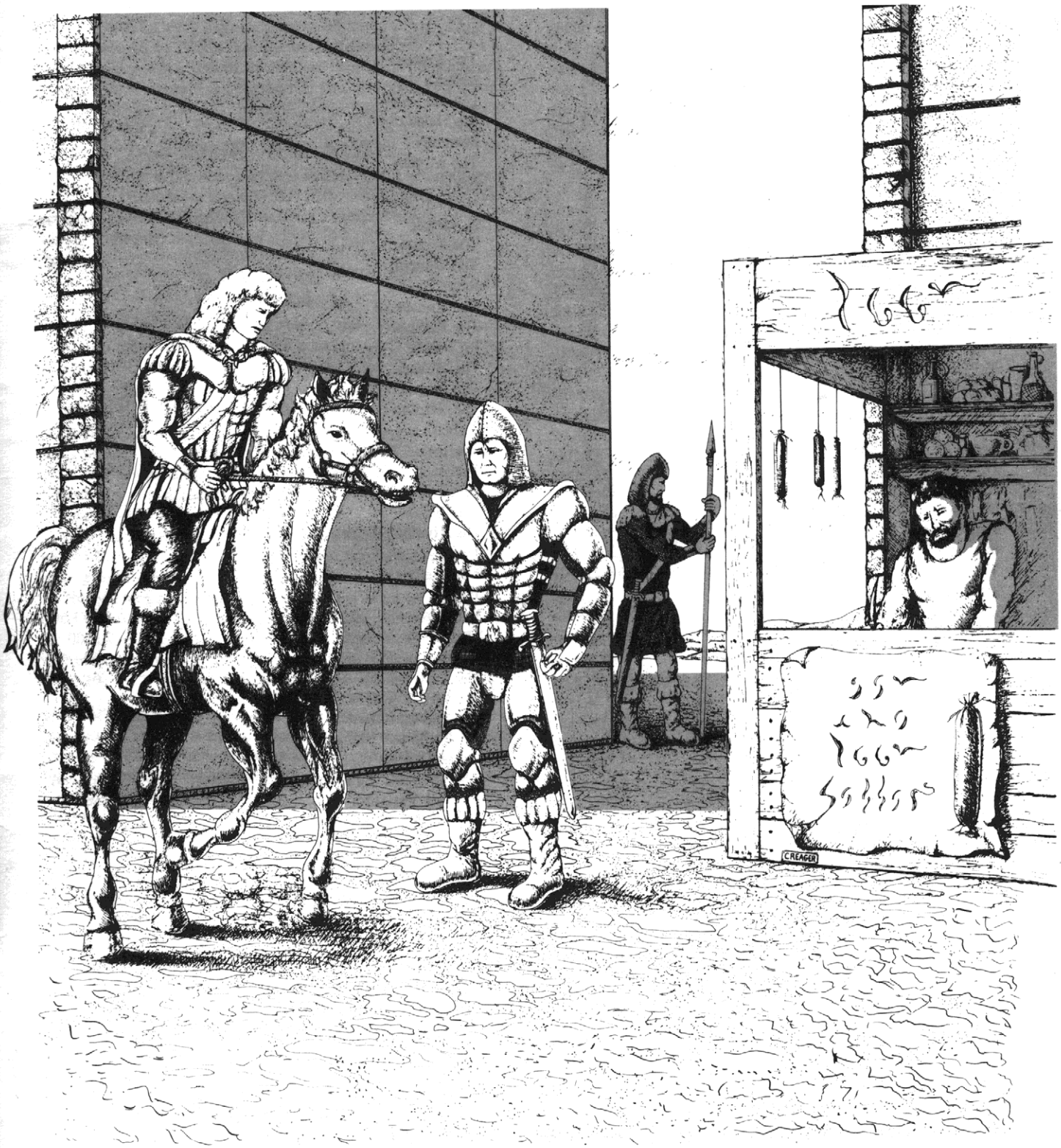
Perilous Lands

THE AVALON HILL GAME COMPANY'S TRADEMARK FOR ITS POWERS & PERILS CONTINENT

The Culture Book



Powers & Perils

The Avalon Hill Game Company

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INTRODUCTION

The Culture Book breathes life into Perilous Lands. It details seventy-one cultures who dwell in the Perilous Lands. Each description details the culture's past history, commonly used languages, features of the social environment and other factors that can be used to color your world.

It is important to note that the details in this book are only a starting point for each culture. Expand on them as you feel it is necessary to do so. While this volume is detailed and exact, it is not the final word on any of its cultures. You must decide which factors will be stressed in your world. Use this book as a guide, not a bible.

A BEGINNING NOTE

The cultures in this book are listed alphabetically, without regard to the Map Numbers or any article, i.e. the word "the", that precedes the name of the culture. Each has a standard heading format. For example, the heading:

BA'RUAL
Map Location—15

indicates that Ba'Rual is found on Map 15 in the Map Book. Where more than one number is given for a nation, parts of that nation can be found on each of the maps listed.

