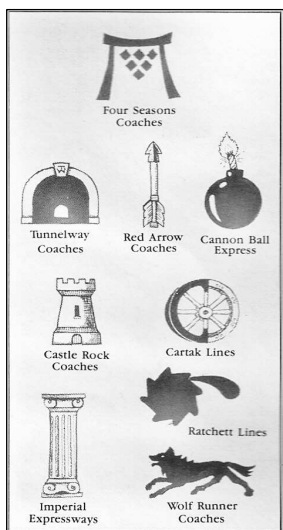


# PROVINCIAL FEATURES OF THE EMPIRE

## TOGETHER WE STAND DIVIDED

<b>THE GRAND COUNTY OF AVERLAND</b>		<b>People, Customs and habits</b>	
Ruler	The Land	At their worst...	At their best...
The last Elector, Marius Leitdorf, was killed in 2250 without leaving an heir to the power.	Averland is a series of sun-drenched rolling plains between rivers. A very fertile land.	Averlanders are contradictory, flighty and changeable	Averlanders are open, passionate and honest about what they are thinking.
Government	Military prowess	Known for...	How other looks at them
Royal autocracy, supported by feudal landowners.	Steady and coolheaded troops of pikemen, crossbowmen and some cavalry	Being generous especially when entertaining, and being intolerant towards lawyers and contracts, and being honest.	"A bit odd in the head" as one Troll slayer expressed it. "Watch their merchants, avoid their Nobles, and never ever trust their women"
Major Exports	Major Churches	Typical traits	Sayings
Cattle, leather goods, fine porcelain, wine.	Sigmar	Laughing at upsetting things	"On my honour": my word is my contract.
Capital:	Political situation	Speech & Accent	Customs & pastime
Averheim, famous for its stockyards of cattle and many slaughterhouses, Pillar of Skulls are a famous monument.	Stable, despite two centuries of political gaming and devious manoeuvring by rival nobles.	Have a strange almost "sing-song" element to their speech. They tend to soften harsh words and elongate vowels	Astrology and other superstitions is very popular in Averland

<b>THE GRAND BARONY OF HOCHLAND</b>		<b>People, Customs and habits</b>	
Ruler	The Land	At their worst...	At their best...
Electer Count Aldebrand Ludenhof, Grand Baron of Hochland, Marshal of the Talabec Reach, Defender of the Shrines, Baron of Hergig	Hochland is a heavily wooded province, with mountains and river valleys dotted with fertile farms and villages	Hochlanders are easily distracted and naïve.	Hochlanders are considered loyal, valiant, and adaptable
Government	Military prowess	Known for...	How other looks at them
Feudal, with an assembly of barons, burghers, and churchmen	Hochland long rifle regiments.	Its hunters and trackers. And the traditional dish of fired venison.	In Hochland, they say, a man loves his longrifle more than his wife.
Major Exports	Major Churches	Typical traits	Sayings
Timber, woodcrafts.	Taal & Rhya, Sigmar, Ulric and Shallya	Open, friendly and tolerant.	"Even unto death": drinking toast among friends.
Capital:	Political situation	Speech & Accent	Customs & Pastime
Hegrig, a modern town of stone and brick, sports a dwarf quarter that runs several nearby quarries.	Benefit from an age of prosperity, ambitious building plans, and refined magical theories from the college of sorcery in Hegrig.	Have a positive, warm style of speech, their accent is mild. Use a lot of animalistic reference in their language	Found of hunting and jaunty ballads.



### COACHING HOUSES OF THE EMPIRE

Travel in the Empire can be quite hazardous, as long stretches of the road cuts to through untamed wilderness, ominous forests, filled with bandits and beastmen. To this day you travel cheaper and saver by using the major waterways of the Empire. But several ambitious coaching houses are rivalling the travel barges of the rivers. Land travel by road on coaches is more expensive and more dangerous than the river barges. So why use them? Simple answer is speed.

The most successful of the Coaching houses is the **Four Season Coaches** which now cover all the main roads from Aldorf. They have established a chain of exclusive Coaching inns along the main routes out of Aldorf. Other major Coaching houses includes: Cartak lines and Ratchett lines of Aldorf. Red Arrow Coaches of Averheim, and Wolf Runner coaches and Castle Rock Coaches of Middenheim. Canon Ball Express and Imperial Expressways of Nuln, and Tunnelway coaches of Talabheim.

