

Lordaeron

"A land shining, a land peaceful. Under the Light, we are one, under the Light, a people we are. For Lordaeron! For the King!"

Official name of the political entity: Kingdom of Lordaeron



Banner of Lordaeron

Unofficial names: Lordaeron, Land of Lordaeron, Crown of Lordaeron, Menethil domain, Northern Kingdom.

Area: 1 509 951 km².

Estimated population: Around 18 565 000 souls at the beginning of the First War.

National colours: White, blue, gold.

Ruling house: House of Menethil



Lordaeron before the First War

1 . Introduction

Northernmost of the Seven Kingdoms, Lordaeron was one of the younger children of the Arathorian Empire. Formed by the refugees fleeing the war torn lands of Strom under the guidance of the nobility and men of the Light, Lordaeron soon became an important spiritual center. Under the long rule of the priest kings, it became the center of the Holy Light worship in the North and a mecca for all religious travelers. As the Church thrived, so did the realm and in time, Lordaeron became the largest of the human kingdoms.

2. History

The Peaceseekers and a new beginning

During the last days of great Arathor, a new movement formed amongst the ranks of its nobility. As the situation in the Empire worsened, numerous lords had blamed the moral depravity and detachment from the spiritual affairs for this decline and thus

entered a pact with the Church, aiming to cleanse the people of Arathor of their sinful nature and bring them back to the Light. The movement had slowly gained power, but it was not until the nations of Arathor rose against King Wodanin when it fully established itself as a significant force in the realm. As the war progressed, the people of Arathor suffered immensely. Disgusted by this war, the war they deemed needless and fratricidal, the members of the movement formed an official group under the leadership of Archbishop Condras Menethil. Calling themselves Peaceseekers, they became a focal point of the war's opposition and made a great effort to help the common people of the war torn land. But, despite their best attempts, the fighting would go on. Eventually, Condras and the rest of Peaceseekers decided to make a drastic move; abandon the lands of Strom and build a safe haven for all the refugees in the verdant north.

And so, guided by the Light itself as the legend would have us believe, all of them, commoners, nobles and men of faith, they traveled far to the north. There, on the northwestern shores of the Lake of Lordamere, known as the Lake of the Wolf during that time, in the shadows of the Tirisgarde Range, they set the foundations of a new city, nation, kingdom. The one that would forever be known as Lordaeron, the land of peace.

At first, this new state had been unrecognized by any of the other human nations, but as they were preoccupied by the war in south, Lordaeron could thrive. Thousands of new refugees arrived day by day and with the blessing of the Church and outgoing war, there was nothing the Arathi could do to stop them. During this time, the leaders of the Peaceseekers led an endless debate about the nature of their new kingdom. Eventually, the war had been finished and the Arathi dynasty expelled. In the aftermath of these sweeping changes, Archbishop Condras made Lordaeron his official residence and with the support of the Church, all the freshly independent kingdoms soon recognized Lordaeron as a sovereign and independent state.

The Priest Kings of Lordaeron

For all we know, it took great lengths to the Peaceseekers to reach an accord about the future nature of Lordaeron. In the end, they did agree to built their nation on the several principal points. The kingdom was to be divided in the administration units called

principalities, maintained by the governors appointed by the king. They agreed the faith and Church would be an integral part of the kingdom, supported by the Crown and with its own set of powers. The men of the Church were to be appointed as governors of secular principalities alongside the nobles, and Church was to be given an active role in the political affairs of Lordaeron. To make true of their past claims regarding the deep concern they ought to have for the common people, every common man was meant to have the status of a free citizen. Amongst the numerous rights, the citizens of Lordaeron were allowed to elect their own officials, although these Magistrates, as they were called, were still under the authority of the respective governors within their principalities. The king himself would be elected by the great council of nobles presided by the Archbishop, although only the priests of the Light were eligible for the election. This agreement was followed by the election and coronation of the first king of Lordaeron, who was no other than the younger brother of Archbishop Condras, Barthilas Menethil. Thus, the long rule of the priest kings began and the birth of Lordaeron had finished.

