



The Dark Eye

Sounds of the Spheres  
The Warring Kingdoms

# The Warring Kingdoms



The conflict between the Warring Kingdoms of Nostria and Andergast has burned for almost two thousand years...

Ralf Kurtsiefer and his creative team from the Orkpack label are proud to present the first CD in the *Sounds of the Spheres* series, designed especially for *The Dark Eye RPG*. This audio CD explores the fascinating aspects of the Warring Kingdoms in musical form.

Gather with solitary druids, secretive witches, and spirits of the forests. Explore mythical



stone circles, enchanted wellsprings, and a village wedding feast. Wander through the impenetrable forest wilderness, or watch as champions from both kingdoms meet in battle and cross swords in anger!

While this collection was composed especially for the Warring Kingdoms, we encourage you to use it as background music for other stories, or simply listen to it for your own musical enjoyment.

Orckpack: Ralf Kurtsiefer's creative team, which includes Sönke Kaufmann, Cornelius Pees, Arne Schippmann, and Melanie Kurtsiefer.



## Composer's Notes:

### Sounds of the Spheres

I am not a fan of albums written exclusively to play on an endless loop. I think role playing music is capable of so much more. Some of these tracks grab the players' imagination, quickly set the scene, and then stop. Other tracks establish a mood and deserve to be played on repeat. Finally, some tracks inspire new adventures in the Warring Kingdoms. The educated listener may also notice familiar strains from the classical compositions of Debussy and Schumann.



### 1. The King's Mercy and The Queen's Blessing

This track serves as the opening or “theme” music for your gaming nights and therefore has as its title the traditional greeting used by citizens of the Warring Kingdoms.

### 2. & 3. The Nostrian Wedding (instrumental and vocal versions)

What's a wedding without music? Men and women sing a call-and-response—up until the last stanza—in this traditional Nostrian wedding song. Enjoy listening to the original lyrics, or gather your friends and sing along to the instrumental version.

Who knows? This song may soon ring out at your gaming table when the heroes travel to Joborn for a very special ceremony...

*New Bonds and Ancient Quarrels*, the companion adventure for the *Warring Kingdoms* sourcebook, opens with the heroes attend a wedding that serves as the starting point for an exciting adventure.



**Women:**

*Einen Besen für die Braut*

*Nicht zum Fliegen*

*Nein zum Fegen*

*Einen Besen für die Braut*

**Men:**

*Und einen Recken der sich was traut*

**Men:**

*Einen Humpen für den Mann*

*Nicht zum Nippen*  
*Nein zum Kippen*  
*Einen Humpen für den Mann*

**Women:**

*Und eine Maid die ihn füllen kann*  
(Men's interjection: „den Humpen natürlich!“)

**Women:**

*Eine Rose für sein Weib*

*Ein schönes Kleid*

*und Heiterkeit*

*Eine Rose für sein Weib*

**Men:**

*Auf das sie immer treu ihm bleibt*

**Men:**

*Einen Erben für den Mann*

**Women:**

*Eine Hilfe für die Küche*

**Men:**

*Einen Erben für den Mann*

**Women:**

*Eine Tochter für die Wäsche*

**Men:**

*Einen Erben für den Mann*

**Both:**

*Auf dass sie viele kriegen kann.*

**Women:**

*A broom for the bride*

*Not for flying*

*But for sweeping*

*A broom for the bride*

**Men:**

*And a daring hero at her side*

**Men:**

*A tankard for the groom*

*Not for sipping*

*But for swilling*

*A tankard for the groom*

**Women:**

*A maid that can fill him*

*(Men's interjection: "The tankard, of course!")*

**Women:**

*A rose for his beloved*

*A beautiful dress  
and happiness*

*A rose for his beloved*

**Men:**

*And that she remains true*

**Men:**

*An heir for the man*

**Women:**

*A daughter to help with the  
cooking*

**Men:**

*An heir for the man*

**Women:**

*A daughter to help with the knitting*

**Men:**

*An heir for the man*

**Both:**

*May they may have plenty of  
children to care for*

#### **4. Spirits of the Forest**

The forests of the Warring Kingdoms are home to countless mysterious beings: treants,

dryads, nymphs, and even dark marwolds, to name just a few...

