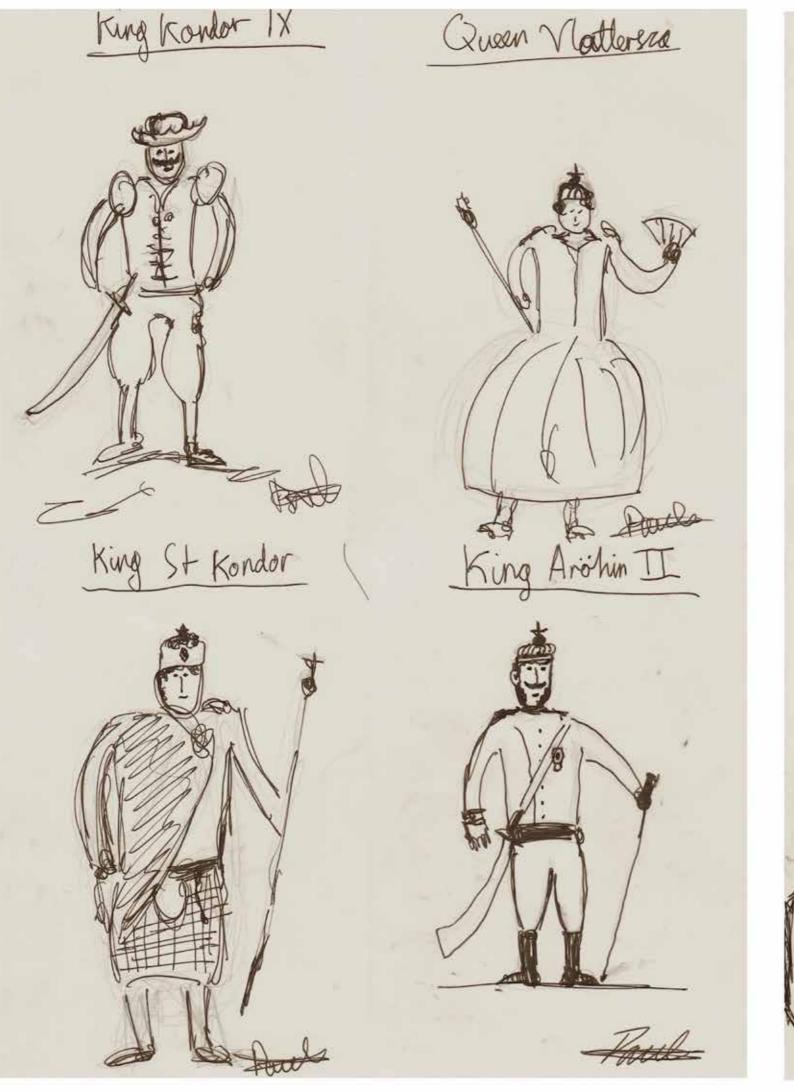
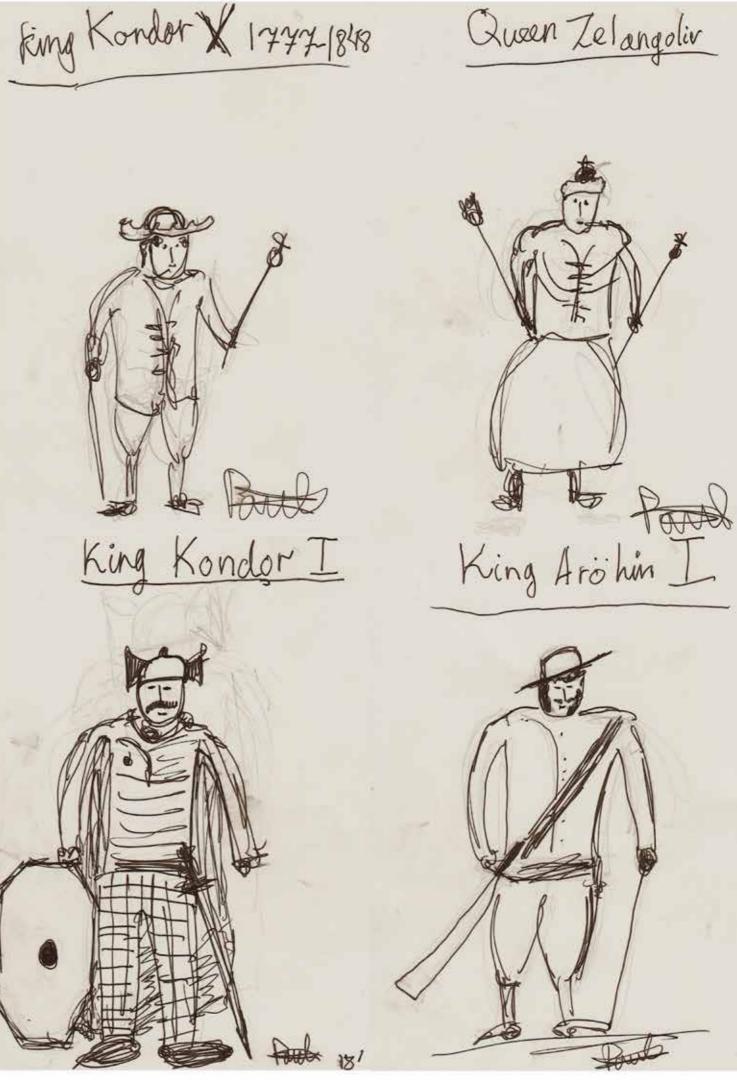
Degd Oktogyariech Geczelnok



