

THE WITCHER

CRISIS COMMITTEE





Dear delegates,

It is my pleasure to welcome you to UTMUN 2018. My name is Mohammad Moustafa and I am a second year student at the University of Toronto studying Computer Science & Philosophy. I am thrilled to be serving as your director for the Witcher committee and am excited to see what paths each of you take in this mystical and politically driven realm, finding balances between warfare and magic to bring peace (or possibly more warfare) to the Continent.

The Witcher is an expansive series of books and video games written by Polish author Andrzej Sapkowski in the mid 1980s. The story of the Witcher brings together fans from all over the world to revel in the intricate and enthralling saga brought to life by one of fantasy fiction's best authors. This committee will look to bring The Witcher to life.

In Sapkowski's story, Witchers are highly skilled monster hunters for hire who travel the Continent, accepting contracts where coin can be made. The story follows the travels of the main character Geralt, the Witcher of Rivia, across the continent in search of contracts, and his adopted daughter Ciri. Unfortunately, none of you will get the chance to be witchers in this committee, but their presence will certainly be felt as the committee progresses.

By diving head first into the world of the Witcher, this committee puts all of the power in the hands of you, the delegates. The Witcher will give you the opportunity to employ aspects of international relations, state building, and warfare as you tackle the issues facing the Continent. All of this is brought together in a realm of fantasy and magic, allowing you to come up with all sorts of crazy personal directives that many other committees cannot. I recommend using this background guide as well as the Witcher Wikia as a primary source of information regarding the characters, the Continent, and the different resources at your disposal.

Helping to carry out the variety of plans and tactics you will come up with is our wonderful crisis team. The team, which sits behind the scenes, consists of one crisis manager and four crisis staffers with whom you will be interacting endlessly during the conference. Our manager is Jovan Maric, a seasoned veteran when it comes to Crisis MUN since he has not only managed several crises before at U of T, but has himself been a delegate at many of the major university conferences throughout North America, racking up several awards. He is planning something big for all of you, I will tell you that much.

The crisis staffers for The Witcher are June Lam, Roberto Fusciardi, David Yu and Jozef Grygorcewicz. All four of them have extensive knowledge of the Witcher universe and



are waiting in anticipation to see what you throw at them, and what they will throw right back at you.

We, as the staff and creators of this background guide, hope to work with you in not only pushing forth the ideas and plans you have devised, but to encourage creativity in the wildest of senses. The Witcher is what you make it, so use this opportunity to create a world that even Andrzej Sapkowski could not have imagined.

Good luck delegates,

Mohammad Moustafa, Director

**Introduction: The Witcher Series**

The Witcher Saga is a series of novels and short stories, written by Polish author Andrzej Sapkowski. They tell the story of the professional monster hunter Geralt of Rivia, and are set in a fantasy world simply referred to as “the Continent.” These stories have had a massive cultural impact throughout the world, being adapted into movies, television shows, and an award-winning series of video games.

The simulation you are about to participate in uses these source materials as canon. We are set in the period following the events of the Witcher novels, but before the events of the Witcher video games. Therefore, while the video games provide insight into the world that we are creating, they have not yet occurred in our simulation. The material which delegates will want to consult are the first two novels in the Witcher Saga, *Blood of Elves* and *Time of Contempt*, which take place during the first two Northern Wars. The aftermath of these wars will be the subject of our committee, following an event known as the Peace of Cintra. While both the novels and the video games focus on the lives of specific characters who interact with and influence these events, our committee will have a much broader scope. Delegates will represent the various world powers which exist in the world created by Andrzej Sapkowski.

This background guide seeks to provide delegates with a basic understanding of the war and the parties involved, and the general world which they will be inhabiting. However, the guide is by no means exhaustive; delegates who read the novels will certainly gain valuable insight into the politics and intrigue of our world, and potentially a competitive edge within the committee. This guide cites heavily from the Witcher Wikia, which is also an excellent source of information on this committee.