Lordaeron saw a steady grow under the rule of its first kings. Barthilas soon expanded the kingdom to encompass all of the Tirisfal Glades. To guard the realm, he had two grand castles built; one to guard the eastern pass of Tirisfal, one to protect the waters of Lordamere. As the Fenris Isle provided a perfect place for such a fortification, he used the ruins of the old Arathi fortress that stood there for almost a milenium as the foundation for his new Fenris Keep. Soon, the borders of the kingdom had been secured and the tranquil Tirisfal Glades became a home to the countless small villages and towns.

The peace held for long. For over three hundred years, there were no signs of war for Lordaeron. In the west, they claimed the areas up to the Thondroril River¹, establishing the towns and principalities of Hearthglen and Andorhal in the process. To protect this new eastern border, King Alexandros Marden constructed a vast keep, which took the name Mardenholde after his family. His successor, King Thurman Zverenhoff, managed to integrate the city of Tyr's Hand, formerly a free city of the Church, into the kingdom as a vassal of the Crown. Although Tyr's Hand and all its lands still remained practically independent, both due to the great distance seperating it from the central lands of

¹ Although this area was de facto a no man's land at the time, it was already a de jure part of Lordaeron, as they managed to negotiate its ownership in the aftermath of the fall of Arathor.

Lordaeron and its legal status within the kingdom, it was now protected from the claims of the neighbouring kingdoms, particularly Stromgarde².

The first larger war Lordaeron had to endure originated with its thrust towards the western forests of Silverpine. For hundreds of years, the forest trolls dwelling in these lands lived in the shadow of the great silver pines without much interference from their human neighbours, but as the humans of Lordaeron and Gilneas began their colonization of the vast forests, they rose up in defiance to protect their ancestral lands and way of living. And so, their numerous warbands were soon found to be raiding the bordering areas of both Lordaeron and Gilneas, leaving only ashes and charred bodies in their wake. But the kings of the West would not have it. They struck an alliance, raised mighty armies and rode deep into the heart of the Silverpine Forest, intending to wipe out the troll threat once and for all.

Yet, the trolls would not give up easily. These forests were old and wild, and trolls knew them well, better than humans ever would. The war turned into an endless massacre as countless brave humans were lost within the woods. And when the commander of the Lordaeron force, General Henrius Mograine, lost his life at the banks of the river Arevass, many came to believe the war lost. In the end, it was not so. A young knight named Cedras, a scion of the great house of Menethil and descendant of King Barthilas, managed to escape the captivity of trolls and provided his brethren with the location of the secret capital of the Shadowglen tribe. The armies of Lordaeron and Gilneas besieged this fortress, and Cedras himself led the vanguard in an attempt to breach its defenses, killing countless trolls in the process. At the end of the day, the troll capital fell, and the might of its people was broken forever. In the aftermath, Lordaeron and Gilneas drew up new borders and soon, all of the Silverpine was dotted by a myriad of human settlements.

The Crimson King and the rise of Menethils

The election system in Lordaeron always had certain flaws. Many of the priest kings were great men with less to no doubt, but it was not always so. Some were far too strong

² We can only assume what reasons the officials of the Church had for the integration, but a keen mind would find the possibility that they found the union with Lordaeron a lesser evil most reasonable.

in their faith and zeal, some served as mere pawns of the Church, some were simply corrupted. But none of them was as extreme, as radical, as the last priest king of Lordaeron, Nicholas Blaumeux. Elected in the years following the Silverpine War, this charismatic cleric soon found himself at the odds with the Church itself. As it grew large, rich and powerful under the protection of Lordaeron, so did the corruption spread within its ranks, and many began to consider it decadent and in a dire need of renewal. Nicholas was amongst such. At first, he called for a simple reformation and with this, he gathered a great support among the nobles and citizens of Lordaeron. But in time, his stances transformed and became far more severe. Eventually, he made his move against the Archbishop himself. Proclaiming him and all the upper echelons of the faith heretics, his forces stormed the temples and holdings of the Church and made these men his prisoners.