PLAYER USE OF THIS BOOK

Perilous Lands is designed for Referees. Players may use it, at the Referee's discretion, to select a native culture for their Character. This gives the Character a cultural identity and allows Players to operate within a cultural framework that intrigues them or that they are comfortable with.

If the Referee allows Players to select their culture they must modify their starting language knowledge. Each culture has a list of languages used by some or all of its people, as either a native or a second tongue. Players may roll for each language on this list. Any **D100** roll less than or equal to the number listed indicates that the Character speaks that language. The single language spoken with the highest number listed for that culture is his native tongue. He will speak it at **EL80**. The other tongues are spoken at **EL60**.

IMPORTANT—Make a separate roll for EACH language in the list. If these rolls do not yield a language the Character speaks the language with the HIGHEST chance for his culture. Where more than one has the same highest chance, the Player will pick ONE to be his native tongue.

NOTE—*Some cultures have two sets of language statistics listed, in X%(X%) form. These are multiple component societies. Roll using one set or the other in these cases. Each set represents a different segment of the population. By choosing one set or the other, the Player is choosing the part of the nation that his Character is from.*

POPULATION LISTINGS

Each culture has population statistics given for it. The population of a city or tribe is listed in parentheses after its name. The total population is listed without parentheses after these individual factors have been given. The population section also lists military and naval forces for each culture. In some cases (*where a unit is of historical importance*) specific units are named. In most cases only rough numbers, indicating the basic type of unit, are given.

SPECIAL NOTES

Certain cultures have one or more Special Notes listed after their description. These notes only apply to that culture. In certain cases, such as Zen'da Warrior Sodalities, the parameters may be modified to fit other cultures where the note could apply.

HISTORY

Each culture's description opens with its history over the last 1,100 years. This section details events and social patterns that have influenced the culture. Where these events have had an impact on the world at large, the amount of detail provided is greater.

The Perilous Lands campaign begins in the year 1100 of the Salaqi calendar. Where cultures use a different calendar, the dates given for them will vary. Cultures who do not have a calendar, who have dates listed in their history, give those dates in terms of one of the existing calendars. The table that follows lists the existing calendars, an abbreviation labelling a date as being from a specific calendar, a listing of the current year and a factor which can be used to convert a date from a given calendar to the Salaqi standard.

THE CALENDRICS TABLE

CALENDAR OF:	ABBREV.	YEAR	CONVERSION FACTOR
A'KORCHU	AK	2566	−1466
BHAMOTIN	BH	997	+103
CALDO	CA	761	+339
CERULEAN EMPIRE	CE	311*	+789
CLIMA	CL	906	+194
DAWANA	DA	807	+293
DIRLLAR	DI	682	+418
DJANESBORG	DJ	337	+763
DONARA	DO	315	+785
FOMORIA	FO	899	+201
GHAZAI	GH	632	+468
GOIDAN	GO	801	+299
KACILI	K	991	+109
KATAI	KA	3900	−2800
EMPIRE OF CED	LA	1483	−383
LEMASA	LE	1203	−103
L'P'NTH	**	**	**
NOVARASK	NO	801	+299
NYLASA	NY	259	+841
RO'BABZA	R	971	+129
ROBARI	RO	6319	−5219
ROGIZINI EMPIRE	RE	2213	−1113
SALAQ	SA	1100	0
SHANDA	S	461	+639
SHURIKAL	**	**	**
TEOSA	TE	1509	−409
THALIBA	TH	1633	−533
VALHEIM	VA	927	+173

*The royal calendar of the Cerulean Empire is not used in the history. It is the 311th year of the Patani Reign by that calendar. Actual dates in the history are given in terms of the Rogizini calendar. Both the Rogizini and Katai calendars are used in this nation.
**These calendars are not used in the history due to their nature. See the Calendrics addenda for details.

The Referee may start his campaign before the year 1100. If he does the historical events will be past, present or future events. In some cases, depending on the year selected, he may have to modify the cultures in a given area, national boundaries and other factors.

EXAMPLE—If you start in the year 100SA the Thaliban Empire is large, the Empire del'Nord and other nations still exist, Gom is a newly independent land and some barbarian nations live in different areas or do not exist at all.

NOTE—*Numbers in parentheses in the history section represent a given year or span of years. They have nothing to do with population unless specified otherwise.*

THE CULTURES

The following descriptions detail the cultures in Perilous Lands. The names given for BARBARIAN cultures, and some empires, are preceded by "the". This article is ignored in determining alphabetical order. Each description details the culture's history, population, economy, religion, personality, legal system, allies, enemies and language. Where a Special Note exists for a nation, it follows the Language section.