The Northern Kingdoms:

The Continent is broadly divided into the North and South regions, roughly along the lines of the Amell Mountains. There are many kingdoms in the north, which have historically competed with, allied with, and dominated each other. The map of the northern kingdoms is therefore everchanging. Below are descriptions of the largest northern kingdoms, which will be represented by delegates in this committee.



Note: this map does not accurately reflect the current state of the Continent and will not be used in committee; it is provided as a visual aid when reading the background guide.

Redania:

Redania sits in the northwestern region of the continent, where the agreeable climate allows for vast fields of grain. The economy is therefore heavily dependant on agriculture and trade, rather than manufacturing. Their main rival historically has been the Kingdom of Temeria, with whom they engage in tariff wars, but relatively little fighting. The kingdom is ruled by a monarchy, and has arguably the most privileged nobility; as a result, the peasant classes are treated horribly and are liable to rebellion. Due to the recent assassination of King Vizimir II, Redania is temporarily being ruled by a Regency Council. The government is heavily influenced by its extensive intelligence networks and many sorceresses. It also has the world's most effective cavalry, as the world's best horses are raised here. The key cities in Redania are: Tretogor, its capital; Oxenfurt, which is situated around the largest University in the North; and the free city of Novigrad. For historical reasons, Novigrad only nominally falls under the authority of Redania's king, and is de facto ruled by a Hierarch; it has a powerful navy and is the main trading partner of Redania ("Redania," n.d.).

Kaedwen:

To the northeast of the continent lies Kaedwen. The largest of the Northern Kingdoms, its vast size creates extreme variances in climate. The north is cold and harsh, but dense forests become increasingly common as one travels southward. These forests provide the timber resources which are essential for the kingdom's economy, and which sustain its vast military industry. The kingdom is geographically protected by the Blue



Mountain range to its east, and the Kestrel Mountains to the west, but the southern border is left vulnerable, demarcated only by the Pontar River. This region also produces the majority of the kingdom's agricultural resources, so it is extremely valuable. Historically, Kaedwen has laid claim to the fertile lands south of the Pontar as well, to provide more security to its southern border. The monarch sits in the capital city of Ard Carraigh, which is strategically situated in the center of the kingdom. Another key city of Kaedwen is Ban Ard, which some consider the true capital; this is because the city produces great wealth through its mining industry, and due to its world-renowned sorcery school, the Ban Ard Academy ("Kaedwen," n.d.).

Temeria:

Widely regarded as the second most powerful of the Northern Kingdoms, Temeria is kept stable largely due to the diversity of its economy. Temerians have highly developed industries of agriculture, food production, animal husbandry and weapons manufacturing; this has led to their currency, the oren, being widely used, even outside the kingdom. The Mahakam mountains on Temeria's eastern border provide a natural defensive barrier, as well as a wealth of precious metals. However, the rest of the kingdom's borders prove much more problematic. The northern border is formed by the Pontar river, whose basin provides incredibly fertile soil; this has historically led to conflict with Redania. The western border is contained by the effectively sovereign forest of Brokilon, which is inhabited by hostile and powerful dryads. Finally, along the southern border, Temeria comes into contact with the hostile and expansionist empire of Nilfgaard. Two of its vassal kingdoms, Sodden and Brugge, span both sides of the Yaruga River, making Temeria the only northern power with territory south of the Yaruga. Notable areas in Temeria include Vizima, the capital where the king sits, and the magical Thanedd Island, which houses an academy for young magicians ("Temeria," n.d.).

Aedirn:

Of all the Northern Kingdoms, Aedirn is possibly in the most strategically difficult situation. Only its eastern and western borders are protected, by the Blue Mountains and the Mahakam Mountains respectively. However, these also limit the kingdom's ability to expand, so it is relatively small and relies a great deal on trade. The southeast portion of Aedirn, known as the Valley of the Flowers, was historically inhabited by elves, and now exists as an independent elven state due to recent events. To the southeast lies the Kingdom of Lyria and Rivia, which theoretically protects Aedirn from direct contact with Nilfgaard. In the north, Aedirn holds the most valuable and fertile portion of the Pontar River valley, giving it a competitive edge in agricultural trade. However, Kaedwen has historically laid claim to this territory, and even recently occupied it during the Second Northern War. Therefore, this land is both a blessing and a strategic vulnerability. Over the course of history, constant warfare with Kaedwen in the north and elves in the south has led Aedernian society to become highly militarized, and suspicious of foreigners. They are



very loyal to their king, who sits in the capital city of Vengerberg. Once quite a rich kingdom, Aedirn has recently suffered due to the loss of the Valley of the Flowers, and the damage done to the Pontar Valley during the Kaedweni invasion ("Aedirn," n.d.).