The Monarchs of Ostroco (I)

Ostroco would soon rise to the status of a Kingdom, leaving their former title of Principality behind, and so Kings and Queens were now at its head. The early monarchs of Ostroco - Kondor I and Queen Tungaszanaa II, III and kings, Czorpads, Oswarszs and Daczorzans – all had a single mission in which they wanted to succeed: unite the Ostrokian ethnic people. Henceforth they made many truces with other principalities to be united with the Kingdom, and established many cities and new provinces. There was a lot of diplomatic missions send to the nearby kingdoms to make peace, and there were also a lot of missions inside the country in which druids were sent to have the creatures of Ostroco centaurs, fauns, dwarves, gwynsarans and so forth – make peace and unite with Ostroco. The country continued to expand, to make alliances and live for many decades until a massive horde invaded from the west all of the continent, and King Gretlorszovitch tried to stop the horde, but they invaded Ostroco, but fortunately at the Battle of Kachrondan the whole game got reversed and Ostroco pushed out the invaders all the way to the step of the continent – which was divided from the unknown continent by a narrow sea passage – and Ostroco became the saviours of the kingdoms!







Degd Oktogyariech Geczelnok

The Monarchs of Ostroco (1)

Ostroco's first King was Kondor I, or more commonly known as Kondor The Founder. He had a talent for having a highly diplomatic mind, and with his help he managed to strengthen and evaluate the union between Ostrogamia or in its own language Oktogardria - and Traszorco – Traszorkovo in its native tongue. Kondor I was indeed the son from the two royal families and therefore was able to make important princely family ties. This resulted in a fusing between the two states, Ostrogamia and Traszorkovo, which created the ethnicity Oktogyar. His rule was long and he produced many laws regarding how Ostroco should be, and with his incredible powers he managed to create a strong, organised kingdom.

Alas! He died at the age of fifty six on a chute in a mountain abyss whilst returning from an friendly expedition to the Dwarves. When the King's wife, Queen Tungaszanaa, heard this she vowed to have her son – now Kondor II – continue what his father had done for the country. She succeeded, as Kondor II grew up with the firm mission of his father – indeed Kondor I had been a philosopher – in his head. Which meant that when he was of age he continued to make massive reforms to the country, founding cities, building castles, upgrading the military – as at that time Ostroco was still a weak state and needed to be able to defend itself from outsiders – and making alliances to nearby states.

