and navigating skills, they are fierce and savage warriors, expert fisherman and merchants, exporting their cuisine and fish trade worldwide.

North of Krismurahal and West of Dragsa we have the continent of Harghita. This continent is infested with corruption, the west is under the control of the Drako Royal family, an ancient family of vampires, which deflected during the Dark Wars, betraying the Brotherhood, and aiding the Great Alliance. Since then, they were granted immunity from all war crimes, and allowed to maintain control of their conquest territories in western Harghita. The south and center east of Harghita is under control of The Order of the Light, a Religious Empire that expands across Hurron. They control the City of Ebraross, from there they control all major trading routes. They are in a constant holy war defending their borders from rouge vampire raids from the west, werewolves from the dark forest, and the undead from the northeast. Home to the dark necrotic Kingdom of Vresbian. This kingdom it is led by the Stevanović Royal family, known to be powerful Necromancers, and speculated to be secret members of the Setta Nera, it was never confirmed, and they were never brought to justice for their role during the Dark Wars.

Most of these conflicts are still taking place today, but there was a cease fire for 105 years, between the year 680 and 785, this period is known as the Purge of Dragons.

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The Purge of Dragons

Dragons have always been the protectors of Hurron. They are powerful, wise, ancient creatures capable of great and horrible things. Some Dragons grew tired of the constant wars waged on their homeland. In their eyes these flesh humanoid creatures have already destroyed, poisoned, and corrupted the land in the west, and decided to intervene to put an end to all this destruction against the advice of the rest of the ancient Dragons.

The Dragons began their assault, they targeted any battlefield they would find and lay waste to all creatures on both sides, after a few years they achieved their goal. A worldwide cease fire was negotiated, all Kingdoms and Empires had to immediately suspend their current conflict and address the issue of the Dragon assaults. In the year 680 they announced The Worldwide Dragon Hunt. For the Next 100 years Hurron lived in a state of delicate harmony, the world had fully open borders, all Nations, Kingdom, and Empires traded with each other, all united by a common pain turned into a goal, hunt Dragons out of existence. After the first 10 years, most Kingdoms and Empires lost too many troops hunting Dragons, so they all decided to start outsourcing the job to adventuring parties, mercenaries' groups, and professional guilds.

During this time adventurers from all over the world would band together to test their skills in the Dragon Hunt. To claim their payment and loot the infamous treasures of the Dragons. In the Year 695, all major contracts to hunt Dragons were given exclusively to Professional Guilds. In the year 785, a group of Druids from the Woodlands in Krismurahal, under order of the King of Murahal, cast an enchantment that caused all Draconic powers to be repressed. This affected all Dragonkin across Hurron, pushing all remaining Dragons into hiding, and ruining all political relationships with the Ḍrĕgana Kingdoms across Hurron, as the enchantments affected them as well.

This brought the end of the Purge of Dragons.

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The New World Order

After a 100-year war, the Dragons lost, but in the process, they decimated every army they came across crippling all Nations, Kingdoms and Empires military might. The only one that benefited and triumphed were the Professional Guilds. Thanks to their monopoly on all major Dragon Hunting Contracts, Professional Guilds became richer than most Empires, with military ranks vastly superior in number, training and technology. In the year 785 The 10 most powerful and influential Guilds gathered and founded the World Democratic Guild Council.

Later that year new laws were passed worldwide with the help and backing of various religious associations and the World Democratic Guild Council, establishing a New World Order.

All those who do not follow the new doctrine are considered heretics and are prosecuted to the full extent of the law.

Between the year 785 and 860, most Nations, Kingdoms and Empires engaged in what they called a Holly Cleansing. This was driven by fear and ignorance. This new Doctrine forced upon the world its thought through methods of fear and misinformation. This Holly Cleansing saw the destruction of entire civilizations including the Legendary Latian Empire and forced others into hiding. After 75 years of Holly Cleansing, the people rose against the extremist tactics of the N.W.O. Magistrate leading to multiple civil wars across Hurron, eventually losing control and influence of entire continents. The WDGC was forced to “soften” their approach in enforcing the Doctrine, to comply with the request of the remaining territories and to end the various uprisings across Hurron.

The WDGC “softened” their punishment, and method of apprehending Spellcasters, but the Doctrine was the Law, and they would enforce the law at all costs, and all those who accepted the NWO Doctrine lived in peace under the Guilds protection and prosperity.

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The NWO Doctrine:

1. All Spellcasters must be registered with the WDGC and must check in with their identification stone and paperwork to local law enforcement upon entry on any villages, town or city.
2. Use of illegal magical or supernatural abilities is outlawed and punishable by death.
3. All Spellcasters must be certified with Laurea from one of the 5 Magical Universities in Hurron.
4. A Nobility title or sponsorship is required to enter a University.
5. Spellcasters must always wear their university color-coded armband when in Villages, Towns, and Cities.
6. Nations, Kingdoms, and Empires are not allowed to have a Military larger than one quarter of their population, and one quarter for their Internal Security Enforcers.
7. Civilians, mercenaries, and adventurers may only possess Daggers or Stiletto knives for personal defense inside Villages, Towns, and Cities.
    a. Special permits may be granted upon request.
8. All magical Items must be declared and surrendered to local Authorities upon entry of any Villages, Towns, and Cities.
    a. *Guild Members may keep their M.I. if Guild Permits are presented.*
    b. *All M.I. without specific permits will be inspected and deemed Legal or Illegal.*
    c. *If the M.I. is considered Illegal after inspection, the M.I. will be catalogued and sent to be destroyed. The Owner may be intitled to a compensation if a bounty was placed on the M.I.*
    d. *If the M.I. is considered Legal after inspection, the M.I. will be catalogued and safely stored by local authorities, to be retrieved upon exiting the village, town of city.*
9. All military operations and humanitarian aid must be approved by the WDGC, with an authorized Professional Guild hired from any Nation, Kingdom, or Empire.
10. All Guilds' applications and certifications must be approved unanimously by the WDGC and economically backed by a Corporation, Bank, or Royalty.

NWO Jurisdiction: Dragsa, Krismurahal, Harghita, Elorar.

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