Skellige:

The Skellige Isles lie off the west coast of the continent. Each island is ruled by a jarl, who swears fealty to the King of Skellige; in reality, power is quite decentralized, and islanders hold tightly to their clan identity. Society in Skellige is markedly different from the Continent; they have their own unique religion and conception of history, and experience a remarkable level of social equality and meritocracy. A significant part of the Skellige lifestyle consists of raiding, upon fellows islanders as well as continentals, but they also practice agriculture, fishing, and small scale manufacturing. Shipbuilding in Skellige is not as industrialized as it is on the continent, but Skelliger ships are faster and better made; Skelligers themselves are also the world's best seamen. In the recent wars with Nilfgaard, the Skellige Isles were united against Nilfgaard due to historical events, and played a key role in the success of the northern kingdoms ("Skellige," n.d.).

The Northern Wars:

Nilfgaard is a massive, expansionist empire, headed by Emperor Emhyr var Emreis. In the preceding centuries, they managed to conquer the entirety of the southern portion of the Continent, but have so far conquered only a small portion of the north. They have engaged in two wars with the north, but both times the Northern Kingdoms have banded together in a coalition to beat back the southern armies.

The First Northern War:

By 1239, the Nilfgaardian Army had already conquered all of the South of the Continent, but did not yet risk crossing the natural boundary of the Amell Mountains. At this time, Nilfgaard was ruled by a man known only as the Usurper, who had seized power in the Empire by murdering Emperor Fergus var Emreis. The situation changed when the son of Fergus, Emhyr, returned to the Nilfgaardian court and gained enough support to launch a successful counter-coup. ("Usurper," n.d.)

Under Emhyr, the Empire continued its territorial expansionism but with renewed energy and violence. In 1262, he crossed the Amell Mountains and began attacking the northern Kingdom of Cintra. He defeated the main Cintran forces in open battle at the Battle of Marnadal Valley ("Battle of Marnadal," n.d.), then moved on to attack the defenseless capital city, leading to the Slaughter of Cintra. Almost everyone in Cintra was killed at this time, and the sheer cruelty of what had happened caused many of the kingdoms in the North to begin to cooperate against Nilfgaard ("Slaughter of Cintra," n.d.).



Emhyr also managed to partially conquer the Kingdom of Sodden as far as the Yaruga River, dividing it into Upper and Lower Sodden. However, his belligerent actions had inspired the Kingdoms of the North to form a coalition, which had the support of many powerful mages. He was thus halted at the Battle of Sodden Hill, which claimed many lives but ended the First Northern War ("Northern Wars," n.d.).

The Second Northern War:

The peace which followed the First Northern War was not a steady one, and was essentially a temporary truce. During this time, the Northern Coalition which had defeated Nilfgaard at Sodden Hill plotted a military campaign to take back the Kingdom of Cintra, while Emhyr began mobilizing his armies to continue his expansion (Sapkowski, 2009).

Conflict erupted after mages working for Emhyr var Emreis attempted a coup at an annual mages' banquet, resulting in a great deal of violence and bloodshed for both sides ("Thanedd Coup," n.d.). Nilfgaardian forces seized upon this confusion by moving their forces against the Kingdom of Lyria and Rivia, which was effectively conquered within a few short days. They continued north into Aedirn, taking the capital of Vengerberg quite suddenly (Sapkowski, 2013).