<b>THE GRAND DUCHIES OF MIDDENHEIM &amp; MIDDENLAND</b>		<b>People, Customs and habits</b>	
<b>Ruler</b>	<b>The Land</b>	<b>At their worst...</b>	<b>At their best...</b>
Elector Count Boris Todenbringer, Graf of Middenheim, Grand Duke of Middenland, Prince of Carroburg, Protector of the Drakwald, Warden of the Middle Mountains, Beloved of Ulric	Middenland comprises a vast swath of territory, containing ancient forests, wetlands, hills and grassland, <b>it includes</b> the silver rich Middle Mountains.	Middenlanders are a fractious, intolerant group, quick to mock and pummel those different from them.	Middenlanders are staunch defenders of pride, property, traditions and justice. <b>Distinguishing marks</b> Long beards and shaven heads.
<b>Government:</b>	<b>Military prowess</b>	<b>Known for...</b>	<b>How other looks at them</b>
Middenheim, feudal with powerful bureaucracy; Middenland, feudal with assembly of nobles burghers, and churchmen in Carroburg	The Knights Panther and the Knights of the White Wolf are powerful shock troops.	Their provincial dish—the spiced sausage.	They are coarse, arrogant and controlling, wild and hairy men.
<b>Major Exports</b>	<b>Major Churches</b>	<b>Typical traits</b>	<b>Sayings</b>
Wine, iron, wool and woollen goods, silver from the Middle mountains.	ULRIC!!!	Laconic and brusque	<i>"I'll raise my torch to it":</i> I'll protest this.
<b>Capital</b>	<b>Political situation</b>	<b>Speech &amp; Accent</b>	<b>Customs &amp; Pastime</b>
Middenheim, The greatest city of the north, sits atop a mountain, home to the Cult of Ulric.	Stable, despite their habit of rabble-raising.	Have harsh tones, and use archaic words and grammar.	Staying stubborn and hating change.

<b>THE GRAND BARONY OF NORDLAND</b>		<b>People, Customs and habits</b>	
<b>Ruler</b>	<b>The Land</b>	<b>At their worst...</b>	<b>At their best...</b>
Elector Count Theoderic Gausser, Grand Baron of Nordland, Prince of Salzenmund, Lord of Laurelorn and Duke of Marienburg, Terror of the Norscans	The land is carved out from solid woodlands and barren shoreline. New settlements along Laurelorn forest, some illegal creates tension between the Laurelorn realm of elves and humans.	Nordlanders are churlish, uncouth and thoughtless speakers.	Nordlanders are solid, straightforward and honest folks. <b>Distinguishing marks</b> Traces of Norscan bloodlines. Hairy and bearded.
<b>Government</b>	<b>Military prowess</b>	<b>Known for...</b>	<b>How other looks at them</b>
Feudal	Extremely brave Pikemen	Famous Story Tellers and renown hunters and foresters	They are the loudest and frankest of all the Empire, but have no common sense.
<b>Major Exports</b>	<b>Major Churches</b>	<b>Typical traits</b>	<b>Sayings</b>
Agriculture, Sheep and goat's cheeses, wool and woollen goods, timber.	Taal & Rhya, Ulric	Vocal, loyal and clannish.	<i>"it's a Norscan bargain":</i> something agreed under threat of violence
<b>Capital</b>	<b>Political situation</b>	<b>Speech &amp; Accent</b>	<b>Customs &amp; Pastime</b>
Salzenmund, home of the Silversmith guild, guarded by the nearby "jutone Castle" built by the Baron.	Stable and orderly. But tensions with Wood-Elves are on the rise as the Baron's ambitions grow steadily.	A very distinctive speech that is very harsh and fast, more barked out than spoken.	All feast and gatherings have storytelling competitions.

## SOME POLITICAL FACTS ABOUT THE EMPIRE

in the first edition of warhammer there was 12 Grand provinces, not 11 as by today. The "12" grand province was Grand Barony of Sudentland, which now is integrated into the Wissenland province. Reference to this "lost province" can be found in Sigmar's heir, under the name of Solland.

The title emperor is not inherited by birthright. Rather 15 electors elect the new Emperor. Of that reason, many an elector count tries to vote for an emperor that actually will not use his powers properly. The more incompetent an Emperor is the greater the chance for the Elector counts to grasp more power. This method has backfired more than once, as Karl Franz, The current emperor is quite competent as an Emperor. Although the Emperor has absolute control over all aspects of imperial society, he will in practice be powerless without the support of his 11 Elector-Counts, as well as the 4 Clerical electors.

There are 5 major power blocks in the Empire they are 1) the Emperor, 2) Elector Counts, 3) Independent Towns, 4) the Guilds, and 5) the clergy.