Kondor II died peacefully, and so Kondor III was crowned King. He was more peaceful than his father and grandfather, as instead of making military escapades in the environs of the country, he introduced the Spiritual system in Ostroco, which was a bit like the ancient ones yet was more organised, and more evaluated than the other ones before Ostroco was founded, as it bought in ideas from the Western kingdoms. This religion consisted of druids who lived in temples in the middle of forests and mountains, who picked herbs and plants - they being the most skilled Botanists of the country at the time - and communicating with the Spirits of Nature: nymphs, sylphs and such people. Kondor-Orpotrogad, son of Kondor III, was himself a priest who had also reigned with a pacifistic mindset, establishing strong ties and brotherhoods between Ostroco and the other Kingdoms, and in particularly the tribes in the south, which were full of dwarves, centaurs, fauns and even giants. He continued to strengthen the religion, building new temples in cities and allowed the druids - who wore long beards, had laurel wreaths, dressed in white cloaks and smoked extremely strong herbal pipes which turned the room's inside in a fog – to send missionaries to have this religion expanded.



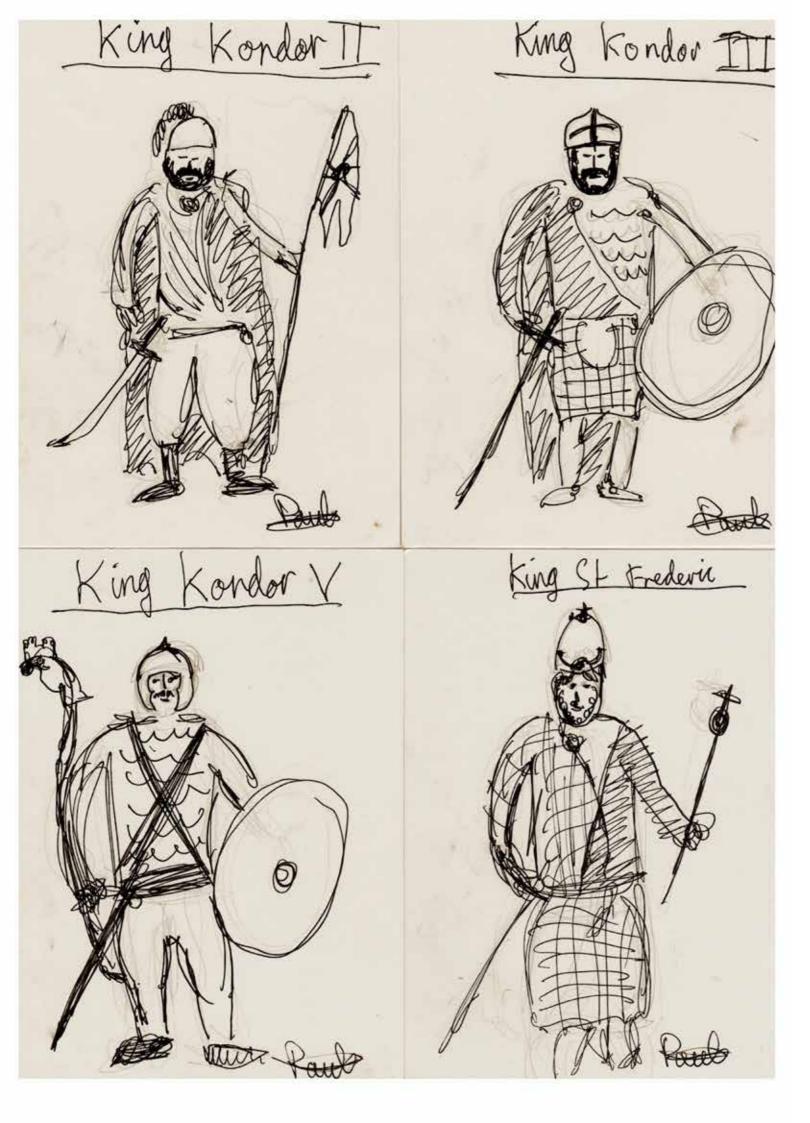
Degd Oktogyariech Geczelnok

The Monarchs of Ostroco (2)

After Kondor-Orpotrogad, came the kings of the name of Kleran, Czorpad and Oszwarsz (There were several of Czorpads). Under them, Ostroco continued to expand, make alliances, peace treaties whilst fighting against the monsters that ravaged the country. There was King Dachorzan who made several military missions abroad to help save the continent falling into the clutches of nomads. Indeed, those nomads – who resembled the Mongolian Horde in their attitude of ambitious expansion – troubled the continent so much that it resulted in what is now called the Sixty Seven Years War, or more commonly known as the Great Contre-Attack.