This period of the conflict was characterized by a great deal of opportunistic cooperation with Nilfgaard on the part of several Northern Kingdoms. King Henselt of Kaedwen made an agreement with Emhyr and together they split the Kingdom of Aedirn, with Henselt finally gaining the territory of upper Aedirn which he had claimed for so long. King Foltest made a truce with Nilfgaard and occupied western portions of Aedirn on behalf of the Emperor. King Demavend of Aedirn, with his Kingdom occupied by his former allies, was forced to flee to Redania ("Northern Wars," n.d.).

Despite making an alliance with Foltest of Temeria to conquer Aedirn, Emreis then began expanding into the south of Temeria. He quickly conquered Brugge and Sodden, and besieged the remaining Temerian forces at the Battle of Maribor; however, the onset of winter forced Nilfgaard's troops to withdraw to the areas they had already conquered ("Battle of Maribor," n.d.)

Emreis decided to rest his campaign for the winter and renew it in the spring. However, in these few months, his position was severely weakened by several factors. An internal power struggle, caused by an uprising in the Nilfgaardian nobility, threatened the Emperor's domestic position. While he eventually quashed this rebellion, it ended the myth of Nilfgaardian invincibility, finally inspiring the Northern Kingdoms to unite once again against Nilfgaard (Sapkowski, 2014).



The combined forces of Aedirn, Kaedwen, Temeria, and Redania (with several smaller Northern kingdoms) were able to defeat the Nilfgaardians at the Battle of Brenna. They engaged in a counteroffensive campaign which slowly took back the lands which Nilfgaard had conquered in Temeria. After eventually pushing the Nilfgaardian troops back south of the Yaruga River, the boundary which had existed after the First Northern War, all parties agreed that a peace treaty should be negotiated ("Northern Wars," n.d.).

The Peace of Cintra:

The peace treaty formulated in Cintra was an unprecedented display of diplomacy. According to the treaty, Nilfgaard gave up most of the territory it had conquered in the north. The Kingdom of Lyria and Rivia regained its independence, but areas south of the Yaruga, including the Sodden, Brugge, and Riverdell, were annexed by the Kingdom of Temeria. The Kingdom of Aedirn regained its northern lands up to the Pontar River, which had been annexed by Kaedwen during the war, but lost the Valley of the Flowers; this area became an independent elven state known as *Dol Blathanna*, which was nominally loyal to the King of Aedirn. The Northern Kingdoms were forced to relinquish any claims to the Throne of Cintra, and accepted Emhyr var Emreis as its ruler. Thus, a new world order was born ("Peace of Cintra," n.d.).

World of The Witcher:

Our committee is set in a fictional, fantasy universe. There are some key elements of this world which should be understood by delegates, so that they are able to interact with their surroundings effectively.

Magic:

Magic exists throughout the Continent in the form of the Force, but is concentrated in certain places and people (Sapkowski, 2009). These people, known as sorcerers and sorceresses (collectively, mages), study magic like any other academic pursuit, in order to benefit from it. Because of the power they wield, mages play an influential role in the politics of the Continent; most courts usually have at least one resident sorcerer or sorceress. Despite their typically competitive and bristly nature, mages also organize themselves into cooperative groups; the oldest of these, the Brotherhood of Sorcerers, is now defunct, but a new group calling itself the Lodge of Sorceresses is gaining prominence. Trust in mages is at an all time low, however, largely due to the memory of the Thanedd Coup, which most people only partially understand (Sapkowski, 2013).

It should be noted that while magic is indeed incredibly powerful, it exists in tandem with the normal technological development of the day. More and more technologies are being created which accomplish things once considered possible only through magic.

Elves:



Elves inhabited the Continent for thousands of years before humans appeared. Gradually, as humans began to harness the power of magic, they colonized the Continent and destroyed elven civilizations. In the present day, elves have become minorities almost everywhere in the Continent; though they have integrated somewhat into various societies, they are frequently mistreated and generally exist as second class citizens (Sapkowski, 2009). This treatment has led many elves to join a guerrilla movement known as the Scoia'tael, which engages in violence against humans throughout the Northern Kingdoms, and has allied itself with Nilfgaard ("Scoia'tael," n.d.)