<b>THE LEAGUE OF OSTERMARK</b>		<b>People, Customs and habits</b>	
<b>Ruler</b>	<b>The Land</b>	<b>At their worst...</b>	<b>At their best...</b>
Elector Count Wolfram Hertwig, Chancellor of the League of Ostermark, Prince of Bechafen.	Found far east of the capital, it's a sombre bleak land of vast moors, and grass plains doted with ancient battlefields.	Ostermarkers show theatrical obsession with death and its trappings.	Ostermarkers are vibrant souls, with a love of life, horses, vodka and dancing. <b>Distinguishing marks</b> Stout and thickset, eyes hint of Ungol barbaric heritage, Thick moustaches.
<b>Government</b>	<b>Military prowess</b>	<b>Known for...</b>	<b>How other looks at them</b>
Council of Nobles, headed by Chancellor	Excellent cavalry that makes up for unreliable peasant militia.	Breeding good and strong horses, and long drinking binges and elaborate funerals	They are half Kislevite, half peasant and entirely morose.
<b>Major Exports</b>	<b>Major Churches</b>	<b>Typical traits</b>	<b>Sayings</b>
Woollen goods, beer, timber, riverboats.	Ulric, Morr, Sigmar and Taal & Rhya.	Depressing monologues.	" <i>She's wed at night</i> ": she is a widow.
<b>Capital</b>	<b>Political situation</b>	<b>Speech &amp; Accent</b>	<b>Customs &amp; Pastime</b>
Bechafen, famous for its boatyards and water-powered sawmills of dwarfen design. This gloomy looking town of dark wood have been the capital since the destruction of Mordheim some 500 years ago.	Stable and militaristic, traditional mustering grounds for the armies of the Empire. Good relationship with the Dwarfen King Ungrim of Karak Kadrin.	They speak Reikspiel with and distinct accent, the vowels heavily rounded and "th" sounds as "d". There is a musical quality to their languages filled with Archaic words and borrowed Kislevite terms.	Making fun of Reiklanders, week-long drinking binges and horse racing.

<b>THE GRAND PRINCIPALITY OF OSTLAND</b>		<b>People, Customs and habits</b>	
<b>Ruler</b>	<b>The Land</b>	<b>At their worst...</b>	<b>At their best...</b>
Elector-Count Valmir von Raukov, Grand Prince of Ostland, Margrave of the Northern March, Hammer of the East.	Almost whole of the land is covered by ominous forest and some grassland, all wrapped around a mountain range	Ostlanders are overly stubborn, proud and intolerant, combined with a jealousy towards the "lucky" provinces of the Empire.	Ostlanders are coolheaded in a crisis, practical and not given to airs and graces. They are proud survivors.
<b>Government</b>	<b>Military prowess</b>	<b>Known for...</b>	<b>How other looks at them</b>
Feudal	Stout soldiers and a military history of never yielding grounds.	For their ability to survive no matter what.	They are bull-headed, notoriously thrifty and will eat anything.
<b>Major Exports</b>	<b>Major Churches</b>	<b>Typical traits</b>	<b>Sayings</b>
Pewter ware, salt, cheeses, vodka.	Sigmar	Conservative	" <i>In the mud, the blood and the beer!</i> ": an old toast.
<b>Capital</b>	<b>Political situation</b>	<b>Speech &amp; Accent</b>	<b>Customs &amp; Pastime</b>
Wolfenburg, a beautiful City and the crossroad of trade between the Empire and Kislev.	Orderly and stable, some corruption remain after the inept rule of the von Tassenincks.	Their speech has strange pacing, and Kislevite tones, with pauses in the middle of a sentence.	All communities have a temple or shrine to Sigmar.

### SAYINGS IN THE EMPIRE

"What hold the Empire together, lad is that our mutual dislike of each other is less than our dislike of everyone else." – A PRIEST OF SIGMAR

"He was born by Morr's light": He's an ill-omened or suspicious person. – Averland

