



THE ART AND WORLD OF

WARLINE

Maneuver Strategy & Tactics



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ACKNOWLEDGEMENTS

When I set out to create what is now Warline, I could not have guessed it would become what it now is. Looking at the game's rich illustrations and reading through the lore in this book, it might be easy to assume that I had some grand and elaborate plan from the beginning—this was absolutely not the case. I'm a very bottom-up game designer, meaning every design I pursue starts as nothing more than an abstract mechanism or system. Warline sprouted from my fascination with the simple tangible pleasure of manipulating cubes, then grew and grew as I explored ways to express conflict and motion by way of manipulating cubes in detailed ways. The design blossomed further as I was exposed to Boyd's Theory of Maneuver Warfare, as that doctrine became a key part of the further development of every game system.

It was not until I decided to try and crowdfund Warline (a decision made in early 2017, right after my son was born and some six or so years after the foundational sparks of the game design hit me) that I first started thinking about setting and artwork for the game. Upon deciding to crowdfund, I immediately knew that I had to dress up the game in a striking, unique manner. And so began my journey scouting on ArtStation (an internet artist portfolio database). I combed through reams and reams of fantasy artwork from many incredible artists and sent out inquiries to those I felt could nail the vision. I had a good number of excited responses, but none so in sync with the way I envisioned the process going than that from Chen Chi-Huei.

Chen is a Taiwanese video game concept illustrator immensely gifted with both character and environment art expertise. But, what makes Chen really special is that he's not only capable of rendering amazing illustrations, he also excels at visual design and development. This latter talent is what really sold me on Chen as the artist to bring to life Warline. Professionally, I'm a video game design director, and have been in the video games industry for over two decades, so inherently know the importance of a strong visual development process and the need for "talent you can trust" to not only work autonomously but also to help inspire every facet of a game's design.

And so Chen began with the Frost and Flaym kingdoms—the first two kingdoms that he brought to life. To start, I gave Chen rather broad direction, merely prompting with

the requirement of, "Powerful, heavily armored soldiers that can proficiently wield fire as a weapon." And then came Chen's first sketch of a Flaym general standing alone, contemplatively gazing into a tongue of fire rising from his palm—and it was a glorious thing! Chen had taken the essence of my prompt and fleshed it out to a degree that I had never imagined. Not only was this general a master of fire, the general was made of fire! Not only was the general heavily armored, its armor is what gave it humanoid form. What's more, the general's armor expressed the dangerous themes of fire and also some great lion-like beast. Wow... I knew we were in for a wild ride!

Throughout the years, Chen continued to inspire the world of Warline with his inventive and original fantasy archetypes. None of the information to follow in this book could have ever been possible without Chen's unparalleled imagination and ability to help communicate a vision. Chen's artwork was, and still is, so inspirational to me that I since have been developing an entire new fantasy world. Warline is not just a game to me—it is an ideology and another reality in which my creative energy can flourish. In a business sense, Warline is an intellectual property; you can very well expect not only this game and world to grow, but for other games in this world to become available in time. There is far too much—both mechanically and conceptually—for me to possibly explore in my lifetime, but I hope to visit and share as many corners of this world as I can in this lifetime.

Now, let's get to what you came here for: amazing, high resolution illustrations and rich fantasy lore! Without further ado, I proudly present to you the work of Chen Chi-Huei and myself. I hope you enjoy every minute of your time within the world of Warline.

*Thank you so much for being a part of this saga,
Justin D Leingang*



PEOPLES OF SOROYLAND



KINGDOM OF FROST



ORIGIN OF THE FROST

Long ago, the Greater Dragon Fiyf sought to create, as her first people, beings to be an embodiment of her own: physiques and spirits of perpetual flame, ambitious and nurturing. Though, the Greater Dragon's endeavor was not gratified. In her inexperience, Fiyf created an imperfect people—a people with only hearts and blood of fire, but bodies of flesh and bone. In loving irony, Fiyf named these people, Iysblud. But though Fiyf loved her people, her nature still drove ambition to succeed in her original aim. With bittersweet emotion and unshakable pangs of regret, Fiyf let go the Iysblud, in order to focus her thoughts and energy on creating her perfect people. Though, Fiyf continued to love her people, even if she lacked the capability to nurture and guide them directly.