During the Second Northern War, in return for her support during the Thanedd Coup, Emhyr var Emreis granted the elven sorceress Francesca Findabair the Valley of the Flowers, after conquering it from Aedirn. This annexation was formalized under the Peace of Cintra, meaning after centuries of being a stateless people, elves now have their own country of *Dol Blathanna* ("Enid an Gleanna," n.d.).

Witchers:

Witchers are humans who are raised from birth to be monster hunters. The same events which brought magic to the Continent also brought horrible monsters who are generally unfriendly to human habitation, so a group of renegade mages set about creating a mercenary force to respond to these threats. On top of intensive training, Witchers receive secret mutations which give them superhuman capabilities. As a result, they are not only skilled in killing monsters, but also at killing in general. They are highly sought after in cases where monsters are threatening people, but are also hired as simple mercenaries, assassins, or even thugs, earning them a reputation as unscrupulous freaks. As a result, the general population tends to treat Witchers with fear and disgust, and there have even been pogroms conducted against them. At the moment, Witchers are very rare, as all of the six known Witcher "schools" have either gone into decline or completely died out ("Witcher," n.d.).

Character List:**Radovid V:**

Race: Human

Nationality: Redanian

Radovid V was believed by many to be the rightful heir to the Redanian throne following the death of his father, King Vizimir II. However, the Regency Council that formed after his father's assassination stripped him of the title before he could control all of Redania. In theory, the Regency Council only holds power until the heir comes of age, but Radovid will stop at nothing to ensure that he takes back control of his kingdom as soon as possible.



Radovid is a human soldier and has been known to possess a deep hatred for mages. He is a brilliant strategist and many within Redania believe him to be well-suited to serve as a general. Radovid has extensive connections throughout the Kingdom and abroad, through his royal heritage. Although the Regency Council is responsible for the dealings of Redania and its military, several divisions of the military are still loyal to Radovid V and follow his personal command.

Sigismund Dijkstra:

Race: Human

Nationality: Redanian

Sigismund is the head of Redanian intelligence. Following the assassination of King Vizimir II of Redania, he was appointed head of the Regency Council of Redania, along with Philippa Eilhart. This has made him arguably the most powerful man in the kingdom of Redania. Sigismund is an exceptionally clever spy and has spent years training in the Redanian Secret Service as well as the Oxenfurt Academy. When it comes to obtaining information, there is no better man for the job, as his expertise and connections throughout the Kingdom are unparalleled.

Sigismund is weary of Radovid and his thirst for the Redanian Regency. Since Sigismund has control over major factions of the Redanian intelligence, he is able to constantly monitor any attempts at his life as well as any insurgencies within the Kingdom. However, Sigismund is also tasked with the very difficult job of managing Redania and its forces. He and Philippa Eilhart, whom many have accused for the assassination of Redania's last king, are responsible for overseeing all exports, imports and dealings of Redania. Temeria, their primary rival in the North, knows of the death of King Vizimir and could potentially exploit this as a moment of weakness. Sigismund must not only protect his own interests of remaining in power as head of the Regency Council, but also attempt to do what is best for the Kingdom of Redania at the same time.

Cyrus Engelkind:

Race: Human

Nationality: Redanian

Cyrus is the hierarch of Novigrad, a religious leader who has spent his whole life in the free city. He is also called "His Holiness," and was elected during sessions held by the Council of Electors to represent the free city of Novigrad. Cyrus maintains his personal wealth through his relationship with the city's many banks. Though Cyrus does not possess an army, he does oversee the city's secret service and is in good standing with the municipal forces known as the Temple Guard.

Cyrus is a religious man, but does not let that impede on his goals of keeping Novigrad both free and under his control. He is well respected in Novigrad as he holds very



strong connections with the Priesthood, yet he is not fearful of using religion to mask his own personal goals of keeping power.

Novigrad is home to one of the most organized and biggest criminal underworlds of the entire continent, known for its organized robberies, fights, casinos, and contract killings. The combined power of the cities crime lords easily outmatches that of Cyrus, making him often subservient to their wishes.

