

# My Lady, My Liege

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This text-only version of My Lady, My Liege exists for accessibility purposes. The html version of this CYOA, featuring images and voice clips, can be found at <https://palaceofnero.com/misc/myladymyliege.html>.

In 1150AD, the continent of Eitador is divided into two powerful nations. In the south lies Estrella, a very proud and powerful kingdom that has existed since ancient times. In the north lies Razenova, an enormous confederation of various former warlords that spans many different landscapes and cultures. You are from the latter territory. It is a land full of vicious infighting, where leaders are united only by their fierce desire to remain independent from Estrella and stop new monarchs from rising up.

While your life could have played out dull and dirty as a nameless peasant in some backwater desert village, you were lucky. A strange twist of fate has meant that you have very suddenly fallen into possession of a sizable town and all of the surrounding land. You were never really prepared to be a leader of any kind, and it's a daunting task, but you're going to have to figure it out very quickly. The strength of your personality and your ability to rule will determine how far your ambition can go in achieving your goals, whatever they may be.

Without a king leaning over your shoulder, your fiefdom really is yours. You decide how to style yourself, what gets built, who does what, and how your land changes. Maybe you'll let it flourish into a cultured and beautiful city that rivals those of Estrella. Maybe you'll embrace the warlord roots of Razenova and seek to expand, fighting your way towards the creation of a new empire. Maybe you'll live in the utmost height of personal luxury while your lands dry up and die. These are your choices to make.

## **Background**

How exactly did this happen? There must be some kind of story behind it.

*Choose one.*

### >Inheritance

A recently deceased relative of yours was quite wealthy and powerful. They owned more land than they could properly manage, and this was a town that they purchased and never made much of. For whatever reason, it was passed on to you.

### >Dice Game

While gambling somewhere in Razenova, a local lord made some very bad decisions in a dice game that you were playing together. They drunkenly put up the town as their wager and, much to your surprise, the outcome was actually honored when you won.

### >Warlord Infighting

One warlord got too big and too aggressive, perhaps even too cozy to Estrella, and so the others ganged up to crush them. You fought well in the ensuing battle, or at least pulled favors to get noticed, and were rewarded with the town when the territory was divided up.

## Location

Razanova has many different biomes with their own unique characteristics. Where is your new fiefdom?

*Choose one.*

### >The Northern Heartlands

This region is called Atrovia, and is home to the earliest tribes of the Razenovan Confederacy. It's on the north of the continent and contains gorgeous green hills and steep coastal cliffs. Your fiefdom will be located inland and along a river. Though the soil is rocky, it's definitely still workable, and your village will also be benefitting from close trade links with some of Razanova's more powerful cities.

Learn more about this region in ['The Shipworm of Vanma Reef'](#)

### >The Wilderlands

Some would call this Eitador's most beautiful region. There are huge snow-capped mountains, vast flowery meadows and forests, and glistening blue lakes. It's not a terribly easy place to live, however. Your village will be in a mountain pass, the fields won't lie flat, forcing terraced farming, and you will be fairly isolated aside from other very small settlements. On the bright side, it's very peaceful, and no one would rationally attempt to wage war here.

Learn more about this region in ['The Mountain Dogs of The Wilderlands'](#)

### >Veruva

Most of this region is a hostile and almost impassable desert. Your village sits on a river that passes through that desert, in a small but fertile pocket of land that is home mainly to olive groves and spice farms. You'll be forced to expand along the length of the river, and subjected to the occasional sandstorm, but it's still a place that could flourish. The river is long and dotted with other small settlements, flowing east for about 200km, then south towards Estrella for much farther.

Learn more about this region in ['Veruvan Gold: On The Desharak Plant'](#)

### >The Southern Plains

This is one of the southernmost regions of Razanova, captured from Estrella during a peasant revolt. Your town is a newish town, and it sits atop a hill, but the land surrounding it is very flat and fertile. Some might consider the lack of dynamic landscapes to be a bit boring, but it is at least comfortably liveable. Well, that's unless war ever breaks out again between Estrella and the Confederacy, in which case the fighting would most definitely come here at some point.

Learn more about this region in ['Blue Oat Stem'](#)

### >Isle Nashir

You'll be moving to a coastal town on a warm island that is located west of the continental mainland. The landscape is very pretty and dynamic with lots of tropical trees and nice beaches. The soil is fairly rocky, however, so fish may have to be a big part of the local diet. It's an isolated location, meaning all trade and contact with other towns will require the use of boats, and as such it comes with a small but vital docks area.

Learn more about this region in ['The Ants of Nashir'](#)

### >Karfor

This is near the center of a former theocracy that was swallowed up by Razenova. People follow 'The Ascendancy', which is a meditative and stoic religion. Although it mainly emphasizes non-violence, be warned, as they believe that allowing tyranny is actually more violent than opposing it. The soil is tolerable, but it's very hot and dry here, overshadowed by huge mountain peaks that hide a vast desert behind them.

Learn more about this region in ['Karfori's Pine'](#)

>North Avosnia

Two rivers merge here into one. It's a somewhat overlooked and scarcely populated region as it's not as beautiful as the land to its north or as fertile as the land to its south. It's by no means a bad place to settle, and you at least won't have many enemies clamoring for your land, it just doesn't excel in any particular area. It could be a very distant dream, but maybe this humble town will someday evolve into something much more awe-inspiring.

Learn more about this region in ['The Drake Trade'](#)

>East Avosnia

This is another territory that was captured from Estrella, and its towns are old enough to still resemble it. There are many lavish half-timber buildings, and the region retains good trade links with the kingdom. You'll want to avoid getting seen as being too friendly with it though, as the other lords of Razenova will be watching. The soil is of very good quality, but the peasantry tends to be work-shy as well as fairly hostile towards the Confederacy.

Learn more about this region in ['Edripe and Sarice'](#)

### **First Priority**

In preparation for your new role, you immediately go out and do some intensive study for one of the following. It's up to you what you think is most important for you to learn immediately.

*Choose one.*

>Governance

You study in detail what your predecessor was doing with the town, what the neighboring towns are doing, how to talk like a noble, and how the most successful fiefdoms came to prominence.

>Military Strategy

Given that this land was built on war and struggle, you make sure to learn about military strategy, supply chains, how different weapons are used, and how to command authority in general.

>Hobby Skills

Lords don't actually have to do much if they don't want to, as they can just delegate all of their tasks to their subordinates. Instead, learn to paint, to garden, to smith, or something along those lines, to an expert level.

### **Welcome to your Fiefdom**

To begin with, your fiefdom contains a few noteworthy structures by default, as well as plenty of room to expand.

There's a small manor house for you to live in. It contains a great hall for meeting and dining, a west wing with a large parlor and two bedrooms, and an east wing with a kitchen, pantry, servant's quarters, and one more room for miscellaneous storage. A large garden has been

fenced off by the previous owners, but they left it unmaintained. There's also a sizable stable. The building is fully furnished, though not extravagantly so. If you wish for a housemaid, you should have no trouble finding someone for the role, but it could also be considered unnecessary at this early stage.