ACCLIMATION AND HABITAT

Just like their mother, the Iysblud burn from within—body temperatures elevated to that of fire. As such, these people

prefer the coldest climates and predominantly inhabit the vertiginous altitudes of Soroyland's Southwall Mountains. Their long history of residing in these mountains has naturally made them exceptionally proficient at navigating mountainous terrain. However, their internal combustion does not make them incapable of tolerating more temperate, or even warm, climates, and a number of communities and cities—such as the magnificent Fortunetown on the northwestern coast—burgeon in lower altitude regions.

CULTURE AND HERITAGE

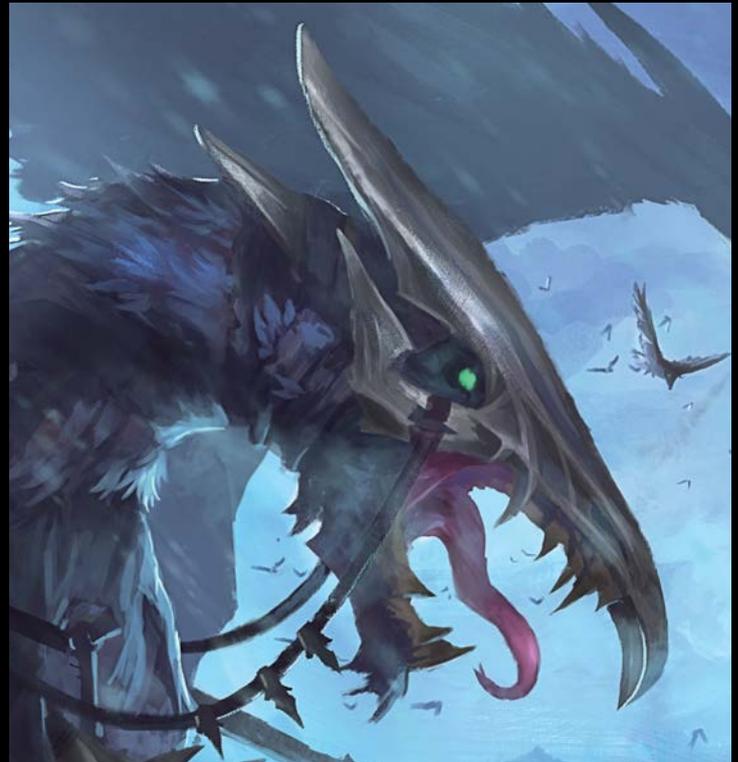
Iysblud females are known to be the most intelligent of Soroyland's inhabitants—by a significant measure. These women have perfected the science of industrial engineering, contributing many of history's greatest innovations, catalyst to the perpetual rapid advancement of society and culture for all kingdoms. The males of the Frost kingdom exhibit average intelligence and instead

dedicate their lives to endeavors that benefit greatly from their physical agility and nimbleness—mostly martial practices. One of the more peculiar traits of Iysblud males is their lifespan, which can extend to upwards of six-hundred years.

MILITARY PRACTICE

Frost military organizations are dominated in number by males, but dominated in authority by females. With the latter Iysblud being intellectually superior, they are more fit to lead and manage units at every scale. The males' incredible lifespan does however make them more apt in soldierly roles. Military training does not begin for males until they are around one-hundred years old, and they do not enter active duty until they are three- or four-hundred years of age.

In combat, soldiers and leaders wear only the bare necessities of armor, helping ensure that they do not succumb to heat exhaustion by way of their extreme body temperature. A lack of full armor coverage does not make the Frost more fragile: They are the most nimble of all peoples, which provides them “protection by way of not getting hit” (an inelegant colloquialism coined by Thundercloud Ironhands). The Frost are masters of ice and extreme-cold majik—knowledge and techniques the ancients gained in study under the Greater Dragon Freyz—wielding this force of nature to increase their maneuverability while decreasing that of the opposition.