Esterad Thyssen, King of Kovir and Poviss:

Race: Human

Nationality: Kovir

The Northern Kingdom of Kovir and Poviss is situated on the very northern border of the Continent, encompassing the western Dragon Mountains. It is the largest exporter of mineral resources in the known world, owing to the combination of its mountainous terrain and the many sea ports along its southern coast. The vast majority of gold in the North is produced in Kovir, along with many other precious metals, making it the richest realm in the North by a large margin. Due to an old treaty with Redania, the Kingdom maintained neutrality during the Second Northern War, thereby avoiding the destruction which its neighbors faced.

Esterad Thyssen is no military genius; his kingdom lacks any real army, and the vast majority of his ships are used for trade. The safety of Kovir and Poviss relies on its impenetrable geography, as well as historical treaties which force Redania to ensure its safety. Thyssen retains his rule through effective economic practices, which ensure wealth and happiness throughout his kingdom. He must now consider to what degree he should involve his kingdom in the ongoing struggles of the North, and how best to use his economically advantageous position.

King Henselt of Kaedwen:

Race: Human

Nationality: Kaedweni

King Henselt is a god amongst men on the battlefield. He is perhaps the most experienced regent in the Northern Kingdoms when it comes to military conquest, and historically ruled over the most land.

In the past, Henselt has spent much time and effort fighting the Kingdom of Aedirn over control of the Pontar Valley, due to the massive profits it provides. He is currently situated in Ard Carraigh and has strong connections with the world-renowned secrecy school, the Ban Ard Academy.



Henselt is loved by the majority of his people, both because and in spite of his plan to exterminate all non-humans in the areas between the Pontar, Gwenllech and Buina rivers. Naturally, this has meant unpopularity amongst non-humans, and has led to several small rebellions of dwarves and elves, which Henselt must now keep in check.

Sabrina Glevissig:

Race: Human

Nationality: Kaedweni

Sabrina Glevissig is one of the most powerful and influential sorceresses in the Northern Kingdoms. It is common for sorceresses to sit on royal courts as advisers; Sabrina does this for King Henselt of Kaedwen. She is feared by the Kaedweni people and is known for her temperament and determination; rumors abound that she even has the King under her thumb. She commands immense power as a member of the Lodge of Sorceresses, so it is no surprise that her influence goes well beyond Kaedwen.

Sabrina is known as a wildcard; she can follow, serve, or even command whomever she chooses. At the moment she is loyal to Henselt, but her personal ambitions and intuitions will always be her primary driver.

King Foltest of Temeria:

Race: Human

Nationality: Temerian

Foltest is a powerful and cruel monarch. He sits in the Temerian capital of Vizima, which lies at the intersection of several important trade routes. Under his rule, Temeria has become the most powerful and largest of the Northern Kingdoms, gaining the most land during the Second Northern War. He has access to some of the most advanced military technologies in the Continent, through his overlordship of the Mahakam mountains.

Foltest believes himself to be the most competent and wise of all the monarchs within the North, and his desire to expand the Kingdom of Temeria is a cause of concern for his neighbors. However, his newly expanded kingdom may be at risk of overstretching itself, as internal rebellions have begun to foment. Foltest must maintain the advantage he has gained via the Peace of Cintra, while continuing to work towards hegemony over the North.

Vernon Roche:

Race: Human

Nationality: Temerian

Vernon Roche is the decorated commander of the Blue Stripes, a special forces branch within the Temerian military under King Foltest. Due to the strong personal



connection between Roche and the King, he has virtually unchecked control of his own troops and how he uses them, as long as it is good for Temeria.

The Blue Stripes are an elite unit who specialize in scouting, interrogating, and counter-insurgency. Every member of the Blue Stripes is extremely loyal and reliable, making Roche one of the most powerful individuals in Temeria. He has extensive knowledge of the kingdom and its geography, not to mention a great deal of intelligence on other leaders of the Continent.