"I'd sooner burn my bow": I'll never do that. – Hochland

"Draktongue": Lying or conniving talk. – Middenland

"Salt-Cod": A dead person – Nordland

"Upon Morr's plate": On a battlefield – Ostermark

"Old soldiers!": A common drinking toast. – Ostland

<b>THE GRAND PRINCIPALITY OF REIKLAND</b>		<b>People, Customs and habits</b>	
<b>Ruler</b>	<b>The Land</b>	<b>At their worst...</b>	<b>At their best...</b>
Emperor Karl Franz, Elector-Count and Grand Prince of the Reikland, Prince of Altdorf, Count of the West March,	The land is blessed with fertile farmland, vineyards, and dairy fields, and mountains dotted with mines producing gold, marble, gems and other valuable ores.	Reiklanders are arrogant, overbearing, drunken slaves to fashion.	Reiklanders are friendly, sociable, and open minded.
<b>Government</b>	<b>Military prowess</b>	<b>Known for...</b>	<b>How other looks at them</b>
Reikland: feudal, with an assembly of nobles, burghers, and churchmen. Altdorf: directly ruled by the Emperor, supported by a regent and various advisory councils	Possess some of the most disciplined, and trained soldiers of the known world, like the Gryphon legion, and the Imperial Guard.	Starting celebrations at the drop a hat, beautiful women	The men dress as women, and their women hardly wear any clothes at all. But both are vain and loud mouthed.
<b>Major Exports</b>	<b>Major Churches</b>	<b>Typical traits</b>	<b>Sayings</b>
Wine, textiles, precious metals, iron ore, cheese.	Sigmar, Dyrath, Shallya, Haindrich.	Optimistic and educated	"Dyrath's spindle": Destiny or fate.
<b>Capital</b>	<b>Political situation</b>	<b>Speech &amp; Accent</b>	<b>Customs &amp; Pastime</b>
Altdorf, the city of spires, home of the Magical colleges.	Stable, but being the Capital of the Empire, it teems with scheming and politics.	Speak with clear, almost upper class diction.	Adopting foreign cultures and fashion.

<b>THE GRAND COUNTY OF STIRLAND</b>		<b>People, Customs and habits</b>	
<b>Ruler</b>	<b>The Land</b>	<b>At their worst...</b>	<b>At their best...</b>
Electo Count alberich Haupt-Anderssen, Grand Count of Stirland, Prince of Wurtbad, Overlord of Sylvania	It is a rugged province of highly mixed terrain, with rivers, hills and forests.	Stirlanders are isolationist, suspicious and hidebound.	Stirlanders are calm, thoughtful and practised at taking their time about things.
<b>Government</b>	<b>Military prowess</b>	<b>Known for...</b>	<b>How other looks at them</b>
Feudal, with a consultative council of nobles.	Fast cavalry	Being superstitious and drinking hot ale.	They are a rural and backward lot of savages! <b>Distinguishing marks</b> Short and thickset with dark hair
<b>Major Exports</b>	<b>Major Churches</b>	<b>Typical traits</b>	<b>Sayings</b>
Woollen goods, wine, salted fish, woodcrafts.	Sigmar	Suspicious of strangers and making fun of Halflings.	"Lie with rats, and you'll bear a Halfling": if you keep bad company, bad things will happen to you.
<b>Capital</b>	<b>Political situation</b>	<b>Speech &amp; Accent</b>	<b>Customs &amp; Pastime</b>
Wurtbad, wine capital of the Empire. Famous for its hot spring baths.	Stable but always worried about Sylvania to the east.	Their rustic accent and slow speech can be hard to understand.	Found of long, ribald tales and horse racing. Many odd customs and folk belief.

<b>THE GRAND DUCHY OF TALABECLAND</b>		<b>People, Customs and habits</b>	
<b>Ruler</b>	<b>The Land</b>	<b>At their worst...</b>	<b>At their best...</b>
Electo-Count Helmut Feuerbach, Grand Duke of Talabecland, Beloved of Taal, Margrave of the East March.	A vast section of land criss-crossed with trade routes, and dominated by the Great Forest	Talabeclanders can be argumentative, primitive, hard drinking, and mean.	Talabeclanders are patient woodsfolk, with a quiet intensity and honor.
<b>Government</b>	<b>Military prowess</b>	<b>Known for...</b>	<b>How other looks at them</b>
Feudal, with tight central control	Excellent bowmen and unselfish knights.	Forest craft & lore and their warlike ways.	They are ignorant barbarians who have wild parties in the deep of the forest.
<b>Major Exports</b>	<b>Major Churches</b>	<b>Typical traits</b>	<b>Sayings</b>
Salt pork and fish, timber religious icons.	Taal & Rhya, Ulric.	Being religious	"Gone to see if the leaves are green": off on a drinking binge in the woods
<b>Capital</b>	<b>Political situation</b>	<b>Speech &amp; Accent</b>	<b>Customs &amp; Pastime</b>
Talabheim, -City of Laws, and home of the powerful Litigant's Guild, lays nested in the centre of a vast crater.	Unstable, as many clans in the Farlic Hills have taken to raiding merchants along the roads.	The speech is smooth with slurred-together words.	Brewing moonshine, hunting and honing their lore of the wilds.