KINGDOM OF SEY



THE ORIGIN OF THE SEY

The last to create her people, the Greater Dragon Tiyd learned valuable lessons from the creative work of the other Greater Dragons. Tiyd was able to bring into being a highly complex amphibious people, giving them proficiency of life and mobility both on land and in the water. The Dragon took great pride in her creation, and, from the beginning, raised her people, the Terakwa, as masters of navigation and architecture. Over time, with Tiyd's guiding wisdom, the Sey kingdom developed advanced habitats, cityscapes, and civilizations—far surpassing to this day the civilizations of any other kingdom. Shortly before The Vanishing, Tiyd gifted her Terakwa the architectural acumen that enables them to erect habitats and other structures existing as much below the water as above in the atmosphere.

ACCLIMATION AND HABITAT

Capable of surviving above or below the water surface,

the Sey kingdom thrive in domains on land, atop the water surface, and also beneath the rivers and oceans of Soroyland—they are by some measure the most numerous and represented kingdom across the continent. The heart of the Terakwa's kingdom lies in the great archipelago off the northwest coast—where the capitol city, Citadel on the Sea, and the metropolises of Sunforth, Heartland, and Bluesky City burgeon. Situated on the northwest coast, Fisherton, which is perhaps the Sey's most important mainland city, is the heart of the Terakwa's continental trade operations. The Sey's ability to effortlessly navigate Soroyland's river networks makes these people an indispensable passkey to all other kingdoms' import-export activity.

CULTURE AND HERITAGE

The Terakwa dedicate their lives to architecture, trade, and exploration—the latter mostly being motivated by the desire to continuously improve trade efficiency and

to increase the number of trade opportunities available. These dedications have fruited in long prosperity, and this prosperity yields a relative surplus of leisure time for the Sey kingdom's people. Arts, recreational activities, and sports are very much staples of any Terakwa's life—this is evident in individuals of the Sey kingdom being superlatives within inter-kingdom competition, such as the popular sport Clubal.

MILITARY PRACTICE

The Sey kingdom do not invest a lot of monetary resources into their military equipment or function. However, that does not make these people inadequate as a military force. Terakwa leaders harness the power of the most influential force of nature—water—using this majik not only to manipulate opponents' positions, but also to effortlessly adapt their allied units' positions. In addition, their proficiency at navigating bodies of water make them a terrifying force in any geography with lakes, rivers, or coastal adjacency.

There is no specific age at which a Terakwa individual may begin a life of military vocation—an individual may apply for enlistment as early as they can swim, though must pass a strict battery of evaluations in order to be accepted into a force. There is a documented account of a six-year-old Terakwa on the battlefield—leaders will find a fitting, contributing role for any individual that can add necessary value.











KINGDOM OF FLAYM



ORIGIN OF THE FLAYM

At the dawn of Soroyland's modern age, the Greater Dragon Fiyf created her perfect people. Following dissatisfaction with her first creation, the Iysblud, Fiyf this time succeeded in bringing into being the epitome of the Dragon's aspect. Just like Fiyf, these Blayzborn, as she named them, are beings of pure fire. To give each individual form, the Dragon first crafted a single carapace physically reflecting the phenotype of her Iysblud, then taught the Blayzborn to craft carapaces of their own. Fiyf guided the Blayzborn for hundreds of years, aiding them in the development of society and culture. In this development, the Greater Dragon taught her people that fire can be the most capricious destructive force in nature, and to treat this matter with reverence and honor—striving to live as one with the natural world.

ACCLIMATION AND HABITAT

Just as their mother, the people of the Flaym kingdom

burn inside and out—they are far hotter than any climate in Soroyland could possibly ever be. Therefore, no region is too harsh to be inhabited by these people. The Blayzborn have settlements in various locations across the land and make their capitol at the Burning Fortress, in a triangle of territory near the southwest coast—sided on the south by the Southern Ocean, west by the River of Fire, and east by the River Liyoniks. These people's upbringing as custodians of the natural world has resulted in many surprising developments. The Blayzborn carapaces are crafted solely from a unique, rich sediment that collects within the deltas around their Burning Fortress: a sediment that left unchecked would accumulate and clog the river mouths, severely disrupting the natural order of the continent. The Blayzborn are also the sole keepers of the Lesser Dragon Shame's great orchard in the southwest—a vast and fruitful forest that provides the backbone of Soroyland's ecology.