It was King Gretlorszovitch who had mostly been abroad during his reign on a non-religious crusade, and who had been the largest contributor to end this war. But alas! He had died during the Battle of Kachrondan, when the horde came right up to the doorstep of Ostroco; it was one of the most important battles in the country's history, as it was the turning point of the war. Indeed, all of Ostroco's forces did a massive contre-attack, with its famous and ingenious generals Tokolopp, Kaczmik and Bogroczian as the organisers. Indeed, it was so great, that it forced the horde to flea at all speeds, whilst Ostroco, being joined by other armies on its way went right up to the edge of the continent, where they captured the horde's chef, and so were proclaimed the Saviours of the Continent.

The new King Czorpad III promoted all three of the generals to the highest order of Ostroco, and showered them with gifts, whilst making every officer in the army Godfather of the Crown Prince. Even the soldiers were rewarded, as from that day on they were called the Gerbygdies, meaning the Saviours, meaning that the soldiers didn't have the title of mister, but of Gerbyg, meaning that someone named Argaczan was called Gerbyg Argaczan.

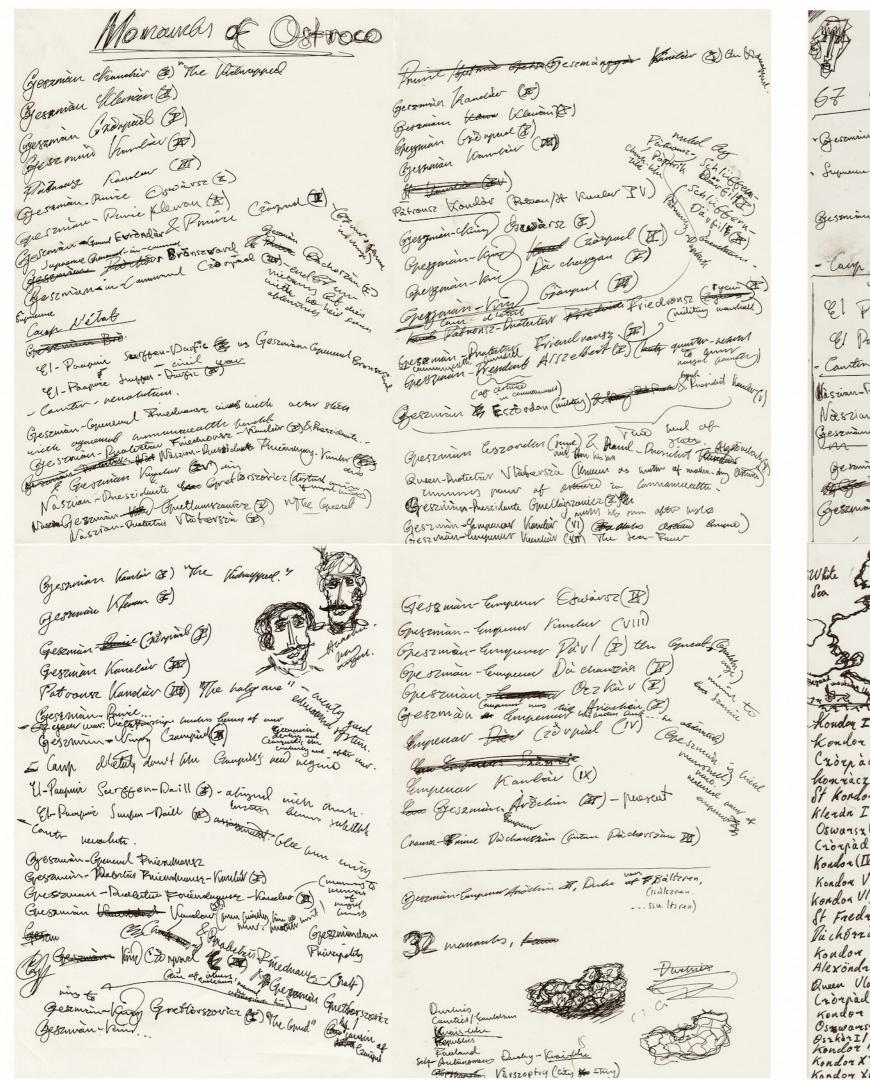


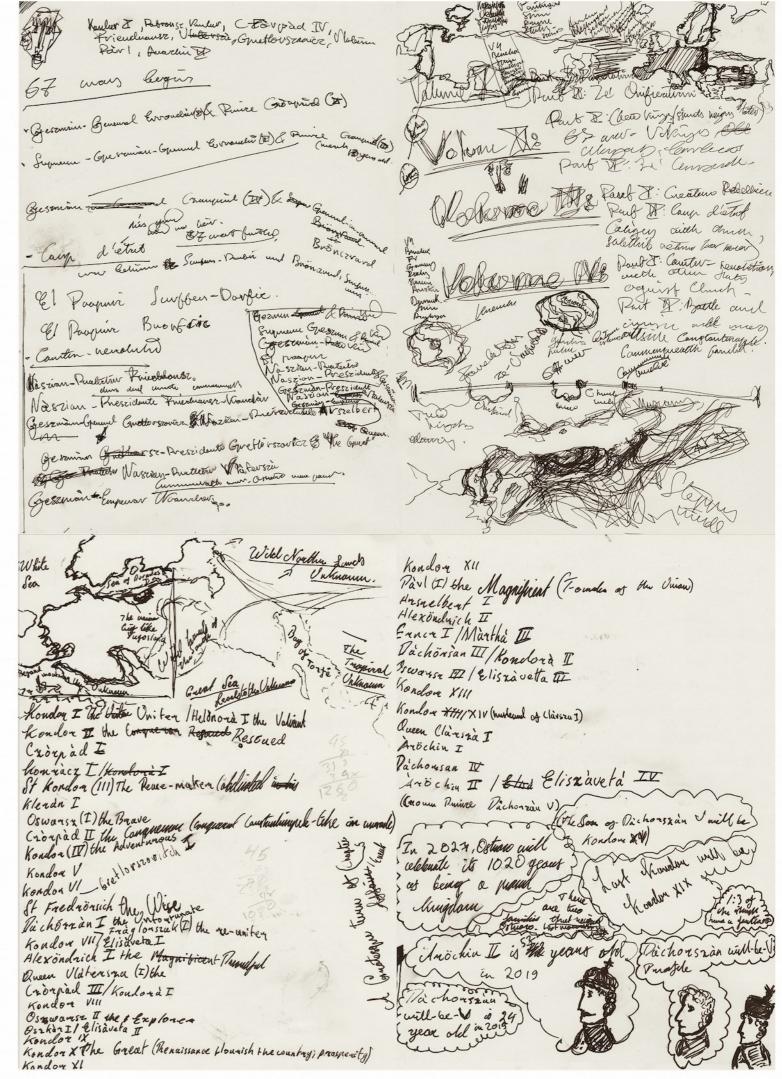
Degd Oktogyariech Geczelnok



The Monarchs of Ostroco (II)

A century passed, and unfortunately Ostroco fell in decay, with sea pirates, coming from the north, pillaging the coast and fearful, unpleasant creatures like gobelins, giants and trolls revolting in the southern Mountains, and in the end there being a civil war, which made King Fredorszich abdicate. The revolutionaries took power, but the new government being so corrupted it finally crashed and made Ostroco plunge in a dark era called the Times of Confusion, Terror and Troubles, where Ostroco got invaded from all sides, with new little states popping up, and tribes claiming new land. But soon a distant relative of the former royal family, called Epreczidak, refounded Ostroco and his descendants - Oszkar I, Czorpad III and Kondor V - took back all of the lost land. After Kondor VI, Czefan I and Kondor VII - King Pavl was the king, who created a union with tiny little states on the borders of Ostroco, and it is said that his era when he reigned was exceptional and prosperous. Kondor VIII created a new alphabet, and a few generations later Queen Klarczenaa took the throne and her reign was full of prosperity and new discoveries. From her, Ostroco became a maritime power, and Kondor X was the King who discovered many new lands over the sea. Ostroco continued to prosper, yet had several wars along the way with one being terrible which caused the country to fall in a famine, but all this ended and so we come to King Arochin II, the present King.





