

# Vangoria

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Battlecards 1 a.jpg		Battlecards 1 b.jpg
Card Number (US): 1	Expansion: Base Set	Artist: ?
Card Category: The History of Vangoria	Symbol: Fist	

## Card Text

“ As if mirroring its war-torn History, Vangoria's geography portrays a landscape deeply scarred by rivers and mountains. Years ago, the land was ruled by the mighty Sorcerer-Emperor Vangor from his palace at Constantia. Though he was not a merciful man, it was a time of relative peace. But Vangor's jealous heirs - triplet sons - schemed for the Emperor's throne. Each sought his own power base by aligning himself with one of the dominant forces in Vangoria: Justice, Evil and Chaos. Vangor's death lit the fuse of war as the various factions battled for power. Order broke down. Each of the triplets was forced into hiding and took on a new identity. Constantia was reduced to rubble. Vangor's crown was flung contemptuously into Lake Mhingus by rampaging Battle Orcs. Vangoria's natural boundaries have subsequently divided the land into four provinces. In the north, The Darklands are dominated by the Lord of Darkness to the east and the wild Hill Goblin tribes to the west. South-west of The Darklands lies Quaine, where the noble Prince Gallant continues his crusade against Lord Vengeance and his creations of evil. The eastern plains are home to the Barbarian Warriors who remain locked in continual tribal wars. The Barbarian Territories are a wilderness of demonic creatures and savage warlords. And in the south, Zittonia is a province of malice, ruled over by Zheena Nightshade, High Priestess of Gargantua, god of evil. But Aragon Trueblade's forces of truth have begun to weaken her hold. Welcome to Vangoria. The Conflicts, Creatures, Quests, and Sorcery which will shape its future are now yours to command...

# Other Notes

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Revision #2  
Created 2025-12-21 03:01:30 UTC by Cameron Callahan  
Updated 2025-12-21 04:29:09 UTC by Cameron Callahan