THE A'HA'KACILI

Map Location—2, 4, 5 and 8

Through most of their history these nomads have been raiders, mercenaries and traders. They have had a major influence on nations who border on the Great Desert. Since the founding of their holy city, Kacili (0K), they have developed a degree of religious fanaticism and launched periodic jihads against their neighbors.

POPULATION

The holy city of Kacili (7,000) is the capital and religious center of the nation. The Kacili tribes are the Ki'alabanti (13,000), the Mochutti (12,000), the A'anar (10,000), the Acheri (10,000), the Ki'sana (9,000), the Riazza (8,000), the A'hammali (7,000), the Mahomet (7,000), the A'qamar (6,000), the Ki'sanq (6,000), the Achizi (6,000), the A'ud (5,000), the A'rianir (5,000), the A'alia (4,000), the Pava (3,000) and the Topapa (3,000). Including the city, the total population is 121,000.

Kacili can levy 11,000 warriors during peace and 22,000 for war. In addition, the city has a standing military force called the Mah'cil (*the Great Tent*) which contains 3,000 cavalry. Mah'cil patrols all Kacili lands, protects Kacili from infidels and is the personal guard of the Grand Mullah.

NOTE—*Except for the early morning hours, dawn to noon, and major festivals, non-believers are forbidden entry into Kacili. Any infidel found in the city during a proscribed time is guilty of sacrilege. Unless he can prove that he had no other choice, his penalty is death.*

ECONOMY

The city's economy is based on the sale of fine goods, tolls charged for use of the desert roads, contributions from the faithful and money raised by Mah'cil through punitive raids and taxation. Tribesmen live off of their herds, raiding and trade, including the slave trade. They are nomads with a violent lifestyle.

RELIGION

The Kacili worship the Peri as "the beneficence of the desert." They try to placate Eblis and his children, jinn and ifreet. Their major festivals, held thrice yearly, feature human sacrifice to these forces. Captives, criminals and select virgins are sacrificed at these times.

PERSONALITY

The Kacili are devoted to their faith and the city. They defend either to the death. Most tribesmen are skilled traders, craftsmen and warriors. As a culture, the Kacili have refined the slaver's art to a science.

Women have little status in this society. Their value lies in their children. Nothing is of greater importance to a Kacili warrior than strong sons. The status held by a woman is directly proportional to the strength, power and wit of her offspring. The amount of influence she has with her husband, and his station in the tribe, are also important. Polygamy is the rule among the Kacili and wives spend a great deal of time "*jockeying for position*", especially in noble houses.

The Kacili are a cunning people with definite ideas about what is proper. They place a great deal of importance on ritual acts and statements in dealing with others and are often quite formal. To omit the niceties is impolite. If the person you are dealing with has a violent temper, it can be fatal.

LEGAL SYSTEM

This culture is ruled the Grand Mullah of Kacili, tribal leaders and lesser Mullahs of the faith. The Mullahs serve as judges and administrators. The tribal leaders are the princes of their tribe or clan and owe fealty to the Grand Mullah. The Grand Mullah is king over all. Each tribe also has a hereditary Royal Mullah who advises its chief and serves the faith.

The Kacili determine guilt and innocence with contests. In all cases the winner is right and/or innocent, the loser is wrong and/or guilty. Arguments and minor crimes are resolved with tests of skill and races. Major crimes require trial by combat. If the accused is injured, unable to defend himself or a woman, a champion is appointed. In all cases, the fate of the champion decides the fate of the person he stands in for.

This trial system does not apply in the city or for religious crimes. These crimes are judged by the Mullahs. The penalties are imprisonment, slavery and death. Where the crime is sacrilege, the penalty is to be blinded, flayed to the point of death and staked out on the desert to die.

ALLIES

Kacili warriors often serve as mercenaries in the Rogizini Empire, Ro'babza and other nations. They most important trade partner, and only potential ally, is Gom.

ENEMIES

The Kacili dislike the Rogizini Empire and detest the Robari on religious grounds. They have poor relations with Ma'Helas, Shanda and Ja'xon. They often raid south to gather slaves.

LANGUAGE

Sair'a'cili	100%	(The tongue of the tents)
Sair'Kacili	30%	(The tongue of God's tents)
Rogizini	25%	
Gomese	25%	
Shandar	10%	

A'KORCHU

Map Location—3 and 6

Prior to 1570AK A'Korchu was one of the world's most powerful empires. During their Dark Age (1570-2005AK) they suffered reverses to the Fomorians, lost part of their empire and fought several civil wars. In 2005AK A'mura the Builder seized the throne. His reign (2005-2174AK) reunited the nation and made A'Korchu a power again. This resurgence was aborted when A'mura was killed by his cousin, Admiral A'asu (2174AK). During the reign of A'asu the Cursed (2174-2221AK) the military ruled the land, much to the chagrin of the temples, and major invasions of Fomoria and Dirllar ended in defeat. In 2221AK, before rebel armies could tear him out of the palace, A'asu committed suicide. In the civil war that followed (2221-2267AK) both sides unleashed great magics and almost destroyed the home island. Thirteen emperors ruled the land during this period, all died a violent death within five years of taking the throne.