Brouver Hoog, Elder of Mahakam:

Race: Dwarf

Nationality: Mahakaman, vassal of Temeria

The Mahakam mountain range forms the eastern border of the Kingdom of Temeria, but also functions as a semi-independent province. It lies in the centre of the Continent, giving it connections to virtually all the major powers. The mountainous terrain makes it naturally easy to defend, while also lending vast deposits of high quality iron and steel. It is inhabited mainly by dwarves and gnomes, who make their trade by mining and forging, creating possibly the best and most technologically advanced weapons on the Continent.

Brouver Hoog pays homage to King Foltest, but within Mahakam he is the ultimate authority. He is known for being stubborn, conservative and harsh, but fair. He tends to avoid the internal politics of the Northern kingdoms; however, as the dominant source of war metals on the Continent, he recognizes the role he plays within these conflicts. He also has at his disposal the Mahakam infantry, who are a small but fierce, resilient, and effective guerilla army.

Kistrin, King of Verden:

Race: Human

Nationality: Verdenian

Kistrin rules over the small, coastal state of Verden. This Kingdom lies in a geographically difficult position; to the south lies Nilfgaard, to the east are the impenetrable forests of Brokilon, and the coastline to the west has historically been plagued by the raids of Skelligers. However, the kingdom has the advantage of sitting at the mouth of the Yaruga River, meaning it controls much of the naval trade of the Northern Kingdoms. As a result of these factors, Verden has developed a powerful navy.

Kistrin is a charismatic and hugely popular leader, both within his own kingdom and within the North. During the Second Northern War, his father betrayed his own allies and swore fealty to Nilfgaard, but Kistrin was able to lead a guerilla uprising and drive his father out. Thus, what he lacks in prestige, Kistrin makes up for with the personal loyalty



that he commands from his people, not to mention his extensive experience in asymmetric warfare.

Crach an Craite, Jarl of Skellige:

Race: Human

Nationality: Skelliger; Clan an Craite

Crach is the leader of the an Craite clan. He is very well connected amongst the Skellige islanders, and maintains close ties with King Bran. This has enabled him to become Jarl of Skellige, a title which effectively makes him the commander of Skellige's military forces.

Crach is the nephew of Eist Tuirseach, who was Jarl of Skellige before he was killed during the Second Northern War by Nilfgaardian forces. While Skelligers had been raiding the Nilfgaardian coastline for decades prior, the death of Eist Tuirseach inspired fullscale warfare. Crach led Skellige's combined forces and rammed the Nilfgaardian coastline for months on end, playing a key role in the victory of the North and earning himself a title amongst Nilfgaardians, "Wild Boar of the Sea."

Crach is also one claimant to the title of Jarl of Ard Skellig, Skellige's largest island, which he rules from the fortress of Kaer Trolde. His clan only has effective control of the northern portion of the island, as the south is controlled by Clan Drummond. This makes the two clans mortal enemies. Crach must ensure that his clan does not lose the lands on Ard Skellig for which his ancestors fought.

Madman Lugos, Jarl of Clan Drummond:

Race: Human

Nationality: Skelliger; Clan Drummond

Madman Lugos is the Jarl of Clan Drummond, famous for his reputation of a furious and violent temper. He claims to be Jarl of Ard Skellig, a title which is contested by Crach an Craite. Lugos rules over the southern portion of Ard Skellig from the fortress of Kaer Muire, but believes that the entire island belongs to his clan by right. As a result of this feud, the men of Clan Drummond typically do not fight alongside the armies of Skellige when they are called by Jarl Crach an Craite.

Clan Drummond has no allies in Skellige and is often left to fend for itself against any of the other clans. However, Lugos' ambitious and independent nature has attracted many young and ambitious warriors into his ranks. Lugos must decide how best to use these troops to return his clan to glory, and to maintain their uniquely savage reputation.