Outside of your manor is a cobblestone road. Follow it for a short while and it will encircle a public well. This is where people gather for local events, and where market stalls will appear on Tuesdays and Saturdays. It's also the location of a large wooden warehouse, a mill, and a cheesery. From this point, dirt roads branch off towards houses, small shrines, fields- which may be terraced in very hilly areas, and neighboring towns. One standout building in the skyline is the old guard barracks, which has thick stone walls and a tall lookout tower.

*You now have **35 points** to spend on the next two sections, *Personal Luxuries* and *Town Enhancements*. It's completely up to you how you choose to balance these two categories, and there are a variety of approaches you can take.*

### **Personal Luxuries**

This first section is for things intended primarily for your own benefit. It covers broad expansions to your manor home as well as specific items and treasures that could be yours. Some of your duties as a ruler may include hosting and entertaining other people of importance.

*Choose as many as you desire and can afford.*

#### >West Wing Expansion (Cost: 2)

You now have a total of ten double bedrooms in the west wing, making it much easier to host guests for festivities. Your personal bedroom is expanded and filled with ornate furniture, including a bed that can easily fit five or six people. You also get a private study with a comfortable desk and a small number of books and scrolls.

#### >East Wing Expansion (Cost: 2)

The servant's quarters are expanded into three separate rooms. Each room is capable of housing five bunk beds without being too cramped, meaning the whole area could be used as a 30-man barracks. The pantry and storage can stockpile many months of food, and the kitchen is large enough that lots of people can work in it simultaneously.

#### >Great Hall Expansion (Cost: 1)

The great hall is now impressively large. You'll be able to host huge feasts and parties with lots of guests in attendance! As well as several long tables, lots of fine chairs, and plenty of space around them for musicians and entertainers. You also have an area with steps that lead up to a small throne, and several large tapestries depicting your family and town.

#### >Manor Tower Expansion (Cost: 1)

The manor is expanded with a large tower. If you climb the staircase then you can get some great views of your manor and of your land. There's also a very comfortable bedroom near the top of the tower that could be used for a butler, a maid, a resident herbalist or wizard, or perhaps even a kidnapped princess.

#### >Basement Expansion (Cost: 2)

This adds tunnels and basement rooms beneath your manor. The room directly beneath the kitchen is a wine cellar with lots of high quality wine. The rest could use them for generic

storage, and there are plenty of good nooks for hiding valuable things, or you could turn it into a family crypt. There are also secret exits in the east and west that will provide you with emergency exits from the manor.

>Manor Gardens Expansion (Cost: 2)

Instead of a wild patch of land, you start with a very pretty and carefully maintained garden. You'll have a lawn for private festivities, a couple of fountains, some flowerbeds, fresh fruit and vegetables, a small hedge maze, and a building that doubles up as a shed as well as a potential home for a live-in gardener who can make sure that it all stays just as perfect as when you first receive it.

>Castle Conversion (Cost: 4)

Rather than a manor house, you have a small castle! All of the walls are made of very thick stone, some contain arrowslits, and there are walkable battlements on top of your home. In the unlikely case of a breach, you have spiral staircases and a number of well-positioned murder holes to give you and your guards a great strategic advantage in combat.

>Heavy Fortifications (Cost: 2)

This builds a big stone wall around your estate, complete with battlements and a number of well-positioned towers. This protects your home from foreign incursions as well as from pesky peasantry. It also means you get a large and enclosed courtyard. The towers could easily be used as living spaces for watchmen.

>Secret Treasure Room (Cost: 2)

Pushing an inconspicuous stone panel somewhere in your manor will reveal a heavy door to a secret vault that only you have key to. The vault will be a great place for hiding valuable things, and may go undiscovered even if your manor is ever ransacked.

>Dungeon (Cost: 1)

This adds a dungeon underground, and it will be built much deeper than the basement expansion. There will be 20 cells that you could cram 5 prisoners into each, as well as a variety of torture devices from iron maidens to racks to branding equipment.

>Pleasure Dungeon (Cost: 1)

This adds an expansion to the top of your manor that could be used to house a harem. It contains many round beds and sofas with soft pillows and silk curtains. There are restraints on the walls and ceiling. The windows are tinted so as to make the light feel extra warm.

>Hunting Lodge (Cost: 1)

Near the edge of your fiefdom, far from your manor, is a very cosy lodge that you can have built for your own personal use. It provides you with a comfortable place to relax that is away from the rest of your duties, and is great for hunting expeditions.

>The Very Finest Finery (Cost: 3)

Provide patronage to great craftspeople and artists. They will live good lives, and you will have the finest silverware, candelabras, and rugs. Paintings, tapestries, and trophy mounts will capture the attention of every guest and let them know just how wealthy you are. Your windows may have some intricate stained glass patterns.

>The Very Finest Fashion (Cost: 2)

Of course clothes are easy to find, even clothes that would be suitable for someone of your status, but what if you want to outdress your neighbors and support some excellent tailors in the process? They will be able to make new and extravagant dresses, shirts, and shoes for you every week. They'll have access to silks of any color that you desire- even purple!

>Full Knightly Harness (Cost: 2)

This is the best protection that money can buy. It includes a well-tailored gambeson and a set of a 20 gauge riveted steel mail hauberk, greaves, vambraces and a coif. It's finished with a fine Coat of Plates and an enclosed helmet. If you're ever going to be on the front lines of a battle, or maybe even a mock battle, then this is a good purchase.

>Extravagant Harness (Cost: 3)

The most luxurious protection that money can buy! A silk lined gambeson dyed in your choice of green, black, white or red, with welded bronze mail made of fine 24 gauge wire and hand burnished to an almost golden finish. Topped with a coat of plates stained according to your house colours and a tabard embroidered with your house symbols and Coat of Arms.

>The Sword of Dominion (Cost: 3)

A well balanced blade, it was forged in northern Europe around a century ago with steel from ever farther afield. It's 37 inches in length and stamped with the mark of the legendary swordsmith Ulfberht. Since coming to Eitador with a Avosnian mercenary the blade has changed hands and hilts numerous times. The sword's handwrap is the hide of an elusive albino Xhakhoran salamander and the pommel is set with a polished bloodstone.

>The Blade of the Prophet (Cost: 3)

This iron shortsword is said to have been forged 400 years ago from a magical rock that fell from the sky. It's also said that it first belonged to the second prophet of The Ascendancy. It's one of the most beautiful and storied swords on the entire continent. No one can agree on where its rightful home is, so why shouldn't it be with you? It's a great status symbol.

>The Moon Eater (Cost: 3)

This is a strange weapon of unclear origin that has travelled a long way from home. It's a 6 foot wooden pole with a curved blade, similar to glaive, that emerges from what appears to be the mouth of a dragon. Spikes on the back of the blade and base of the pole add versatility to the weapon by allowing you to strike backwards or catch your opponent's weapon.

>The Black Gauntlet (Cost: 1)

The Black Gauntlet is a very famous iron glove that carries with it an identity that has 'changed hands' several times now. The original Black Gauntlet was a hedge knight who made a pledge to protect the innocent, duel anyone who challenged him, and give his sword to any 'quest' he saw as noble. The owner of the glove is expected to follow this same pledge until they can pass it on to another.