It would not end here, however. As he made himself a new Archbishop and made his intention to forge Lordaeron anew in the baths of crimson flame known, rebellions arose across the kingdom, calling Nicholas a madman. With the support of Stromgarde, Gilneas and Dalaran, these rebels united under the leadership of a hero of the Silverpine War, Cedras Menethil, and resolved to have this "Crimson King" cast down and the balance in Lordaeron restored. A lengthy war ensued, but in the end, Nicholas was not powerful enough to stop his opponents. They trapped him in the Capital City, yet he, despite being outnumbered, would not give up. Cedras, not willing to see his beloved city leveled, decided to take the city by a ruse. As he knew the pathways of the Undercity, a large labyrinth beneath the Capital City, very well, he would lead a few hundred of his men through them, while the rest would create a diversion. This plan was successful and he managed to storm the Palace itself. Facing Nicholas himself, Cedras cut off his head with his blade, Havoc's Call, but not before he issued the command to set all of the city ablaze. It burned, and so despite his own death, Nicholas' wish that Lordaeron in flame went true after all.

With the war finished, all that remained was to bring the order back to Lordaeron. With the support of the nobles and greater citizenry, Cedras took the crown and made the sweeping changes. The election system would be abolished and forever more, the kings of the Menethil dynasty would rule Lordaeron. The secular power the Church held in

Lordaeron would greatly diminish, although certain provinces would still be governed by the men of the Light. As the new Archbishop and all the human monarchs did agree, the Church would also undergo a reformation, so that it would never find itself in the same state as before the war. To ensure the future men of the faith would be pure, clear sighted and enlightened, a new and grand holding would be built, a holding where all of them would be properly tutored and thoroughly tested. Funded both by the Church and Crown of Lordaeron, its halls soon rose in the northeastern Tirisfal and thus, the Monastery of Light came to existence. Only last thing remained. As the Capital City was in ruin, Cedras decided to use this destruction as an opportunity. His beloved city would be rebuilt and reconstruced as a marvel of human architecture, using the architecture of Dalaran, ancient Strom and the Church as inspiration. Soon, Lordaeron recovered and although Cedras did not live long enough to see all of his work finished, his legacy would endure for hundreds of years.

The Violet War

It was during the first decades of the Menethil Era that Lordaeron first came at odds with its powerful neighbour, Alterac. Its kings, Perenoldes, were slowly building their power over years and now, they became increasingly rash in their demands. They already fought multiple smaller wars against Stromgarde, mostly over the trade and border disputes, but now, their attention turned towards a greater prize. The region of Andorhal, with its immensely fertile land, was a ripe for taking. Yet, Lordaeron proved a formidable adversary, and Alterac had to turn elsewhere. Striking an alliance with Gilneas, cemented by multiple marriages, they deemed Dalaran and its southern lands their new goal. They would not act immediately, however, as they knew the timing would have to be perfect for them to succeed.

Soon, the perfect moment appeared indeed. From the north, mighty warships carrying barbarian warriors appeared and assaulted the coastal provinces of both Lordaeron and Quel'Thalas. These humans were the folk of Northrend, distant kin to the humans of the Seven Kingdoms. We do not know of their exact origin, whether were they descendants of the tribes that left the Eastern Kingdoms before the formation of Arathor or

Northrend natives remains a mystery to us. We know, however, that unlike the humans of Lordaeron, they did not turn to the Light and instead revered the primeval gods of old. Showing at a great force, they forced King Barthilas II to raise his armies and ride to defend his people.

With Lordaeron preoccupied, Alterac and Gilneas deemed the moment perfect to strike. They issued an ultimatum to Dalaran, one that the Violet Citadel would not agree to. Instead, they prepared their defenses and assembled their forces and so, the Violet War began. Soon, Stromgarde took the side of Dalaran, wishing to enact vengeance upon their old enemy, yet despite their martial prowess and magics of the Kirin Tor, Alterac and Gilneas still had a clear advantage. Slowly, their armies pushed deep into the lands of Dalaran, taking the town of Hillsbrad in process and soon, only the Cities of Dalaran remained. The Kirin Tor, utterly desperate, turned to Lordaeron, promising them all of the Hillsbrad region and a friendship eternal for their aid. Although weakened from the war with the barbarian menace that had just finished, King Barthilas agreed to help. As his armies joined the fray, all west of the continent was engulfed by war. In the end, Dalaran and its allies prevailed, but not before all the warring nations had paid a high price. King Barthilas himself died during the battle of the Fenris Isle, and it fell onto his son, Arthas, to finish what he started.