### **5. The Witches' Curse of Hallerû**

Nostrians value the wise counsel of the Daughters of Satuaria, but also fear their anger and their curses. The best known of the witches' covens meets on the Chalk Cliffs of Hallerû.

### **6. Night of the Full Moon**

This is DeBussy's *Claire de Lune*, recast for Aventuria. To conjure the emotion of seeing Mada's Sign in the sky, we transformed the original piano piece into a stirring piece for strings.



### **7. The Burial Mound**

After nearly 2,000 years of war, the countryside is dotted with battlefields, and its soil holds the bodies of countless dead. We hope this track inspires future adventures, maybe in the vicinity of Tarlynsheight or the ruins of Ysraeth?

### **8. The Ingval, the Tommel, and Lake Thurán**

The Ingval and Tommel rivers are the lifeblood of the region. They are the source of countless legends, as is the famous Thurán Lake. Use this track for exciting scenes set on any of the mighty rivers and lakes in the Warring Kingdoms.

## 9. Wide Land and Open Forests

Musical themes for traveling in the coastal regions or the deepest forests—as long as everything is going well, that is....

## 10. The Forest Wilderness

Robert Schumann found inspiration in a poem for his piece entitled *Haunted Place* (Forest Scenes op. 82). We present this poem in an Aventurian form.

*Die Blumen, so hoch sie wachsen,  
Sind blass hier, wie der Tod,  
Nur eine in der Mitte  
Steht da im dunkeln Rot.*

*Die hat es nicht von Praios,  
Nie trafs sie dessen Glut,  
Sie hat es von der Erde,  
Und die trank Menschenblut.*

*The flowers, as tall as they grow,  
Are here as pale as death,  
But one in the middle  
Grows up dark red.*

*It is not of Praios,  
Never felt its light,  
It grows in soil that  
Tasted human blood.*

## 11. Orcs in Teshkalia!

A composer who calls himself *Orkpack* is practically obligated to compose a piece on this subject, especially since the region experiences so many skirmishes with these raiders.

## 12. Battle for the Border Regions

Battles often begin with glorious visions of heroic deeds, but they usually end with sorrow and pain....



### 13. The Body of Sumu

Each CD in the *Sounds of the Spheres* series includes at least one track that focuses on gods or godlike entities. For the Warring Kingdoms, I chose Sumu.

### 14. “Silver on Blue” (a Nostrian lullaby)

“Silver on Blue” helps children fall asleep in uncertain times. It is especially popular in Nostria.

### 15. The Council of Sumes

This track was written for druids, the secretive, animistic spellcasters of Andergast.



### 16. Yolande and Wendelmir

Conflict has influenced the infamous Warring Kingdoms of Nostria and Andergast for nearly two thousand years. This track explores the personalities of the famous opposing monarchs, Queen Yolande II of Nostria and King Wendelmir VI of Andergast. Which theme goes with which monarch? Only you can decide.

### 17. The Warring Kingdoms

Inspired by the amazing artwork of Nadine Schäkel, this piece takes the listener on a musical journey through the fairytale landscape of Nostria and Andergast.

**18. An Ode to the Brave**  
(the soldiers of the Nostrian  
Defense and the Oak Guard)

Play this track for death scenes,  
funerals, and farewells for  
popular NPCs.

**19. Nostria, Arise!**

Enough said! With special  
thanks to Arne Schippmann for  
his epic voice!

**20. Stone Circles**

These sites of ancient power  
lie scattered throughout the  
forest, jealously guarded by  
sumes and witches. What  
secrets do they conceal? What  
dangers do they pose?



## Original German Version

### Composer

Ralf Kurtsiefer "Orkpack"

### Vocals

Arne Schippmann, Melanie  
Kurtsiefer, Sönke Kaufmann,  
Cornelius Pees

### Cover Art

Ben Maier

### Art Director and Layout

Nadine Schäkel

### Illustrations

Janina Robben, Djamilia Knopf,  
Ben Maier, Nadine Schäkel,  
Rabea Wieneke

*For my best friends, Sönke Kaufmann  
and Cornelius Pees. I'm glad you are here.*

## English Version

### Studio Director

Timothy Brown

### Managing Editor

Kevin MacGregor

### Edited by

Kevin MacGregor

### Layout

Ben Acevedo, Emma Beltran

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