>The Ocean Garnet (Cost: 2)

This is a dainty silver diadem with a number of flawless diamonds and small emeralds embedded all around it. The centerpiece of the diadem, however, is The Star of Nashir, which is one of the largest blue sapphires ever discovered. Wear it often and it is sure to become a very famous symbol of your sovereignty over your land.

>Veruvan Pillar (Cost: 2)

This stone pillar is over 2000 years old and was taken from one of the ancient temples of the Veruvan civilization. It's 6m tall and has been intricately sculpted to give the appearance of many misshapen heads and grotesque expressions piled atop one another. It's still in relatively good condition, and is a rare piece of the continent's history.

>Haregor's Map (Cost: 2)

Haregor is one of Eitador's top cartographers and this is one of the most accurate maps of the continent ever created. It's very useful for sea trade as it marks favorable currents to Africa and Iberia as well as various coastal hazards. The map is large and would make a great decoration for your manor or your war room.

>Ramhead (Cost: 2)

Ramhead is an impressively powerful destrier, which is a very highly prized breed of horse. He can accelerate very quickly and is well trained, responding to the lightest touch and willing to carry out even the boldest of charges. He's useful as a warhorse, for jousting, for pulling your carriage, or even just as a friend.

### **Town Enhancements**

This section is for things that will improve your town and your land at large. These options could be used to improve the lives of your citizens and to develop the lengths of your power.

*Choose as many as you desire and can afford.*

>Great Temple (Cost: 3)

Add a large temple to your town. It will be an architecturally impressive building that can permanently house a few priests and priestesses. Most people are religious, and will appreciate this over having to build makeshift shrines. You can choose a religious dedication in a later section.

>Town Hall (Cost: 1)

This creates a building in the center of town that has space for town meetings and local indoor events. The hall comes with a tall and well decorated belltower. This is good if you want to be able to speak more directly to the peasantry, and also good if you want them to be able to organize themselves.

>Market Square I (Cost: 2)

The cobblestone road is a little bit neater. The square now contains several permanent market stalls that sell food and crafted trinkets. There is also now a butcher's with a smokehouse, a brewery, a tailor, and a large tavern that offers room and board as well as drinks, dancing, and dice games.

>Market Square II (Cost: 2)

The cobblestone roads stretch out further. The square now contains a jeweller, a carpenter, a blacksmith, a cobbler, a tanner, a barber-surgeon who cuts hair and pulls teeth, and a small statue of your design. This upgrade will bring a regular influx of visitors from neighboring towns without these amenities.

>Seedy Back Alleys (Cost: 2)

There's a sanctuary for shady enterprises behind the main buildings of your market square. There's a loan office, a small but rowdy tavern that doubles as a brothel, a second and more

up-market brothel for wealthier patrons, a gambling house, a market stall that sells weapons and stolen goods from other towns, and a free company of former highwaymen who now offer private hire security services.

>Amphitheater (Cost: 2)

This is a stone amphitheater that was built in a Roman style. It can comfortably seat a few thousand people on its tiered half-oval steps. A theatre troupe will base itself in your town and regularly hold performances, but it could also be used for other things such as jousting, giving speeches, or even public trials and punishments. It could slowly attract tourists.

>Coliseum (Cost: 3)

This is a large stadium with tiered seating that encircles a pit. The lower levels of the stadium contain a number of rooms that can be used for training and organizing fighters. It's up to you if you want the fights to be deadly or not, as well as if they will be fighting for glory or as punishment. It can seat several thousand people and will attract many tourists if the games held there are exciting enough.

>Gardens and Walkways (Cost: 2)

The road network of your town is optimised and groomed in all but the least-travelled areas. There will be a fenced-off public park near the center of the town which contains a fountain, some stone benches, and a number of trees and bushes. Neat flower beds and purposeful pockets of trimmed grass will also adorn the surrounding area, impressing visitors.

>Classical Architecture (Cost: 3)

Your manor house and the buildings central to the town can be given a classical flair with stone arches, marble columns, mosaics, and flowery engravings. This style appeals greatly to Estrella, where it's seen as very civilized, but your fellow Razenovans tend not to be very fond of it at all.

>Vibrant Architecture (Cost: 1)

This changes your central buildings to use half-timbering, and it adds vibrant and varied colors to all of them. Some buildings may also be painted with bright geometric patterns. This is cheap to maintain and all considered to be very fashionable in the wealthier parts of Razenova.

>Xhakhoran Architecture (Cost: 3)

This style was popular in the west, Ascendency heartland, and it has appreciators in both Razenova and Estrella, but it's going out of fashion due to its high maintenance costs. It's sturdy, and involves lots of ridges, spires, and semi- abstract statues and wall carvings.

>Fear Tactics (Cost: 1)

The border of your land will contain stark warnings to potential criminals and raiders in the form of hanged corpses, heads on pikes, and skull towers. Your town center will now contain gallows, gibbets, pillories, and cages. It will scare away many of your enemies, but probably also some tourists.

>Communal Granary (Cost: 2)

Instead of being sold at the market, many raw food ingredients will be stored in a granary that is entirely free and open to the public. This makes sure that everyone will always be able to eat, but it reduces your town's trade revenue somewhat.

>Communal Storehouse (Cost: 2)

People will be encouraged to place all kinds of goods here from furniture to clothes. You'll build reserves of important items, and anyone who needs them will be able to take them at no cost. This will greatly reduce your town's trade revenue.

>Communal Workshop (Cost: 3)

There will be a large building containing a library of tools that are free to borrow, as well as looms, carpenter's benches, and a small forge. The peasantry will be able to use the building to learn whatever they desire and create whatever they need, much to the chagrin of merchants.

>Communal Library (Cost: 4)

This adds a rather nice looking library to your town. It will be staffed with intellectuals who can teach your people to read, if you wish. There will be lots of both fiction and non-fiction books and scrolls that cover a broad variety of different topics.

>Battleforge (Cost: 4)

The battleforge is a colossal building for the mass production of weapons, armor, and siege tools. Multiple smiths and their assistants will work tirelessly to enable the creation of a huge and well-equipped army. It's somewhat noisy, hot, and unsightly.

>Insulated Houses (Cost: 2)

Normally, people are left to modify their own homes as they see fit, but you can make sure that nobody is left out when winter comes by putting your resources towards providing every home with decent insulation. This is not recommended for Veruva, Isle Nashir, or Karfor.

>Wellsprings of Life (Cost: 3)

A large and beautiful aqueduct will become a feature piece of your territory. It will provide irrigation for growing better crops, drinking fountains scattered across town, and a relaxing public bathhouse for improving public hygiene and providing people with a new social activity.

>Fruit and Berries (Cost: 1)

Many fruit trees and berry bushes will be planted all over the town, and grape vines will grow on wooden trellises that run overhead down the streets. You can opt to give the townsfolk free access to them, providing all people with a convenient and nutritious source of food.

>Great Monument (Cost: 4) (repeatable)

Complete one great monument. This could mean building a colossus or a pyramid, carving your face into the side of a cliff, creating a secret underground tunnel, or anything of a reasonably similar scale that you can come up with.

>Guild Hall (Cost: 1) (repeatable)

Build an extravagant hall near the market square and a guild will base itself there, making rules for its members in your town. Choose anything from a standard merchant's guild or a weaver's guild to something special of your own design, such as an adventurer's guild.