Lordaeron emerged a great power from the war. In the west, they took the regions around the Arevass river from Gilneas. As had been agreed before, Dalaran gave up all of the Hillsbrad Region and signed a treaty of mutual defense and eternal friendship. Largest changes happened when dealing with Alterac, though. In the south, Lordaeron acquired the vast lands of Southshore and Tarren Mill. In the north, the ancient fortress of Caer Darrow, together with all its possessions, moved under the rule of Menethils. All the former lands of Alterac were given to the house of Barov, an Alteraci house that chose to side with Lordaeron early in the war. As the power of Alterac was broken forever, Lordaeron ushered itself in a new age.

The east of Darrowmere and the Northern Troll Wars

With Caer Darrow firmly in its hands, Lordaeron finally connected its western lands with those of Tyr's Hand, albeit only by the lake of Darrowmere, as the vast Darrowmere Forest, held by the elves of Quel'Thalas, still lay between them. Yet, the humans were far more numerous than the elves ever would and soon, they began to settle within the reaches of the ancient woods. Although the elves were not fond of this, the forest of Darrowmere was so sparsely populated they did not act, seeing no reason in any conflict with humanity. But the humans of Lordaeron continued to pour into these lands, particularly after the Darrowmere Bay was revealed to hold vast reserves of oil, founding new settlements wherever they went. As the elven nation grew increasingly nervous, the Council of Silvermoon realized it had to make an end to all of this. Entering the negotiations with King Arthas, they hoped to convince Lordaeron to make a stop of the human colonization and expel all the humans from their lands. Arthas would have none of it, however. Only the incursion of the Amani trolls made a stop to the possible conflict, and instead united the bickering neighbours in what would be the first of the countless Northern Troll Wars.

Although the united Thalassian and Lordaeronian forces soundly defeated the troll menace, it was not without a price. Anasterian, seeing that humans could proliferate far more swiftly than his people and that their aid would greatly diminish their losses, realized it would be in the best interest of Quel'Thalas to reach an accord with Lordaeron, even if the elves would have to wholly abandon the forests of Darrowmere. In the end, this was not necessary. Humans would be free to establish their own free towns and cities, albeit under the protection of Lordaeron, while the elves would keep the deep woods and glades for themselves. Soon, two major settlements appeared. One, named Corin's Crossing after Grand Marshal Corin of Darrowshire, was built to protect the road connecting Tyr's Hand and Hearthglen near the place where Corin defeated a major troll force during the last war. Second one, called Stratholme, was built on the shores of the Darrowmere Bay, where it was to take advantage of the vast oil fields.

For the next three hundreds of years, Lordaeron was largely at peace, seeing the only warfare in form of the numerous Troll Wars in the east. Since the trolls were slowly,

but steadily falling in numbers, the lands were safer with every passing day, letting the human population bloom. As the local humans and elves became used to the immediate contact, many of the elves began to live amongst the humans, occasionally resulting in mixed marriages and offsprings. Eventually, during the rule of King Terenas I, both Lordaeron and Quel'Thalas came to conclusion that the accord would have to be changed, as it no longer reflected the realities found within the lands of Darrowmere. The whole territory would become a shared land, with the laws and obligations applied according to the citizenship of the person³. This land would be furthermore known as the Common land of the man and elf, and with this act, the formation of Lordaeron as we know it was complete.

Lordaeron grew into a strong and wealthy realm under the long reign of King Terenas I. Stratholme turned into the regional industrial center, supplying all of the Northlands with oil and various goods. Yet, no king rules forever, and Terenas passed away at the age of 68. His son was not so fortunate, however, and left a few years later, killed by a troll axe while suppressing yet another Amani force. Leaving only a five year old son in his stead, many believed the golden age of Lordaeron gone. But young Terenas, soon King Terenas Menethil II, would prove them wrong in the end.

3. Geography

Climate and ecosystems

Located in the northern part of the Eastern Kingdoms, the lands of Lordaeron are indeed true to their status of the northernmost human kingdom. Their lands are dotted by a myriad of lakes, their forests are predominantly coniferous and the weather is seasonal. The western and northern coastal areas feature an oceanic climate, particularly thanks to the Tirisfal Stream, a warm ocean current flowing around these areas. The rest of the kingdom sports a humid continental climate, featuring mild summers and rather harsh winters.