Kondor I Ruled 897-1074
Kondor III Ruled 1047-1098
St Kondor Ruled 1098-1289
Kondor V Ruled 1098-1289
Kondor V Ruled 1289-1238

Queen Calarsziotak Ruled 1244-1326
St Frederic Ruled 1329-1392
Gretlorszovitch I Ruled 1392-1434
Kondor IX 1434-1516
Fraglorszak I I 1590-1621
Queen Zelanzoliv 1621-1694
Queen Viatlersza 1699-1777

Degd Oktogyariech Geczelnok The Monarchs of Ostroco (3)

Yet when a century had passed, Ostroco had fallen into decay, and new threats had come from the North, with invaders – rather similar to Vikings – pillaging the coasts, making the country poor. In addition to that, the giants, werewolves, trolls, goblins and other unpleasant creatures had rebelled in the mountains, and with a war with two fronts, Ostroco fell in a civil war. It was indeed, the Times of Confusion, Terror and Troubles where everybody distrusted each other, with such people like dwarves and centaurs keeping to themselves – dwarves being shut up in their mountain caves and centaurs in their forests – whilst humans rebelled against each other; the agents from the north deliberately lied to the nobles, to encourage the breakdown of what were once great alliances, in order to put in confusion, terror and troubles.

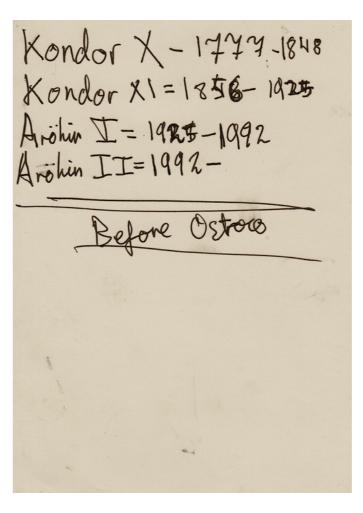
But the final blow fell when Fredorszich resigned and took refuge in a druidistic temple high up in the mountains, leaving no heir to the throne. Immediately after this, there was a coup d'etat, led by revolutionaries, whose leaders had been exiled due to their disobedience and betrayal to the country. The revolutionaries took power.

Yet, behold! The revolutionaries were a bunch of incapable idiots who would rather take a bribe than save the country, meaning that this exactly happened. Rich nobles wanting to be independent bribed them with money so that they could make their own state. And when one was granted that, every other dukedom, earldom and what not split apart from Ostroco to create their own kingdom. Even the giants founded their own tribes, with the dwarves, centaurs, fauns, gobelins, trolls, werewolves etcetera creating their own kingdoms. Now, Ostroco shrank, and the country itself didn't exist any more; neighbouring countries invaded Ostroco and new tiny states emerged inside it. Not to forget that this majestic, yet terrible, orchestra was conducted by the revolutionaries.

The kingdoms that had been enemies now took their chance of making themselves allies to those little states that had emerged from Ostroco, and had made truces, peace treaties and alliances. They even went so far as to station military troops over there to protect those little states, in return for being able to create military bases in their land and make those little states their protectorates. Some kingdoms were even more clever than that, as they made their royal family marry those of those little states, which meant that those little states – I will refer them as that – were now in union and even part of that kingdom. In short, Ostroco was disappearing from the map.

Yet, amongst all this chaos, there were some that still had hope. They were for the monarchy, and Epreczidak was their leader, who was a very distant cousin-in-law of the King. His followers were the ones who were still faithful to what you may call the Ancient Regime, and consisted of faithful knights, nobles, even normal peasants, some centaurs, fauns, dwarves, eagles and many of those creatures who were still friendly with the humans.