>Order of Monastics (Cost: 2) (repeatable)

Create a large monastery in an isolated part of your territory. Around 50 monastics will move in. They will meditate, write books and scrolls, grow grapes, make wine, keep bees, and raise animals such as chicken and cattle. They will be forbidden from handling money.

>Order of Knights (Cost: 2) (repeatable)

This builds a tiny castle on the edge of your territory that can be fortified if necessary. It has a hall, an armory, a kitchen, and space for around 20 knights and a couple of servants. They'll live

simply and obediently, dedicating themselves to a particular ideal or noble task of your choosing.

>Palisade Wall (Cost: 1)

Surround the core of your town, including the market and any directly adjacent houses, with a 4.5m wall made out of wooden stakes that are bound tightly together. This comes with a large wooden gate, as well as a number of short wooden platforms on the inside of the walls that can allow your guards to peer over and keep watch.

>Stone Wall (Cost: 3)

Surround the core of your town, including the market and any directly adjacent houses, with a 5m tall stone wall that is topped with evenly-spaced battlements. This comes with a heavy wooden gate, and a number of short wooden platforms on the inside of the walls that can allow your guards access to arrowslits, or to the top of the wall. It's hard to maintain.

>Guard Posts (Cost: 2)

Wooden towers and small stone huts will be built all across your land. You can have watchmen or militia rotate in and out of these posts, and give them duties such as keeping watch for invaders, enforcing the laws of the land, or even checking the intentions and property of all who enter and exit the borders of your dominion.

>Large Soldier Barracks (Cost: 2)

This is a powerful stone building with a mess hall and a few storage rooms that is designed to have as many soldiers crammed into it as possible. It has thick walls with arrowslits and rooftop battlements. It also contains an outdoor training area with various targets, dummies, space to exercise, and a surrounding palisade wall.

### **Special Combinations**

If you have certain combinations of purchases from the above sections, you could use them as part of an impressive and special construction from the list below. It's possible that you don't qualify for any of them, or that you qualify for multiple, but you may only pick either one option or none.

*You may only choose one, and you must have the qualifying combination of options from the previous sections.*

>Respected University

*You must have built the Communal Library, an Order of Monastics, and a Guild Hall dedicated to this option.*

The communal library has led to many scholars visiting your lands in the hopes of finding resources for their work. As a result competing and collaborating minds have been meeting in your town, having debates and explaining their work to interested townsfolk. At the same time people of the town's monastic order have taken it upon themselves to ask visiting scholars to loan them their books and scrolls for the duration of their visit, allowing them to amass quite the collection.

The growing collection attracted more and more scholars and the monastics have needed to take on students to keep up. Most of these students are the second and third children of artisans, though some teachers are taking on eager peasants. As the communal library

overflowed a new hall was commissioned to hold the works. Several wealthy scholars have sponsored the construction and now it holds a lecture and debating hall where the interested can hone and teach their ideas on everything from History to philosophy.

>Holy Warrior Haven

*You must have built the Great Temple, an Order of Monastics, and an Order of Knights dedicated to this option.*

Your town becomes important to people of faith. The monks spread the word of your religion and support the temple in its growth. Soon enough, many people are visiting your land to witness its splendor, and many people are buying religious souvenirs. To make this possible, it was necessary to have valiant warriors who were willing to defend pilgrims from highwaymen and protect the sanctity of your land's holy sites and shrines.

An order of holy knights is given the approval of your temple priests and dedicated to the faith of your settlement. They don't work for you, but they do work with you, and will help to keep your roads safe. Many would-be acolytes will come to your town to petition to join the order, but they take only the best of the best. They expand beyond the original castle of their knightly order and set up numerous checkpoints and safehouses across your land. They stockpile food and healing salves in them in case of a public emergency.

>The Gardens of Excess

*You must have built the Manor Gardens Expansion, Pleasure Dungeon, Seedy Back Alleys, and Gardens and Walkways.*

The many wonderful gardens and flowers of your land make it look like something out of a fairytale, but there's also a powerfully erotic and seedy undercurrent to everything. A peculiar sentiment develops amongst the populace where many completely divulge themselves towards hedonistic and indulgent pleasures. You are certainly no exception to this.

Your manor is now connected to a huge garden complex known as the Gardens of Excess that has a very mystical feeling to it. It has tiered gardens with waterfalls and ponds, secluded forest groves, romantic sculptures, and even a fountain that sprays wine! There are also a number of charming cottages that are inhabited by beautiful people who live their lives as the nymphs do: drinking, dancing, and fornicating freely with both their guests and one another. You may wish to keep it a secret, but otherwise it could become something of a legend within Eitador.

>Culinary College

*You must have built the Communal Granary, Wellsprings of Life, Fruits and Berries, and an Order of Monastics.*

The work of you and your laborers has created a strong cultural tradition within your land of sharing recipes and ingredients. There's also a great abundance of food thanks to the impressive irrigation system and large number of fruit trees and berry bushes. It seems as though everybody is capable of cooking, and everybody is capable of cooking well, even the lowliest of the peasantry!

Individual lords and kings retain skilled cooks and chefs, and their foods are no doubt delicious, but the skill of one person only carries a work so far. To this end, a group of the more enthusiastic and more literate of your subjects, mainly monks, have taken on the work of compiling the recipes and notions of all the town's cooks into a series of books. They plan to

create a 'college' where the people can come together to experiment and refine their culinary methods. There is even talk of a group order with the spice merchants!

>The Great Games

*You must have built the Market Square I, Seedy Back Alleys, Amphitheater, and Coliseum.*

A thriving gambling culture developed in the seedy back alleys of your town, with people coming from all over to bet on the events at the amphitheater and the coliseum. More money came in, more people came in, and repeat ad nauseum. Eventually your town added even more areas for games and events. There's a large jousting courtyard with tiered seating, plenty of designated playing fields for ball games and horse races, and a number of duelling pits for lesser-known gladiators out to prove themselves.

Your town was becoming a cultural center of sorts, so you decided to solidify its status by codifying the games into a series of officially sponsored tournaments that culminate in the annual Great Games. This is a month-long competition where medals, fame, and fortune can be won by elite athletes of all kinds. It's also a great excuse for your market to sell lots of overpriced sporting memorabilia to wealthy tourists!

>Fortress town

*You must have built the Castle Conversion, Stone Wall, Guard Posts, and Large Soldier Barracks.*

Your architects became very experienced at building and maintaining sturdy fortifications, and your already well-fortified town became an incredibly well-fortified town. Your lands are peppered with stone outposts, your town is guarded by a thick stone wall lined with machicolations, and you have not just one, but two castles! The latest of which is a vast castle with three tiered and concentric walls that overlooks the town from a vantage point on a hill, towering up some 2,000 feet (~500m) over its surroundings.

Much of the labour of the townsfolk will have to be spent on maintaining these fearsome defenses. Clearing the walls of vines and the surroundings of forests and other cover can provide a great many jobs for your people, even though the labour is tiresome. All of the work will definitely pay off if your town is ever attacked though, or even better, if all of your enemies are scared away from ever trying.