³ As certain laws would have to be applied territorially, it was agreed that in such a case, the law would be applied according to the citizenship of the landowner.

Although bordered by several massive mountain ranges, Lordaeron itself does not have any of such a magnitude, with the sole exception of the imposing Tirisgarde Range. Situated in northwestern Lordaeron, this range essentially separates two important regions, Tirisfal Glades and the forest of Silverpine. However, there are several other regions featuring rugged terrain, especially the areas of Hearthglen Hills and Hillsbrad Foothills. Apart from its hills and mountains, one can also find several large and ancient forests within the borders of the Northern Kingdom. To the west, in the great basin between the Tirisgarde Range and Silverpine Mountains, lies the forest of Silverpine, named after the rare silver pines. The next large forest lies to the south of the Hearthglen Hills. Once again a forest predominantly containing pines, it is called after the distinctive coloring of their trunks, giving it the name of Redpine. The last two great woods lie in the east of Lordaeron. The first, famous Darrowmere Forest, is a forest of spruces and firs, while the second one, Greenwood of Stratholme, is, unlike the other great forests in Lordaeron, made of beeches, oaks and firs. At last, one has to always remember a great number of lakes Lordaeron has, particularly the enormous lakes of Lordamere and Darrowmere.

Natural resources

There are three important resources that Lordaeron has in abundance. First of all, the great reserves of oil laying along its northern coast, as well as in the great lakes of Lordaeron. The Darrowmere Bay in particular has extensive reserves of oil, arguably the largest in the Seven Kingdoms after those of Khaz Modan. Second, as much as important, are great deposits of lumber and timber, acquired in their vast forests. Some of these are of a very rare kind indeed, including, but not limited to, the wood of the silver pines and the magical ironwood acquired from the rare ironwood trees in the Tirisgarde Range and Mountains of Tyr. Last resource lies with the exceedingly fertile soil found all over the kingdom. The fields of Hillsbrad, the areas of northwestern Tirisfal, the valley of the Nine Flowers, they all contain such a fertile land, but the true jewel of Lordaeron can be found in the lands around Andorhal. Featuring extremely fertile soil of black color, the fields of Andorhal region can be considered the most fertile land in all of the Eastern Kingdoms.

Next to those resources, others can also be found, albeit in a more limited manner. Gold is very scarce in Lordaeron, with only a few notable exceptions, such as the deposits of the Southshore Region, Tyr's Hand Region, Hearthglen Hills and Tirisgarde Range. Other kinds of ore are less rare, yet, still, Stromgarde, Khaz Modan and Azeroth all have larger supplies than Lordaeron. Last, one can also find numerous kinds of game within the great forests of Lordaeron, countless kinds of fish in its lakes, rivers and bays and great swathes of pasture on the slopes of its mountains and hills.

4. Economy

The core of Lordaeronian economy is derived from its natural resources. As dictated by its extensive forests, Lordaeron is by far largest producer and exporter of all kinds of lumber and timber. Charcoal, particularly the one produced in the forests of Redpine, is a common commodity as well. Given the fact that most of Lordaeron's forests are coniferous, it also hosts a large production of amber, arguably the largest of all the human nations, although this position is very much contended by the nation of Gilneas. Lordaeron also serves as the largest harvester and exporter of oil in all the North, having the only serious rival in the dwarven realm of Khaz Modan. Agriculture is also developed to large extent, making Lordaeron not only fully self sufficient, but a significant exporter as well. Wheat, corn, flax and all kinds of vegetables can be found to be cultivated within its borders. Wine, given its latitude, is rare, although the regions of Hillsbrad and Southshore do produce a stock of fair quality. Thanks to the vast swathes of pasture, one can find a multitude of dairy products, wool and such produced as well. The game, herds and fishing provide enough meat to be consumed and exported, ranging from the high quality lamb to the Darrowmere herrings. The crafts are unquestionably advanced as well, no to mention a well developed industry centered around Stratholme, although it has to import certain materials, particularly metals. Last, Lordaeron has a fairly large income generated from the pilgrimages to its holy sites.

