

TALES OF MAR DE ORO

One-Page Primer · Continental Powers, Éterlumin, and Airships

VALDEGRACIA

The Mother-Crown

Eldest authority of the continent, organized around its own oldness, where crown and Solarian Church are so thoroughly interlaced you cannot say where one ends and the other begins. Its colonial moment is barely fifty years old, and it has spent them discovering what its inherited certainty costs.

ALBIONIS

The Naval Crown

An old maritime kingdom whose genius was forged, deliberately, in ledgers, hull design, and networks of information that let a nation act on what it knows before its rivals know it knows. Confident in the structure that produced it, quietly certain civilization has a shape and Albionis stands near its center.

STROOMDIJK

The Chartered Kingdom

A parliamentary monarchy bent so far toward commercial governance that the crown is mostly the constitutional anchor of an elaborate charter arrangement; the real decisions sit with the Directorate. Born from a cold, well-financed revolt, its wealth is built on position, ledgers, and a procedure no outsider can fully predict.

LUMINORE

The Civic Republic

A Solarian republic that has spent two centuries organizing civic life around a single proposition: that faith and reason are not in competition but are expressions of the same underlying order. Its cultural weight, university, press, and elected assembly, is disproportionate to its territory.

DUCHY OF HELLER

The Newest Thing

Barely twenty years old as a settled community, its formal autonomy within Valdegracian dominion acknowledged less than a year ago. Solarian in faith, practical enough to welcome Fellowship sailors and Oraclean merchants at its wharves; a community built on demonstrated loyalty and the solidarity of people who crossed an ocean without guarantees and made it work.

EISENMARK

The Disciplined State

Order is not merely useful; it is good. A correctly ordered system participates in the same principle the Architect expressed when Fortera was made. Its army is the most professionally trained on the continent, its bureaucracy the most systematically documented, its scholars unusual for moving between engineering and theology without strain.

VOLKHAROV

The Interior Empire

Governed by vyderzhka, the cultivated capacity to outlast, Volkharov has learned across generations that the worst outcomes occur when organization fails. Oraclean in faith and geographic in ambition, it expands not by sea but by the slow, relentless overland extension of a polity into a vast and inhospitable interior.

ÉIRIGHDÚN

The Convenient Friend

An island republic, publicly neutral in ways that do not prevent it from having extremely strong private opinions about everything. Beneath its western highlands lie significant deposits of Éterlumin; deep harbors, reliable credit, and that working relationship make it something major powers have learned to leave intact.

ÉTERLUMIN

The rare aerial substance most prized for lift; in truth, Fortera's physical carrier in the present age. It is not forgiving of structural failure. When an airship comes apart at altitude, what follows is not a sinking but a disappearance.

AIRSHIPS & TONE

Fast, difficult to intercept, able to operate above weather that grounds sea fleets, and capable of delivering exactly the right people or payload to exactly the right place without a harbor. Their crews are closer to a military order than a merchant crew: ranks, protocols, and an institutional memory of what went wrong last time, preserved with the seriousness of a religious text.