<b>THE GRAND COUNTY OF WISSENLAND</b>		<b>People, Customs and habits</b>	
<b>Ruler:</b>	<b>The Land</b>	<b>At their worst...</b>	<b>At their best...</b>
Elector Countness Emmanuelle von Liebwitz, Grand Countness of Wissenland, countness of Nuln, Duchess of Meissen.	A triangle of fertile farmlands, heavily watered by streams and rivers. The land turns more barren and stony as it winds uphill towards the mountains.	Wissenlanders are depressing, dull, and obsessed with their gods	Wissenlanders are stoic, dependable, and willing to endure hardship should it be needful.
<b>Government</b>	<b>Military prowess</b>	<b>Known for...</b>	<b>How other looks at them</b>
Wissenland: feaudal with an assembly of nobles, churchmen, and burghers, that meets in Wissenberg. Nuln: autocracy headed by the Countess	Professional artillery crews, and brave tilean pikemen formations drawn mostly from the tilean emigrants.	having a stony implacability and a dwarfish outlook on things. Wissen Bread, a flat, glutinous bread, thick mutton stews, and heavy "flinter" dumplings.	They are a dour lot! They are like dwarfs, but not in a good way.
<b>Major Exports</b>	<b>Major Churches</b>	<b>Typical traits</b>	<b>Sayings</b>
Ore, finished silver work, wool and finished clothing, wine	Sigmar, Taal & Rhya	A hardy people, given to few words and little emotion.	"Dwarf and a half": About six feet.
<b>Capital</b>	<b>Political situation</b>	<b>Speech &amp; Accent</b>	<b>Customs &amp; Pastime</b>
Nuln, the City of forges, is the second largest in the Empire, and the home of Imperial School of Gunnery.	Stable, but religious tension between the centralized areas around Nuln and the rural highlands is a growing concern.	A soft Reikspiel, delivered in a monotonous tone that is experienced as depressing.	Visiting a temple each day, working their way through all the gods.

<b>THE GRAND COUNTY OF THE MOOTLAND</b>		<b>People, Customs and habits</b>	
<b>Ruler:</b>	<b>The Land</b>	<b>At their worst...</b>	<b>At their best...</b>
Elector Count Hisme Stoutheart, Elder of the Halfling Moot.	Consist of gently rolling hills and grasslands with the occasional hills, and copses of trees. Very fertile farmlands.	Mootland Halflings are sly, secretive and sarcastic towards strangers.	Mootland Halflings are earthy, friendly, and curious towards strangers.
<b>Government</b>	<b>Military prowess</b>	<b>Known for...</b>	<b>How other looks at them</b>
Representative democracy, Elected councils and village/town assemblies	Brave and resourceful Scouts skirmishers, and cooks serving the imperial army.	Their indisputable ability to make a fine meal out of anything, and first class tobacco or greenleaves.	They are cooks and thieves, all rolled into one.
<b>Major Exports</b>	<b>Major Churches</b>	<b>Typical traits</b>	<b>Sayings</b>
Tobacco, beer, preserved meats and fish, cheeses.	Sigmar, Esmeralda, Phineas, Josias, Hyacinth.	Chatting quite frankly with strangers, even about their relatives nightly activities.	"Only what I never done it": a slightly humorous denial of theft
<b>Capital</b>	<b>Political situation</b>	<b>Speech &amp; Accent</b>	<b>Customs &amp; Pastime</b>
Eicheschaten, unprepossessing town, consisting of a collection of winding lanes with cottages and extensive gardens.	Stable, although theft, mockery and clannishness are rife. Occasional border disputes with Averland.	The isolationist attitude their Reikspiel is fast pacing, slurring of words and a mish-mash of other accents. Almost incomprehensible	"Borrowing" things from each other, celebrating life, and smoking "proper" tobacco.

### **WHAT HAVE BEEN SAID ABOUT...:**

Averlanders

"How does an Averlander tell a difference between his woman and his cattle? The one without the branding is his wife!" – Reiklander joke

Middenlanders

"Middenheim is like a great leech, sucking the blood from honest Middenlanders. Perhaps recent events hold the key to our freedom."

– Duke Leopold von Bildhofen

Mootland Halflings

"Never heard of that place. It's part of the Empire? Really? A place with Halflings in charge? Well whose stupid idea was that then?"

– Wissenlander Innkeeper

Nordlanders

"half-Norscan they are; that's why they try to be more Imperial than the Emperor."

– Altdorf Valet

Ostermarkers

"Those Ostermark women, they know widowing, alright. Wish I had a wife that'd grieve like that for me"

– Captain schultz