### **Great Threats**

If you would like, you can make things harder for yourself by taking on some additional challenge. Each challenge you pick will be very tough, and will give you just **1 bonus point** to spend on the above sections. It is recommended that you do not take more than two or three, but they're completely optional, and could allow you to get that last thing you wanted.

*Choose as many as you desire.*

>Bandit Menace

While banditry is always a problem, this option makes it a much bigger one. A large group of deserters from a nearby fiefdom have united around their commander and fashioned him a bandit king. They know no morals, for they are already condemned by their homeland and by their gods, and now they feel free to kill and defile all that they touch. They're hiding out in the wilderness somewhere near your town.

>The Pretender

Someone with close ties to your fiefdom, perhaps the child of the previous lord, is not happy that you have taken over instead of them. You will have a year or two before they show up, but you had best prove to your people that you are a worthy leader in that time. When they come, they will want to take everything from you, and they will have a few old friends in your ranks who may decide to help them out. They were very popular when they were here last.

#### >Bullying Neighbor

The ruler of a nearby town is a callous woman who thinks that the suggestion the two of you are equal in rank is a great insult. She is controlling not just of her subjects, who live in fear of her horrid temper, but also of her neighbors. You can placate her by sending a monthly tribute of food and goods, but your fields may burn if you ever offend her. Her military is very large and very loyal, armed with the best steel that money can buy.

#### >The Great Plague

There seem to be a number of diseases sweeping through your land. Your crops are dying at an alarming rate, your animals are breaking out with boils and erratic behavior, and many are worried that these afflictions may soon start to, or may already be starting to, affect humans. Some monks and priests spread the word that these are all signs of the end times, or perhaps of the gods' disapproval for you as a ruler.

#### >Mysterious Cult

You're not sure exactly what they want, but you feel their eyes everywhere. They have spies in your household, your army, your market square, and only the gods know where else. Soon enough there are mysterious fires and gruesome discoveries of mutilated cattle in the fields. Are they doing some kind of blood ritual? Are they preparing to manipulate you into working towards their agenda? Perhaps it needs the mass bloodshed of war.

#### >Major Unrest

The peasantry are ready to rebel on a huge scale. They were unhappy before you got there and they're likely to remain unhappy unless there is very drastic change. They want more autonomy in their labor, more food on their tables, and to be able to feel more in touch with their religion. You'll have to prove that you are dedicated to helping them with all of these things. You'll also have to prove yourself to be someone who is pious and cultured.

#### >Blood Oaths

An old promise you made has come back to haunt you. You have an enemy, an arch enemy, someone whose views are fundamentally opposite to yours, and someone who has always seemed slightly ahead of you at everything before now. You said that if you ever saw each other again, you'd have to duel until one of you was dead. They're coming to your fiefdom soon, and word of your oath has spread through the populace somehow. You will have to duel.

#### >The Precipice of Annihilation

Estrella senses the weakness in the Razenovan system, the conflicting interests of thousands of fiefdoms, and it's ready to exploit it. You have one year before they begin their invasion of the Southern Plains and Avosnia, and just six months before their encouragement of separatist movements causes fighting in places such as the Wilderlands and Karfor. The war will reach everywhere, and you'll get stomped on if you don't pick a winning side.

## **Religious Dedication**

Lords will generally dedicate their town to one primary deity, even if worship of other gods is wholly tolerated. This will be the focus of your Great Temple, the majority of small shrines, and little bits of iconography such as statues and mosaics in and around your manor and the market square. The majority of the continent follows Eitadorian Polytheism, an animist religion with many different gods for different concepts and different elements of nature. Only some of the more popular gods have been included below.

The Ascendency have a religious document called ['Whispering Unto Heaven'](#) that can be read if you want more detailed lore for them.

*Choose one if you desire.*

#### >Monathia

The moth-winged goddess of nature. More animals will flock to your land, more wild plants and flowers will bloom, and everything will just seem that little bit more tranquil. It also helps out your farmers, as their crops will grow slightly healthier and slightly faster. Her shrines should always be decorated with flowers and local harvest produce.

#### >Varukuzah

The corpse deity of limit-experience. Your people will be more passionate in all respects, from loving to hating. They will tend to produce more offspring than people in other towns. They will also get into fights more often. It's a good choice if you intend to raise an army, as soldiers from towns dedicated to Varukuzah tend to perform very well in combat.

#### >Tashirel

The snake-faced goddess of opulence. Gems and mineral deposits will be discovered in your land more often, and that the distribution and trade of goods is more likely to go smoothly in a way that is beneficial to your people. Her shrine should be decorated with expensive jewellery and ceramics. Gamblers often wear snake symbols in her honor.

#### >The Ascendency

This is an odd choice unless you picked Isle Nashir or Karfor, in which case it might be wise as most residents will not believe in the other gods. The Ascendency has no deity, only prophets, philosophy, and ritual. It will mean residents of your land will be calmer and quieter than usual, with less crime and less rowdy behaviour such as drinking and fighting.

#### >Awradi E'teskiri

The forgotten deity of the peasantry, a serf who ascended to godhood. This reduces the loyalty of the peasantry and gives them grand ideas about improving their lot in life, so many lords ban the worship of this god. They are not accepted at all in Estrella, and it will sour any potential relations with them.

### **Laws and Edicts**

Your position will allow you to pass whatever laws you see fit, although some will be more feasibly enforced than others. Your position will also set you above all of your own laws. Things such as assault, theft, and trespassing are assumed to be illegal by default.

*Choose as many as you desire.*

#### >Military Conscription

Every able-bodied citizen of your land has a duty to serve in your army at the moment you will them to. When you begin a military campaign, you can conscript a portion of your townsfolk whether or not they actually want to be a part of it, know anything about fighting, or are going to receive any kind of reward.

#### >Minutemen Militia

A small group of citizens will be part of a special militia who receive intense and regular training and, in addition to their usual duties in whatever professions they are a part of, are ready to mobilize into an efficient fighting force at a moment's notice. They will all keep weapons in their homes.

#### >Martial Training Program

Martial training at the barracks will be available to everybody in your town. This makes conscription more effective, but even if they do not necessarily intend to join your army, you can ensure that they are able to defend themselves in the case of an invasion. This does come with some risks such as enemy spies potentially learning your tactics.

#### >Martial Mobility

Allow for a lot of upward mobility for your soldiers. They will be able to earn promotions by fighting well or serving a long time, and this will lead to land, wealth, and status. This will make joining your army seem to many like a much better way of going up in the world than joining a trade, and your army will be able to grow faster than other industries in your town.

#### >Arms for All

Encourage everyone to own a weapon in their home. Even the lowliest of peasants will be provided with two of any combination of a spear, a dagger, a shortsword, a bow, or a sling. This could somewhat undermine your control over the populace.

#### >Weights and Measures Act

The only weights and measures that traders are permitted to use are the ones that you provide. They will be checked regularly to make scams harder and ensure that trade is more fair and consistent. Some traders may be upset by this rule.

#### >Right to Roam

Freedom to explore! With this, it is never trespassing for people to wander around outside, regardless of whose field or garden you are wandering through. It only becomes trespassing if they have to scale a wall or break open a door to get there.

#### >Equal Justice

The law tends to be applied somewhat selectively in most societies. You and your estate are generally above the laws that you make, and you'll be expected to extend that leeway to foreign lords and powerful families. Declare instead that the law will apply to all people equally.