5. Politics

For the entirety of its existence, Lordaeron guaranteed the rights of its citizens and served a protector of the Church. The Church itself holds considerable power, ruling over certain secular principalities and its own territories. King stands a practically absolute ruler in the areas known as Lordaeron Proper, represented by appointed governors in its principalities, although the farther regions of Lordaeron are more independent.

Political system

King

The king holds the ultimate power in the kingdom of Lordaeron. Although assisted by the cabinet of his own choosing, he rules supreme and holds all the executive and legislative power. He forms a foreign policy and acts as the supreme commander of the Lordaeron military.

Nobles

Knights and landed gentry. Although they are technically equal to a common citizen, they still have certain privileges, such as the privilege to wear and use a sword or warhammer. Landed gentry also serves as a link between the citizens and principality administration, collecting taxes and organizing defense in the areas under their jurisdiction.

Church

The Church has considerable power in Lordaeron. It maintains its own holdings and administers a large number of its own domains. The Church also serves as the primary judicial force in the kingdom, appointing men of the faith as judges, although those have to be approved by the king.

Citizen

Each citizen belongs to a certain municipality. These municipalities elect their own leaders and councils. Smaller municipalities fall under lesser domains, larger directly

under principalities. The two exceptions to this rule are the city of Stratholme, which falls directly under the Crown given its status as a free city, and the Capital City itself, given its status as a royal city. Citizens are not permitted to use swords, lances or warhammers, although they can use other weapons, particularly axes and spears.

Administration

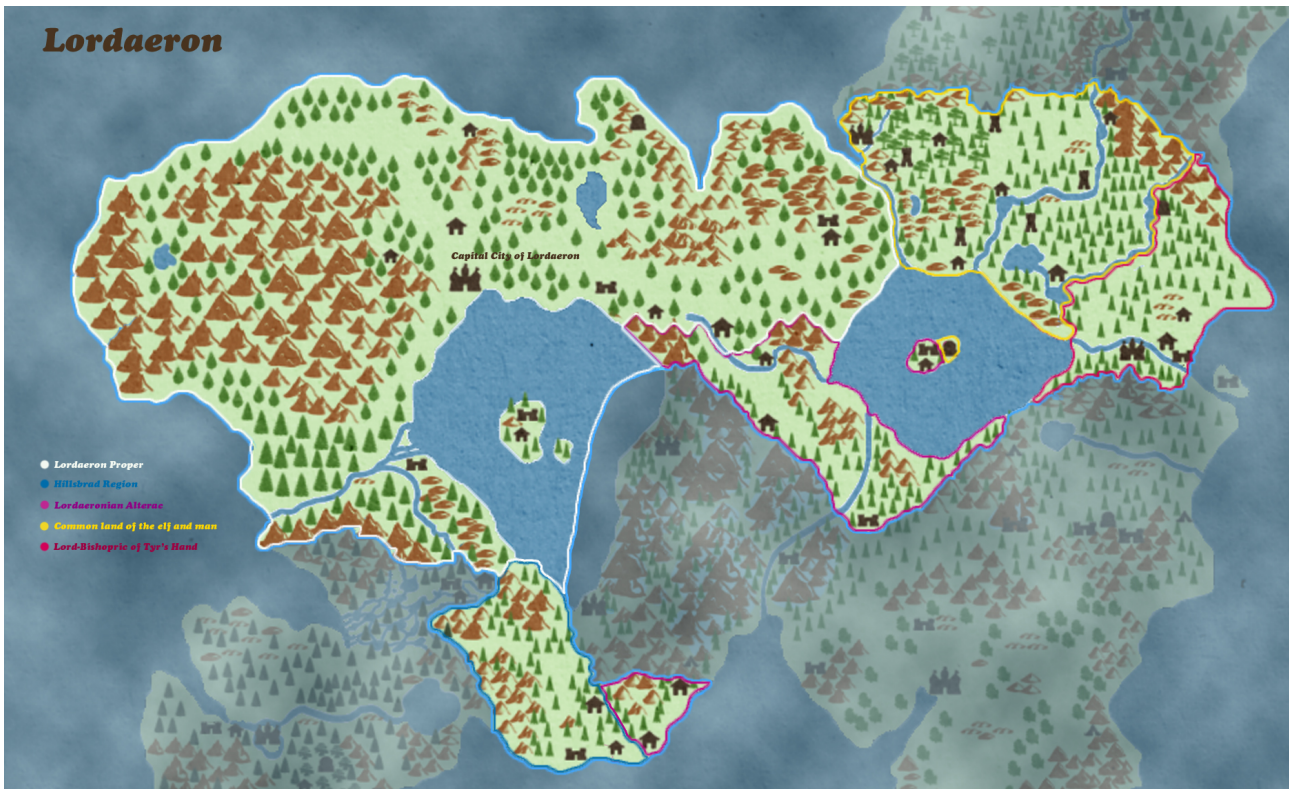
At the highest level, Lordaeron is divided into five principal regions. Lordaeron Proper is a part where the king rules supreme. It is divided to principalities. These principalities are ruled by appointed governors, although the rule of certain principalities is always given to church representatives or certain noble families by tradition. Principalities are composed of lesser domains and, if there are any, larger municipalities. Domains are either ruled by nobles titled lords⁴, with most of them being hereditary, or church officials. Last, secular domains are divided into lesser municipalities. Those municipalities elect their own councils and leaders. In Lordaeron, heads of municipalities are generally called magistrates.