CULTURE AND HERITAGE

Existing as pure fire, the Flaym people naturally have no physical definition. Instead, these people acquire their individual definition by way of ornate, complex carapaces that serve as a sort of bipedal shell. They are a genderless people and the look of a Blayzborn's carapace is purely a reflection of the individual's ego—stature, profile, details and accouterments, angularity of the design are all unique to the individual; the only commonality being the phenotype (which is similar to what we in our world consider to be humanoid).

The Blayzborn are superior naturalists and agriculturalists, committing a majority of their resources in youth to gaining a deep understanding of natural sciences. Then, when mature enough and ready, a Blayzborn settles into a vocation—a coming of age these people call, “inkindleyng”—aimed at improving both their own civilization and the natural world in equal measure—a symbiotic relationship.

MILITARY PRACTICE

Being in tune with nature is not synonymous with pacifism or weakness. On the contrary, the Flaym vehemently defend natural order and are, of all Soroyland's peoples, the most advanced in military practice. Those Blayzborn who choose the soldierly vocation begin their training immediately following their inkindleyng. At this time, an individual designs a second carapace—one heavier and more aggressive in appearance—which the individual wears exclusively in battle. Flaym soldiers harness scorching fire majik, which they have mastered so deeply that they can selectively conflagrate with great precision.

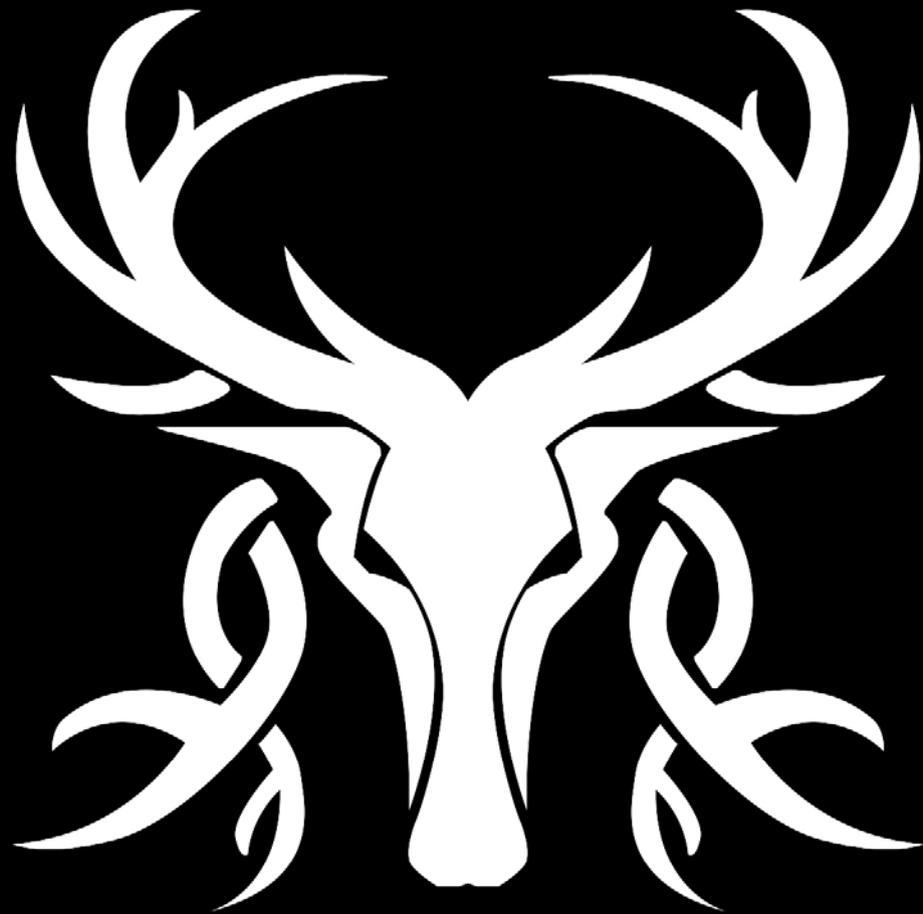
The Blayzborn have contributed to all of Soroyland's kingdoms the most potent learnings of strategic and tactical science. In the year 402, Magmatide Fiyreksis, Supreme Commander of the Flaym's most successful military force in all of history, codified what is today known by all as Maneuver Warfare. This advanced conflict doctrine sits at the core of all kingdoms' military practice and drives their actions on the field of battle both consciously and unconsciously.