#### >Trial by Combat

Every person has the right to request trial by combat. The accused, or a chosen and willing representative, can escape punishment for an alleged crime by fighting the accuser, or a chosen and willing representative. Might makes right in Razenova!

#### >Brutal Punishments

Do harsh times call for harsh justice? This imposes punishments that are considered brutish even amongst other lords, but that might work to deter crime. Impose various punishments from amputating the fingers of thieves to any particularly torturous execution methods.

#### >Community Service

Everyone takes from society, so maybe you think everyone should be forced to give back to it too. They will have to do some form of labor, even if it's just deweeding the paths or carrying bricks. Crime and vulgarity increase one's debt to society and mean that more work must be done to repay it.

#### >New Festival

Create a new festival for your town to celebrate! Pick a name for it, a couple of activities, and a theme or purpose such as celebrating a competition or paying respect towards the local lord. Your people will celebrate a few religious and harvest festivals by default.

#### >Hunting Ban

Nobody may hunt in your realm for meat, furs, or sport, unless they have your express permission to do so. You could do this to make sure that there's more for you, the trade of hunters is protected, or just to protect the animals and keep biodiversity intact.

#### >Temperance

Your people must have self-restraint. The sale of alcohol will be heavily restricted to prevent drunks from littering your streets and causing chaos. Taverns may have curfews or only sell non-alcoholic drinks. Drugs and hooliganism will probably also be clamped down on.

#### >Fidelity

Marriage is an important ritual that shouldn't be taken lightly. Regardless of the genders or the number of spouses involved, which are unimportant details in Eitador, the bond cannot be broken after it is sealed by ritual. Extramarital affairs are illegal.

#### >Piety

Adherence to your chosen religious dedication is no longer just encouraged, it's mandatory! People will be expected to turn up for local religious festivals and ceremonies as well as live lives that the god or religion agrees with. Your priests and monks will form a kind of inquisition.

### **Town Banner**

Design a banner for you and your lineage which will be used to represent your fiefdom in both diplomacy and war. This might also inspire you to decide on a name for your town if you haven't thought of one already. There's also an interactive [Pixel Art Banner Maker](#) for this CYOA!

*Use the banner maker, choose from or roll for the design elements below, or just come up with something yourself.*

#### Upper Motif (d12)

- 1- Bear
- 2- Wolf
- 3- Bird
- 4- Fish
- 5- Moon
- 6- Star

- 7- Flower
- 8- Skull
- 9- Eye
- 10- Mountain
- 11- Forest
- 12- Castle

#### Lower Motif (d6)

- 1- Swords
- 2- Twigs
- 3- Waves
- 4- Flames
- 5- Key
- 6- Scroll

#### Background Color (d6)

- 1- Red
- 2- Teal
- 3- Olive
- 4- Brown
- 5- Purple
- 6- Grey

#### Motif Color (d6)

- 1- Crimson
- 2- Blue
- 3- Green
- 4- Gold
- 5- Fuchsia
- 6- Black

### **Friends and Consuls**

It's always good to have people on your side, and that shouldn't just mean servants and soldiers. This section is about choosing master craftsmen, allies, and friends who could come to enrich your life and your town. You could delegate duties to them, make agreements with them, and call on each other in times of need.

*Choose up to four, or skip this section.*

#### >Goro the Antusian

Goro is an old veteran who has been commanding armies for almost half of his life. Perhaps he is not the very best general on the continent, but he is incredibly reliable. His personal code of honor prevents him from ever betraying his liege, and his many years of battle experience can set him slightly above the rest of the crowd when it comes to helping you plan out your wars. He

won't ask much from you except that you keep his wife and children safe and that you share a drink with him from time to time.

Voice clip: *"I know I'm getting older, but I still know a thing or two about leading an army. My Liege, let me pledge my sword to you. If you assure me that no harm will ever come to my wife and children then I will assure you that no harm will ever come to your rule. I am ever vigilant in the name of our lady Monathia, and by her grace, I will not fail you."*

>Sami Nechen

Sami is a skilled artist who has been commissioned by many rich and powerful people from Eitador and abroad, and is well-known for her idyllic portraits of them and their manors. She also does sculptures from time to time. Left to her own devices, however, she'd prefer to paint images of animals and natural beauty. Perhaps you would offer her the opportunity to do this as an artist-in-residence? Sami loves riddles and stories, tends to laugh louder than most at other people's jokes, and is a lively and energetic dancer.

Voice clip: *"Hey! I'm Sami! I just wanted to say, it's so beautiful here! I feel like I could paint and paint and paint for my entire life and still never capture all of the wonderful sights. I'm kinda thinking I might like to do that- is that crazy? Do you have anything you'd like me to paint?"*

>Ibetze

Ibetze is a jester who comes from somewhere in the north, but they have always been evasive about the specifics. They don't sugarcoat their comedy, and were almost killed by their previous master after cracking a joke at their master's expense which had his entire great hall laughing furiously. Since then, Ibetze has been travelling with a circus and learning new talents such as fire juggling and playing the lute. They would very much like to join your manor as an entertainer as long as you don't mind being made fun of now and then.

Voice clip: *"I'd like to join your court as an entertainer. You've seen what I can do! I've got all kinds of circus skills and I know how to keep people's eyes on me. I'm hoping you're less insecure than the last guy I worked for. I think the mark of a good leader is being able to take a good joke."*

>Kenrir Teldaenen

Master Teldaenen is a solemn-faced priest of Varukuza. Despite being notably thin and bony, he stands at an imposing seven feet tall. He is a cold and cunning man who knows how to manipulate people's emotions to an expert level. His sermons are always fiery and passionate, inspiring strong feelings of both fear and wonder in his congregation. Given the right stage, this man could convince massive crowds of people as to what the will of the gods might be. He creates fanatics out of everyday folk and terrifies even his most powerful enemies.

Voice clip: *"The peasantry... They need something to believe in. You can't control a population just with wine and coin. You need to let the people know that you have the gods themselves on your side!"*

>Ferenwe Najir

A merchant from a long line of merchants, few are as shrewd and covetous as Ferenwe Najir. He is a greedy man who enjoys only the finest of all things, and he has managed to amass wealth beyond measure through family contacts and snap financial decisions that almost always work out in his favor. It's said Tashirel granted him the ability to calculate numbers supernaturally quickly in his head, and that various leaders regularly send for his counsel during

important trade deals. His two main vices are expensive and exotic meats and a love of dice gaming.

Voice clip: *"I'd like to let you in on a good deal. I'm the best at deals! You won't find anyone else who can maximize the success of both parties! Come on now, let's get rich together!"*

>Aridane Yezralla

Aridane is both an excellent bard and an excellent warrior. They can play a variety of instruments, and have composed many of their own songs and poems. They can also fight well with both bow and blade, and have fought in innumerable skirmishes all over the continent.

Their promiscuity, particularly their proclivity towards married older women, is the source of most of the trouble they encounter, but by no means all of it. They're laid-back about the danger they put themselves in, confident about their ability to tempt death and get away with it.