Other regions of Lordaeron include the Lord-Bishopric of Tyr's Hand, Free Region of Hillsbrad, Barov Domain of Lordaeronian Alterac and Common land of elf and man. Unlike Lordaeron Proper, these regions have right to enact their own laws, although those laws can still be vetoed by the king. Their internal administration also differs somewhat, particularly in the Common land.



Banner of Tyr's Hand

⁴ All the landed gentry of Lordaeron is given the title of lord, including the king himself. This title is derived from lording over a land. Other titles, such as Barons, Counts or Dukes are hereditary honorary titles that grant its user certain status and prestige.



Principal regions of Lordaeron

6. People and culture

Values

Peaceful, true, humble, determined, religious, faithful, zealous and disciplined. All these words could be used when describing the people of Lordaeron with less to no doubt. Lordaeronians, arguably more than any nation bar the Azerothians, deeply care about all things spiritual. From the very formation of their nation, they were a humble and peaceful folk, very much aware of the horrors of war and unmoved by the simple calls of glory. As dictated by the conditions they built their kingdom in, they developed a deep sense of collectivity, hard discipline and working spirit.

All these qualities are well exemplified by the knights of Lordaeron. Unlike their counterparts in Azeroth, they do not care much about chivalry or personal glory, but more about their brothers in arms, kingdom and faith. Where the knights of Azeroth are true chevaliers; hearty, brave, individualistic and chivalrous, the knights of Lordaeron are crusading soldiers; disciplined, brotherly and zealous.

Faith

The faith in the Holy Light has a pervasive presence in Lordaeron. Every single settlement, its size notwithstanding, has a place devoted to its worship, be it chapel, church or cathedral. Unlike their brethren from Azeroth, Lordaeronians are far more interconnected in their faith. They do not reserve communal gatherings for special occasions, instead, they use their places of worship for daily services, where they gather to jointly rever the Light.

The Church itself has a very strong presence in Lordaeron, and one could even consider it its center. Although the Archbishops are free to choose their residence, and many indeed chose one outside of Lordaeron in past, the elections are still held in the Northern Kingdom, while many of its primary institutions, including the great academy seated in the Monastery of Light, reside there as well.

People

There are several major groupings of people living in Lordaeron. Practically all the humans are of Arathorian origin, although they do break down into several groups themselves. The largest one, by far, consists of the descendants of the original Stromic refugees that founded Lordaeron. Next one, living in the Barov Domain, is comprised of the Alteraci humans. Although Lordaeronian Alterac has been a part of Lordaeron for long centuries, these humans still keep distinct identity and some of them even cling to their old national allegiances. The people of Dalaranian origin make up the last group, although they have been largely assimilated by this point.

Apart from humans, one can also find a large number of the Thalassian elves and half-elves in Lordaeron, particularly in the Common land. The areas of the Alterac Mountains and Stratholme also make home for a large number of the Ironforge dwarves and gnomes, while the peaks and slopes of Tirisgarde house several Northeron clans, although those owe their allegiance to the High Thane of Aerie Peak, not the king of Lordaeron.