**Demavend III, King of Aedirn:**

Race: Human

Nationality: Aedirnian

King Demavend is a very cruel man who has spent the majority of his time as monarch battling with King Henselt of Kaedwen over the Lormark. He is an expert in military tactics as well as an incredible orator. He has been able to use his skills of public speaking and rhetoric to mobilize and motivate troops against the greatest of odds. Combined with his famous strategic thinking, this has created a very loyal Aedirnian military that is ready to commit to any task.

During the Second Northern War, Demavend was blindsided by the Nilfgaardian forces, and his Kingdom was quickly overtaken as a result. He also briefly lost the Lormark to King Henselt of Kaedwen. However, it was Demavend's ability to predict Nilfgaard's plans which helped turn the tide of war in favor of the North. While the Peace of Cintra restored Demavend's control in much of Aedirn, including the Lormark, his Kingdom lost the most territory by its terms, causing him a great deal of embarrassment. Demavend should consider how best to restore his reputation, and the safety of the lands which were proved vulnerable only a few years ago.

Even in a world of intense xenophobia, Demavend stands out as a racist against non-humans, especially elves. He regards the existence of Dol Blathanna as an illegal elvish settlement on Aedirnian lands, but has been forced to recognize its legitimacy by the terms of the Peace of Cintra. This has not stopped him from orchestrating and encouraging violent pogroms against elves in his kingdom, which has caused an exodus of their kind to Dol Blathanna. Demavend should consider what his approach to elves, and the elvish state, will be going forth.

Francesca Findabair (Enid an Gleanna), Duchess of Dol Blathanna:

Race: Elf

Nationality: Dol Blathanni, allod to Aedirn

Francesca Findabair is one of the world's most powerful sorceresses, and a longtime leader of pure-blooded elves. In the past, she has cooperated with Nilfgaard, supported the Scoia'tael movement, and played a crucial role in the events which precipitated the Second Northern War. For her help in destabilizing the North, Emhyr var Emreis made her queen of Dol Blathanna, a rich and historically elven province in the southwest of Aedirn, thus creating the first elven state the North has seen in centuries. However, in the Peace of Cintra, Nilfgaard was forced to relinquish all the lands it had conquered in the North, including Dol Blathanna; in order to avoid a continuation of the fighting, all parties to the treaty agreed that the elves should keep their new state, but as an allod to Aedirn rather than an independent kingdom. This means that Francesca now rules a semi-independent as a Duchess; she swears fealty to the King of Aedirn, but pays no tax or dues.



Francesca's position in the committee is a difficult one. She rules a state which has only existed for a few years, and which many in the North consider an illegal puppet settlement of Nilfgaard. This reality, combined with her elven nature, make her very unpopular among Northern leaders. However, she commands an immense amount of both respect and fear from everyone around her. As a founding member of the Lodge of Sorceresses, she has a handle on some of the most powerful magic in the world, and has demonstrated her skills in battle countless times. Her connections with Nilfgaard offer her access to the Empire's resources and intelligence. It should be noted that elves have lived in subjugation for centuries throughout the North, and Francesca offers them a chance at redemption, possibly even revenge.

Queen Meve – Lyria and Rivia:

Race: Human

Nationality: Lyrian

Meve is the Queen of the small kingdom situated south of Aedirn. Known for her wisdom and beauty, Queen Meve leads the Lyrian Army, one of the most professional and valiant forces in all of the Northern Kingdoms. The Kingdom of Lyria and Rivia borders the Nilfgaardian Empire, and was the first to be conquered during the Second Northern War; this makes Meve naturally anxious for her southern border. However, she personally took part in the guerilla military efforts to remove Nilfgaard from her kingdom, developing an intensely loyal and effective fighting force in the process.

Although she was instrumental in drafting the Peace of Cintra, its terms have left her sandwiched between Nilfgaard to the south and Dol Blathanna to the north, which many consider a puppet state. She is uncertain of her allegiance towards her fellow Northern Kingdoms, as they allowed for the infiltration of Lyria and Rivia in the previous two wars without sending any support.

Nevertheless, the current climate within the kingdom is calm, but anxious. Meve is in good standing with the remainder of the Northern monarchs and her bravery has time and time again earned the respect of the Lyrians and Rivians.



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