KINGDOM OF TIMBER



THE ORIGIN OF THE TIMBER

It can be argued that the Greater Dragon Liyf was the inspiration and catalyst that led to modern Soroyland, for she was the first to create a people. Always a maker of things alive—flora, fauna, funga—Liyf strived to conceive that which could fully sustain itself—all that she had created thus far must be cared for by her to some degree, be it protection from the elements, sustenance in times of starvation, or any number of other things that threatened life. With great energy and a multitude of efforts, Liyf brought into being her Verdan, the first people of Soroyland. The Verdan of the Timber kingdom were intelligent and adaptable enough that they could, with Liyf's careful tutelage, sustain themselves and thrive, driving their own prosperity. It is the Verdan's gifted ability to manipulate the raw energy of life—commanding and creating flora and funga for their own design—that fueled, and still fuels, their progress.

ACCLIMATION AND HABITAT

The Verdan are a highly adaptable people capable of living comfortably in most temperate regions. The Timber kingdom's preference, however, is to reside where life is either already abundant or has great potential to blossom—forests such as the Skypines, rich prairies such as those within the Southern Wild, anywhere with thriving vegetation. Their ability to create and command plant life for nearly any purpose makes the Verdan the most efficient people in Soroyland; these people have no need to exploit the land, as they can both generate their necessary resources and employ existing resources in a nondestructive manner. Life among and within abundant vegetation has made the people of the Timber kingdom superlatives at moving through forests, brush, and tall grasses.

CULTURE AND HERITAGE

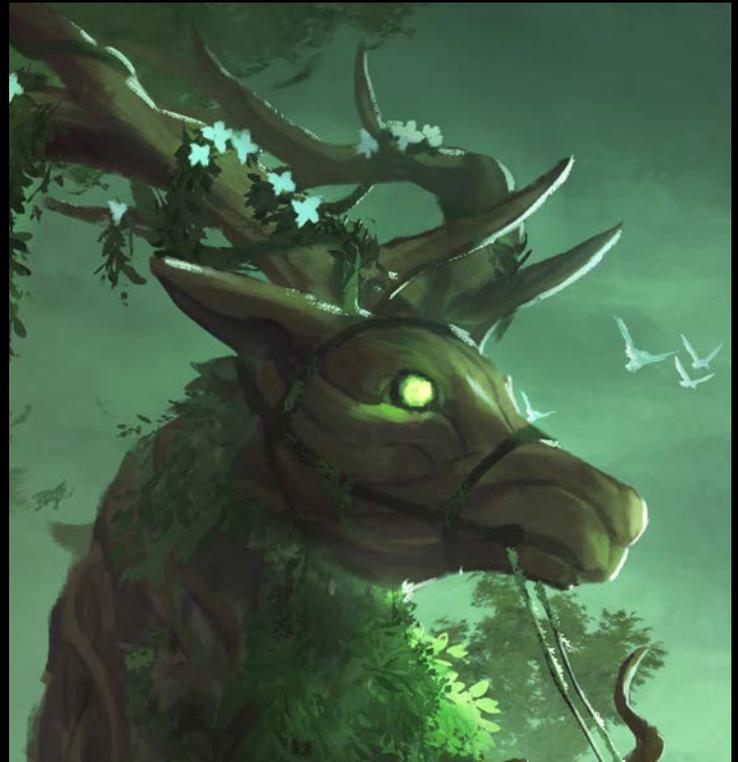
Timber kingdom armies are the most populous of all

in Soroyland, but, ironically, their people are the least employed in military vocations (see “Military Practice” to follow). The Verdian are instead able to dedicate their lives to a chosen vocation—most commonly within the field of entertainment. Music, theater, organized competition, festivals and fairs—these are all staples of a Verdian’s life and livelihood. These people’s aptitude for growing all manner of structures has made them experts at crafting the most elaborate high capacity theater complexes—the most famous of which are multidimensional, with activity spanning all the way from the ground to high in the forest canopy. People from all kingdoms expend large amounts of money and travel to all reaches to experience the one of a kind theatrical productions of the Timber.