Voice clip: *"Salutations, friend! Can I interest you in some entertainment? Allow me to play my lute, and sing you a song of places wonderful and strange! Few have experienced them better than I, and none who can tell the tale so well!"*

>Qiuessa Kheskwei

Arca/Arcaer/Arcaers are Eitadorian pronouns used not to denote gender but as honorifics for warlocks. Arca is an affable character from a small island to the west of the Wilderlands where the populace are said to possess great magical potential. By travelling around Eitador impressing lords and nobles with inexplicable feats such as talking to reptiles and lighting candles from several meters away arca was provided with all kinds of books and scrolls about supernatural creatures, places, and history. Arca is now looking for somewhere to settle down and study arcaer collection.

Voice clip: *"Greetings, friend. I hate to blow my own horn, but I'm kind of the most powerful wizard on the side of the continent, and I also kind of need your help! My collection of magical tomes has grown to be very impressive, but I can't keep hauling them around from place to place, I need a patron who can provide me with a place to study."*

>Pavishta Pinuath

Pavishta is an expert herbalist. She can brew all manner of potions and salves designed to help ease afflictions all the way from a broken arm to sweating sickness. For those she trusts, she also creates bone charms that apparently boost luck and fertility. Few people are better at identifying plants and mushrooms with just a glance, and it's said that she can tell whether food or drink is poisonous just by the scent. Her sense of humor is quite dark. She collects expensive jewels and embeds them into human skulls as some kind of artistic statement.

Voice clip: *"Are you sick? You look tired. Here, take this ointment, you'll feel fine after a week or two. Just apply two drops to your forehead twice a day. It's on the house! Oh, and by the way, those berries you have growing in your garden- they're very toxic. I'd take that bush down if there are any children running around."*

>Kienen Bazjiek

Kienen is a master armorer who can create and maintain sturdy and stylish protection for you and your allies. They have had 30 years practice and would like to be given charge of a forge where they can take on some apprentices to pass on their techniques to. It won't be cheap to use their services or to keep them in your employ, as they are highly sought after, and like to be

able to donate very generous alms to the peasantry. They seem somewhat stiff around nobility, as they grew up poor and are rumored to be a devout follower of Awradi E'teskiri.

Voice clip: *"You're in charge of this place, huh? Hmmmm... Yeah, I suppose it's alright. So... How's yer armor? Are yer men well-equipped? Oh, wait, you call that a helmet? Ha! Let me show you what real protection looks like."*

>Lady Kaenish

Kaenish is a rude and fierce warrior who speaks her mind at all times. She has personally duelled many knights who have offended her, and led raiding parties against many of her neighbors for challenging her territorial claims or damaging her town's trade. The people of her town almost all know how to fight and how to hold their alcohol. She is currently unmarried and actively looking for a suitable bride, who must be a similarly bold natured woman. 'Kaenish Ale' is popular and was named after her family.

Voice clip: *"So, you want to make an alliance? I doubt your soldiers are strong enough to lift up those little swords they carry around with them even if they all worked together on one, but maybe you'll prove me wrong, or at least prove useful in some other way. We should share a few drinks and see what we come up with."*

>Lady Mira

Lady Mira is noble and polite. Although her town is weak militarily, it is very beautiful and calm. They produce many goods, in particular luxurious jewellery and clothes, and have made many close and powerful friends by building key trade alliances. She's really something of an expert when it comes to trade management, and the incredible splendor of her manor reflects this. She throws large parties and possesses numerous trophy husbands, all quite similar in her appearance, who follow her to most social engagements.

Voice clip: *"It would be just splendid if we could work out a trade agreement today. I'm sure my town has a lot of goods that could benefit your people! I mean, the ones who matter, at least. There's always something to be said for staying up to date with the latest fashion trends. Oh, by the way darling, that necklace really doesn't suit you."*

>Lord Daniva

Lord Daniva is a large and boisterous man with few grand ambitions besides collecting hunting trophies and tapestries. He mostly leaves his wife to manage his fiefdom, and tends to do whatever she asks of him. He is completely devoted to his family and friends, and likes to see them all often. His town is very rustic, and it exports furs, horns, meats, and mead. They have a relatively powerful army with a number of veteran knights that is unlikely to be deployed for any reason other than defence.

Voice clip: *"It's great to finally meet you! I'm Lord Daniva, but I'm sure we're going to be fast friends, so you can just call me Dani. Would you like to go hunting together sometime? Huh? Trade agreements? Alliances? Ahh, talk to my wife about that boring admin stuff, she's much better at it than me. Haha!"*

>Lux Faeren

Faeren is an Estrellan noble who controls an area of territory on their northeastern border with Razenova. They are pansexual, unmarried, and have a reputation as a libertine who throws wild and debauched festivals. Their land is very fertile and their people eat very well, spending most

of their time relaxing. Having Faeren as your personal friend will give you better ties to Estrella and potential access to new crops, particularly if your town is in Avosnia, but it may cause some Razenovan nobles to resent you. Lux is an Eitadorian title of nobility for non-binary people. Voice clip: *"I'm Lux Faeren. You might have heard of me already? I rule over a wonderful section of Estrella that you simply must visit sometime! Too many of my neighbouring lords are real sticks in the mud, so I'm looking to make some foreign contacts."*

>Anira Pojekov

Anira is the daughter of an aging Razenovan Lord who desperately wants to marry off his daughters. He was once a major warlord, and his family have many friendly connections and control a massive area of the Northern Heartlands. Anira is nice, but her sheltered life has resulted in naivety. She's an introvert with very few deep interests outside of language and reading. Her favorite stories are of chivalric romance. She is perhaps one of Razenova's greatest experts when it comes to some of these cherished legends.

Voice clip: *"Oh, um, hello there. My father wanted me to introduce myself to you, but I must confess that I am a little bit lost for words. It's not often that I talk to people like you, I'm usually too busy reading... Are you into books at all?"*

>Merevin Ratsuva

Merevin's father ruled a large swath of land near Karfor before being killed by an invading army of neighboring warlords who feared that his power was growing too vast. Merevin grew up there, but has since been travelling, longing to make a friend who will help him take back his home. He's headstrong, perhaps egotistical, and fancies that he may someday become a king. It's not entirely just talk though, as he does seem to have an incredible knack for battle strategy. He's willing to help further your goals if you agree to eventually help further his.

Voice clip: *"I'm going to take back what's mine and you're going to help me do it. People like us are kings at heart, conquerors of men, and we have to be ready to fight for our place in this world. With your army, and my strategies, we are going to crush all who dare to oppose us!"*

>Vilyra Yahn'ik

Vilyra is a peasant girl, and one of your childhood friends. She can reconnect with you and move to your new town, bringing along her elderly parents and three hardworking brothers. She looks after her parents, makes clothes for her brothers, and cooks for them most days, but she wants to have kids of her own sooner rather than later. She knows a lot of folk songs and ballads, though she's still a little bit shy about singing in front of large crowds. You'll probably be playfully teased over all the embarrassing things you did when you were young.