With this back up, Epreczidak was able to capture Praklow, the capital of Ostroco, once more from the clutches of foreigners and establish himself a state, which consisted not only of Praklow, the city, but also of its environs. Praklow's suburbs were a particularly good geographical defence as the city was situated inside tall hills which housed mystical forests and many castles. Indeed, with the aid of the creatures, he managed to get the forests to side with him, including the creatures that lived there, and was able to capture some castles that were on the hills. Furthermore, Epreczidak's aide-de-camp Koropotokovorotopokopp was a genius in diplomacy, and with him by his side Epreczidak was able to make little states side with him. Epreczidak even went so far as to marry the only daughter of the Duke, who was in control of the most powerful little state existing. And with the Duke having no heir, and only his daughter, it came to be that when he died – he was very old indeed – Epreczidak was able to unify his little state with his own. Having now a decent state, he proclaimed himself King of all Ostrokians, and the former Royal Family, to whom he was only a very distant cousin-in-law, agreed with this proclamation, as Epreczidak promised that they would not be exiled and would remain noble, yet Epreczidak's family would now step up to take the role of Royal Family.



Degd Oktogyariech Geczelnok The Monarchs of Ostroco (4)

So, with a new Royal House, Ostroco started to slowly regain its lost lands, yet it took almost a hundred fifty years (The revolutionaries had already been crushed, with most of them fleeing the country). Epreczidak's son, Oczkar, was proclaimed King after Epreczidak's death, and he reestablished many of Ostroco's former traditions, and merged Kondor I's philosophy with some of his own, and so the descendants of Oczkar I followed his method of ruling, consisting of unifying Ostroco through means of diplomacy, wars, collaboration with the creatures and royal marriage. As I said, it was only a hundred fifty years later that Ostroco had regained its former glory, and it was King Oczkar's grandson - Kondor V - who finally unified all of the former Ostroco and even enlarged the Kingdom by a small amount.

Once again, Ostroco was a powerful state, and a few generations after Kondor V, Ostroco had a great monarch – King Pavl – who created the commonwealth.

This union consisted of Ostroco and few tinier states around Ostroco, who were all still independent, yet were now all in collaboration with each other. A bit like the European Union, apart that this commonwealth was more of a military, political and cultural union. King Pavl's son, Kondor VIII created a new alphabet based on the old Ostrocovian's alphabet, yet this one was made to suit not only Ostroco's language, but also the other languages that belonged to the two principalities, three small duchies, one kingdom and one republic.

It was almost three hundred years after Epreczidak the Great proclaimed himself King, that the country had its first queen who ruled alone. It was Queen Klarczenaa, whose husband the former King Czorpad IV had died, leaving her to the throne. They only had two daughters, meaning that she – Klarczenaa – would be the Queen. Under her rule Ostroco plunged into a state of peacefulness, stopping wars and focusing more on education, exploration and new scientific, mathematical and artistic discoveries. She was the one who made the great Ostrokian inventor – Szefanord von Cziavotliok – invent new inventions that were of great benefits to the country. And with Cziavotliok's ship design, they were now many maritime explorations of lands over yonder that were never before trodded by the people of Ostroco, and the continent.

Klarczenaa's eldest daughter married an Ostrokian Prince – Oszwarz – making herself Queen and he King. For about two hundred years, Ostroco was fully occupied in exploring places abroad, and they didn't colonise, but instead founded many ports that were part of their Kingdom, a bit like Hong Kong, Macau and Singapore, in order to be able to do trading. There only colonisation were of a distant land that was hardly populated, and was gigantic, with its climate being of a taiga one. This land was an island big as large as Norway and Sweden Combined. The Ostrokians merged with the native people there when King Kondor X was on the throne, and created a kind of mixed Ostrokian, who spoke a very weird dialect of Ostrokian. It was then, about seventy-five years later of the discovery of this island that the present King of Ostroco – King Arochin II – climbed up to the throne. And so here were are today.

King Goellorszovitch



King Fraglorsack I



Queen adarriotak



King Fraglorszak II