MILITARY PRACTICE

The Timber kingdom’s military structure is unique in that the majority of the personnel are in fact not people, but automatons of stone and wood animated by the majik and mechanics of flora. These “goylim”, as the Verdian call them, are a near infinite resource, limited only by the volume of vegetation and mineral substance within a theater of battle. With rare exception, it is the leaders only who are people—and it is these powerful majikists who conjure and command the Timber’s goylim. A Verdian’s majik prowess apexes late in adolescence, and typically it is females that exhibit the greatest aptitude. Military units are most commonly captained by young adult females.

With ease on the battlefield, Verdian leaders harness the strength and versatility of flora. Beyond summoning and directing goylim, Verdian leaders wield their majik to exploit plant life and rock for unparalleled defense and devastating offense—making Timber armies one of the more terrifying oppositions in war.









A decorative horizontal banner with a dark red, textured background. The banner is framed by a gold-colored border with ornate, pointed ends. The text "REALMS & CULTURE" is centered on the banner in a white, serif font.

REALMS & CULTURE

CONTINENT AND HABITATION

Soroyland is one of twelve continents on the world, Druygoyn. Situated fully south of the equator in a moderately temperate zone, the continent exhibits a diverse array of climates, predominately shaped by local altitude and natural phenomena. Temperatures decrease in the extreme highlands and towering mountain ranges in the north-central region, while temperatures are increased in the central lowlands and especially around the continent's volcanic activity.

While people of the four kingdoms reside in various regions across the continent, each kingdom maintains a prosperous capital: the Sey's Citadel on the Sea within the northwest Fortune Archipelago; the Frost's Frozen Towers high in the Southwall Mountains; the Timber's Pineside Keep in the verdant Skypines forest; the Flaym's Burning Fortress in the south, isolated by the River of Fire and River Liyoniks.

LANGUAGE AND WRITING

All peoples of Soroyland speak and write in the same single-origin language. Being monosource, this language operates on straightforward, logical, consistent rules.

- Vowel sound is shifted from soft to hard by the letter being followed with a "y". An "a" by itself sounds like "ah", but "ay" sounds like it does in the English word, "gain".
- The letter "y" is never a vowel, only a hard modifier for other vowels. Double vowels are never present; these sounds are created with the same vowel-followed-by rule. So, the English "hoot" is written here as "huyt", or "plains" is here "playns".
- "Sh" sounds are always spelled with "sh"—"shuygar cayn". "Ch" sounds are always spelled with "kh", and this letter combination never sounds hard like "k". So, the English "chaos" is here "kayos".
- There is only a single consonant for any given sound. "X" does not exist as it can be expressed by "ks". "C" does not exist, as a hard "c" sound comes from "k" and a soft "c" sound comes from "s". The English words "fox" and "space" are here "foks" and "spays". "S" always sounds like the English "ce" and never like "z", as the latter is reserved for "z" sounds—here, the English "raise" is "rayz".
- Practical examples: Soroyland → "sorrow-land"; Sey → "sea"; Piynsiyd Keypp → "pine-side keep"

With a few exceptions, proper nouns (names of people and locations) are presented in plain English within the Warline game materials, simply for the sake of easy reading. The name "Brightember" as presented in Warline materials would actually be spelled, "Brytimber"; the location presented as "Citadel on the Sea" would be spelled, "Sitadel on the Sey".

NAMES AND DESIGNATIONS

Much can be said by a name, and for Soroyland's peoples this is expressly true. The peoples of each kingdom have their own unique patterns for naming progeny—each pattern being unique enough that a name alone immediately informs of which people an individual was born to. More so, the name of an individual in Soroyland informs of the history of the individual and the individual's bloodline.