Voice clip: *"It's really nice to see you again! So, this town... it's all yours now? That's amazing! Me and my family are still just doing our best to get by, but you know how it is. I have to work pretty hard to keep everything from falling apart. You should still come over for supper one day though!"*

>Darin Gulaeon

Darin was another of your childhood friends. You used to play roughhouse and wrestle each other for fun, and you're likely to do it again if you reconnect. His father was a soldier who defected from Estrella when he fell in love with a woman in Avosnia. He taught Darin how to protect himself and his friends in a fight, while his mother taught him how to care for plants and

animals. In recent years he's been working as a mercenary, but a big part of him now desires to start a farm somewhere and look for a wife. He's really good at playing the flute.

Voice clip: *"Long time no see, huh? It's great that you're doing so well for yourself! I'm happy for you. I've just been drifting through life recently. I was a mercenary for a while, but I'm getting pretty tired of it. I don't want to fight in other people's wars, you know? I want to fight for a place I can call home."*

>Ramish of Jedna

Ramish is a legendary warrior from the Oasis of Jedna who fights with a huge axe polearm. They're known throughout the continent for winning tournaments and duelling other famous warriors. You might be able to convince them to stay if your town is nice and you can provide them with opportunities to fight. They could perhaps even become your bodyguard if you shower them with treasure and glory. As a person, Ramish is quiet and solitary. They speak respectfully and demand respect from others, with few being brave enough to not give it.

Voice clip: *"Are you looking for a fight? No? Very well then. In that case, can you please point me in the direction of one? I'm growing restless, and my axe is singing for blood."*

There's quite a bit of extra background involving a few of these characters.

Merevin Ratsuva's family history is outlined in the ['The Rise and Fall of Gaskiev Ratsuva'](#), a ~5400 word historical biography of his father that explains what his family lost and how it happened. It includes a lot of references to other things in the CYOA and helps to explain some of the politics that exist in Razenova.

Ramish of Jedna is written about in a first-hand account by a traveller who watched him get into a 1v5 fight in ['Slaughter at the Oasis'](#).

And one of the songs written by Vilyra Yahn'ik is recorded as ['Vilyra's Song of Wanderlust'](#).

### **Faction Allegiance**

There is no pressure for you to join any faction at all, but they could open up some interesting opportunities if you're a team player who is willing to tolerate following somebody else's rules. *Choose as many as you desire.*

>Commerce Guild Consuls

*You must have built a Guild Hall dedicated to merchants of some kind, and cannot have chosen the Weights and Measures Act edict.*

A number of lords form a special council within Razenova's High Guild of Commerce. They meet every few months to discuss and vote on trade rules and regulations. The members of the council are always the ones who benefit most from these rules, and their towns tend to be wealthy.

>Cloud Scribe Order

*You must have built an Order of Monastics.*

The Cloud Scribe Order is dedicated to preserving and replicating great works of literature. They also get to decide what exactly counts as 'a great works of literature', voting every year on a selection of books that all member parties agree to set their monks about in creating copies of.

>Patrician Alliance

*You must have chosen The Very Finest Finery or The Very Finest Fashion.*

The Patrician Alliance is made up of lords from Razenova, Estrella, and Iberia. They're people who are well-known for supporting artisans and well-known for having many expensive and beautiful things. They host fashion shows and competitions and visit each other's estates.

>The Red Palm

Red Palm is a peasant organization who want more rights for the commonfolk. They're reviled by almost all lords in Razenova and Estrella as they have attempted to assassinate rulers they see as tyrannical. Some powerful people seem to be financing them with weapons and safe haven, however, and perhaps you're one of them? It will keep their attention off of you.

Learn more about this faction in ['RISE UP! A Red Palm Pamphlet' \(.PDF\)](#)

>Malkyr's Banner

Lord Malkyr formed this group 50 years ago, and it's still going strong long after his untimely demise at the hands of an Estrellan archer. It's a large raiding party who regularly cross the border to loot and burn towns in Estrella for a handsome profit as well as just the glory of battle. A number of famous warriors and major lords take part, so it could be used for networking.

>Wilderland Pact

*You must have chosen The Wilderlands.*

The Wilderland Pact is a defensive alliance who encourage trade and cooperation within the Wilderlands and discourage it with those outside of the Wilderlands. They believe their land is culturally unique as well as well-positioned to fight for independence from the rest of Razenova.

>Korvarian Cult of the Ascendency

*You must have built the Great Temple, chosen Ascendancy Religious Dedication, and chosen the Piety and Temperance edicts.*

Korvaria is the site of the Ascendency's most important temple, and the Korvarian Cult are some of the Ascendency's most extreme followers. They abandon the principle of non-violence wherever it is 'theocratically justified', and organize to regain power and influence for the religion.

>Knights of Hale

*You must have chosen Monathia, Varukuzah, or Tashirel Religious Dedication, and chosen the Piety edict.*

This is a secretive Estrellan order that sometimes accepts Razenovans. They are dedicated to fighting spiritual threats. They take a pledge to kill tyrants who restrict Eitadorian polytheism, warlocks who use their powers maliciously, foreign crusaders, and 'all supernatural dangers that were born of evil'.

Learn more about this faction in ['The Knightly Poem of Hale'](#).

## **Successor**

One day, though hopefully not soon, you may be passing on everything you own to somebody new. How will you designate a successor?

*Choose one.*

>Firstborn Child

Your firstborn will be your heir. This is a simple and common way of choosing a successor that can limit fighting somewhat. It also means they can be taught leadership from birth.

>Chosen Heir

You will decide which of your children should be your heir. This means you can pick the best one for the job, and make sure they actually want to take it, while still ensuring a lineage.

>Competition

Hold a competition open to the entire town. Test people on whatever you want, from martial skill to the ability to acquire votes. The winner is chosen as your successor and trained.

>Who Cares?!

Either you genuinely believe that you're definitely going to live forever, or you really just don't care about what happens after you die. Let everyone else sort it out or fight it out!

### **Grand Map of Eitador**

[Map of the content goes here. In the north of Razenova, west to east: the mountainous Wilderlands, the Puratovan heartlands of Taunova, Atrovia, and Kozhuk, and the Butylka steppe. Further south, the sandy Jumariyan plateau featuring a large lake, Veruvan valley through the desert, and green and coastal Avosnia with its north and east regions marked out. Xhakhoro is more southern, its core region being Karfor with several large rivers sustaining a small but densely populated area, the tropical Isle Nashir off the coast, and the rest such as Dansiri, Shahir, and Korvaria is dominated by mountains and desert. The Southern Plains mark where the desert ends and flat grassy plains begin, but soon also comes the border with the kingdom of Estrella, which covers the southern third of the continent. In the west of Estrella is rural Wesland and in the east is Nauticau, a land covered in rivers and rich coastal cities, while its capital region is in the center.]

### **Peroration**

Thank you for playing the CYOA! This was a long project that just kept getting longer and longer, and it's my first attempt at anything medieval. I hope that you enjoyed it, and want to let you know that there's still more Eitador content still to come if you did. It's been a really fun worldbuilding project for me, and it's not just the product of my own labor, but also that of the many people who voluntarily provided voice acting, UnendingJunrei who helped with the additional lore pages, and all of the people who post thoughtful builds for me to read.

[pixel art medieval village :\)](#)

CYOA and pixel art by [jayemouse!](#)

[Find more of my stuff in the CYOA index!](#)

Suggested background music: [you're a celt dancing in the woods](#)

[Russian Folk Music & Slavic Music](#) (instrumental)

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