Arcana
Realms

Mulithor

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Kingdom of Mulithor

The history of the realm of Mulithor is long, and often bloody and cruel. The lands of the realm lie upon the western shores of the northlands, and so it has had more contact with the western realms then most of the northlands, but this too has brought it own problems.

The kingdom started as the duchy of Mulithor, and was the northern most holdings of the realm of Shradian. Long had the duchy been a part of the realm, and its history lies even further back into the past with that lost kingdom. It is during the second brother's war though, that the duchy broke away from Shradian proper, and from then on was simply know as Mulithor.

After the split from the older realm, the Duke of Mulithor, along with the support of his barons, Blackmoor and Hacherd, began the realm with a new energy and vigor. They soon had to turn aside more then one wolf out to feed on weak prey though, with a push from Shradian and Nudia the most vigorous assaults on the new realm's survival. This ended when, as with all the realms of the north, Mulithor had to stand with the Magi of the north to hold back the goblin uprising during the War of Winter's Cold, once the war was done the realm was stronger and well able to continue on. (With of course the generous help of the northern Magi) The war saw the old king dead though and no proper heir, so the barons got together and voted a new king and a new line, the Vandimire. (Many point out that the Blackmoors' had a better claim, but they had lost so many men in the holding of the King's Castle that they could not press the claim and survive the war that would follow)

From that point on the realm has grown, shrank and expanded again, ever at odds with its southern enemies of Shradian and the eastern boarder fights with Nudia.

Add the constant problem with goblins out of the woods and the realm has seen plenty of war and battles. With the northern alliance against the Magi and the realm of Shradian, Mulithor took on a leadership role and it was with its king that the many battles were won for many credit him alone with the defeat of Shradian's mad queen and the holding of the alliance together.

Soon though, the war of the Dark Heart began to rage and the castle was sacked and burned. Years after the war had ended the king began to build a new castle, one with roses carved all about its wall and corners. Called the Rose Castle, it stands today a bright and shining testament to a wondrous creation. Pity is has seen so much blood flow down its walls.

Ever since the realm has kept an active role in the politics of the region and none in the north see them ever stepping side.

Since its founding, the realm has had many enemies, many rivals and a few allies. The realm itself lies mostly along the western shores of the northlands, and at it height stretched from the tip of the northern woods all the way to the moors of Torren. Now in its present day configuration, its boarders are smaller, but no less patrolled or in dispute.

The current king of Mulithor, king Derbin, has plans for the realm's renewed growth, all of which, no dough, will be at the expense of other kingdoms. As the realm has the only real port of call for traders out of the west, the realm has seen its share of riches and western ideas, many which then filter off into the rest of the north. Thus to some, Mulithor has become a center of northern culture and riches.

So there it is, an old realm, one with a bloody history, which has seen better times. A King with ambitious plans and the gold to see them though.