The Flaym kingdom name their offspring according to the pattern of a compound word that is directly related somehow to the concept of fire: Firesource, Brightember, Swiftinferno being a few examples. When naming a newborn, parents tend to craft this compound word from their aspirations for their child. Firesource, a renowned Supreme Commander in Flaym kingdom history, might have been named so because its parents aspired for the child to grow up an innovator and catalyst to great things.

When born, Frost progeny are named for some natural phenomena, typically that has significant meaning for the parents—a child named Rain, for example, might have been named so because the parents fell in love amid a downpour. When a child comes of age—at around ten years—a secondary name is added, this addendum being an expression of some unique physical or personality trait. Rain White-eyes, a prominent engineering director in Frost kingdom history, had eyes so light in color that they appeared white in direct sunlight.

A Sey kingdom name indicates some great act followed by the child's number in family line. When first born, a Sey child is named for one of its parents and the lineage number is increased—Liberator Second, for example, was the direct descendant of Liberator First. If within the person's lifetime some other great accomplishment is made, the person's name is changed to reflect that accomplishment and the lineage number is changed to

First. One of the greatest athlete's in Sey history began life named for his father's line, Finder of Treasure Fifth. However, after a dominant career in the professional sport Clubal, this person's name changed to, Perfection of Clubal First.

The Timber kingdom name their children in a manner that expresses their respect and admiration for the natural world. The naming pattern is simply some foliage at some time of day or season. The choice of foliage tends to come from some nascent trait a newborn exhibits. The time of day or season typically indicates the time of day or season the child was born, but this is not a strict rule. Esteemed historical general Pothos in Autumn was named for her relative independence (a pothos plant does not require a lot of attention to thrive) and being born in Autumn.

NATURE AND MAJIK

In our world, the word "magic" is used to refer to mysterious and supernatural forces or slight-of-hand parlor tricks. In the world of Warline, however, the homophone "majik" refers to the raw energy that drives all matter and life—essentially what is considered to be physics and biology in our world.

Majik is not just a part of the natural world, majik is nature and nature is majik. The physical world—flora, fauna, funga, minerals, elements, matter, radiation—is constructed of and operates on majik. Majik is tangible and a physical truth, and can be studied, interacted with, and even controlled. Those who can control this energy are referred to simply as majikists or majik users (the former moniker more respectfully for those who work to further knowledge for a common benefit, the latter moniker a pejorative for those who exploit majik for selfish ends).

In general, the peoples of Soroyland have great respect for majik and are conscious of both the benefits and detriments that come from manipulating this energy. Engineers and architects harness majik to more efficiently construct larger, more elaborate devices and structures; healers manipulate majik at the molecular level, assembling microscopic constructs that combat pathogens; entertainers control majik to amaze and delight spectators; athletes harness this energy for astonishing organized competition.

Conversely, majik is abused by the selfish and diabolical to undue and destroy, injure and take life, taint and deface. Fortunately, majik users that harness the energy for such negative design are rare. Those who abuse majik are most often quickly apprehended and strict punitive measures are taken—in extreme cases, measures which permanently disable the offender from interacting directly with majik.

DRAGONS OF THE WORLD

Long before the recording of history began, and long before the natural world existed, the Greater Dragons—beings of incomprehensible scale and power, often large enough to fill the space of a cubic quarter-mile—came into being. It is not known exactly how the Greater Dragons came to be, but many majikists have developed plausible theories pointing to the origin of these great entities. There is, however, one indisputable fact known to all in Soroyland: The Greater Dragons are the creators of the natural world and all within.

It is not known how many Greater Dragons there were before The Vanishing stole these beings from the world, but considering the size and multitudenous population of the world, it is assumed there were a sizable number of the Dragons. Majikists postulate that the Greater Dragons tamed raw matter and energy, then, over the course of centuries, spun the yarns of the physical world, beginning with the land and elaborating with elements, then populating this space with plant and animal life.

The first animal life the Greater Dragons created were Lesser Dragons—creatures crafted in the visage of the Greater Dragons, albeit dramatically lesser in scale and power. Lesser Dragons, while much smaller than Greater Dragons, are still formidable in stature, on average filling the space of a cubic tenth of a mile. Unlike the Greater, the Lesser Dragons cannot create mineral, element, or organic life—these beings were created to aid and support in the Greater Dragons' productive efforts.

While The Vanishing saw the extinction of the Greater Dragons, there are still a number of Lesser Dragons existing. Near Soroyland, far off the southwest and northeast coasts, respectively reside Shame on the island of Shame's Roost and Wrath within the Pool of Wrath archipelago. These dragons seldom interact with the peoples of Soroyland.

A decorative horizontal banner with a dark red, textured center and gold-colored borders. The ends of the banner are pointed and feature thorn-like or spike-like details. The text is centered within the red area.

CORNERSTONES & MILESTONES

DAWN OF THE PEOPLES | YEAR CIRCA -0650

Some time roughly 650 years before the Greater Dragons vanished, Liyf created the first peoples of the world. It was over the course of the next two centuries that the other Greater Dragons followed suit, creating peoples of their own. During the period of time leading up to The Vanishing, the Greater Dragons raised their peoples, teaching them self sustenance and guiding them in the development of civilization.

THE VANISHING | YEAR 0000

In what became the starting point for modern historical measure—the year 0000, or 0000E—all the Greater Dragons of the world disappeared. This phenomena occurred rapidly over the course of a few weeks, with one Greater Dragon after another simply never being seen again. This event was coined, The Vanishing, and still to this day has no logical explanation. It is unknown whether the disappearances were self imposed or the product of some outside force.

FIRST DRAGONS WAR | YEAR 0113

With over a century of the peoples being without masters and the Lesser Dragons lacking mentors, dissension festered. The Lesser Dragons saw themselves as the predecessors of the Greater Dragons, responsible for governing the peoples and upkeeping the world. The peoples, however, disagreed, as the Lesser Dragons lacked the power and knowledge needed to guide and grow civilizations. The peoples were happy and confident on their own. After a number of intermittent spats throughout the years, in 0113E the Lesser Dragons of the world united and launched a campaign with purpose to wipe out the peoples. This First Dragons War boiled for nearly a century. Almost half of the peoples of the world were slaughtered, but the Lesser Dragons suffered greater casualties, with an estimated three-quarters of their population being extinguished in battle.

THE WAR OF ETERNITY | YEAR 0376

The Lesser Dragons being quelled at the close of the First Dragons War, the peoples enjoyed over 150 years of peace and prosperity. Civilizations advanced in great measure, though so did ambition and hubris and competition. There is no single event that was catalyst; it was innumerable quarrels, accidents, and misunderstandings that steamed into the great war that still rages into the modern age. The

people call this war, which seemingly might never end, the War of Eternity.

MANEUVER WARFARE CODIFIED | YEAR 0402

A quarter century of intense warfare brought about immeasurable advancement to the craft of strategy and tactics. In 0402E, Soroyland's most storied military leader, Supreme Commander Magmatide Fiyreksis, poured coffers of resources into perfecting and codifying a warfare methodology it named, Maneuver Warfare Theory. Fiyreksis' theory redefined the way the Flaym kingdom thought about and approached conflict. Eschewing the then common belief that power and numbers are the keys to victory, the Supreme Commander recognized that in fact the keys to consistent success are two factors: the ability to observe, orient, decide, and act within a repeating cycle at a pace far greater than the opponent can manage; and that movement and positioning are of vastly greater importance than is power, which is merely a support mechanism to achieve optimal positioning.

SOROYLAND'S MODERN AGE | YEAR CIRCA 0900

The Kingdom of Flaym savored centuries of military supremacy—technically, the Flaym could have been said to control Soroyland throughout that period of dominance. Though, this kingdom did not abuse their achievement and instead used the influence to maintain what is known to be the most harmonious and prosperous time period within the War of Eternity. Conflict was still a necessary means to accord, even if infrequent—and with repeated exposure to the Flaym kingdom's methodology, the other kingdoms of Soroyland were able to successively adopt Fiyreksis' Maneuver Warfare Theory. Since that time, there has yet to be a clear hegemon, with control of Soroyland changing hands on a regular basis. It was around the time that the last of the kingdoms adopted the theory—the Sey kingdom—that historians marked the beginning of the modern age.





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