In the year 2267AK A'chori the Great killed his uncle and became emperor. In the next three months he exterminated his enemies, relatives and major supporters to consolidate his hold on the throne. During his reign (2267-2557AK) he restructured Korchi society and proclaimed himself to be God Emperor (*proclaimed in the year* 2354AK *during the Festival of Death.*), reasserted Korchi power in the west and won major victories in Goidan, against the Fomorians and in Djanesborg. He died in his bed and was succeeded, peacefully, by A'chori II (2557AK-present). Under this ruler the nation has continued to reclaim its power and is currently co-dominant, with Fomoria, in the Western Sea.

NOTE—*The Korchi royal dynasty is half-human, long-lived, usually brilliant and often insane. In them flows the essence of the Beasts of Chaos.*

POPULATION

A'Korchu's empire is united by the sea. Its main island has six cities, Korchu (105,000, the capital), Ereshka (40,000), Habanu (28,000), Nergu (20,000), Lammas (17,000) and Urmu (15,000). The main island's total population is 900,000.

There are four major colonies, each with a city. They are Chau (22,000), on the island of Chau (colony total = 100,000), Lamalallu (14,000), a fortress city on the Kolar Peninsula (colony total = 50,000), Tomanu (11,000), in the swamps northwest of Dirllar (colony total = 40,000) and Baobhanu (8,000), on the island of Goidan (colony total = 33,000). The total colonial population is 223,000.

The empire also controls fifteen small islands that serve as religious centers. They are Chora (5,700), A'dumi (4,500), Sichi (1,500), Aspani (1,300), Azai (1,000), Tatai (900), Balos (900), Aslaa (800), Atille (700), Rahai (600), Kisu (600), Bai (500), Abala (500), Chaza (300) and Mur (200). The total population of the Korchi Empire is 1,133,000.

The Korchi Army consists of 16,000 footmen, 24,000 militia, 4,000 Royal Guard (2,000 foot and 2,000 horse) and 4,000 fanatical Temple guardsmen (400 of whom are griffin riders known as the Korchi Deathwing). The navy contains 140 warships, 50 trireme size or larger. All warships and guard forces are controlled by the God Emperor. The other forces are controlled by provincial and colonial governors.

NOTE—*Each city on the main island is a provincial capital. Colonial cities are colonial capitals. Each has a governor. The governor of Korchu controls* 6,000 *footmen and* 12,000 *militia and is the hereditary marshal of the empire (a lackey of the God Emperor). The other provincial governors control* 400 *footmen and* 2,000 *militia each. The colonial governors control* 1,600 *footmen and* 500 *militia each. The small islands are garrisoned by* 1,000 *footmen of the temple guard, dispersed to cover all of them. In general, there is one guardsman per twenty citizens on these islands.*

ECONOMY

A'Korchu is self-sufficient. It despises its neighbors and excludes itself from trade with them. The empire is a wealthy, industrious and totalitarian realm that lives for conquest and the conversion of "savages" to the wonders of the Korchi faith.

RELIGION

A'Korchu worships the Court of Abaddon, especially its master. Their religion is steeped in ancient traditions that demand human sacrifice and strange ritual practices.

PERSONALITY

Most Korchi fear and respect authority, if their master is also their better. They are amoral, calculating and deadly in seeking personal gain. In the upper classes, despite the reforms of A'chori, advancement by murder is common. The higher a person's station, the more amoral he is, the harder he is to reach and the more he is concerned with increasing his own power. The only common goal for the Korchi is the pursuit of POWER. In this society, it is a definite advantage to be a sociopath.

LEGAL SYSTEM

The God Emperor, aided by the temple priests, rules all. His family and the priesthood are the elite. In their eyes all other classes are expendable. They are under no obligation, other than that which pragmatism demands, to treat inferiors fairly or allow them any advantages.

The non-elite classes (stations 0-4) live by a rigid system of class duties. Low-born citizens are little better than slaves. What rights they have are entirely at the sufferance of their master.

All crimes in A'Korchu are punishable by death. Depending on the severity of the crime the penalty varies from a simple spearing to ritual sacrifice. Presiding judges can set a penalty other than death if they choose to do so. When they do, the penalty selected is usually worse than death.

ALLIES

None.

ENEMIES

Fomoria, Dirllar, Djanesborg, Goidan, the Kolari and the Fierazi despise the Korchi.

LANGUAGE

Korchi	100%
Any enemy tongue	10% for each

NOTE—*The Nethagen sometimes have friendly relations with the Korchi. They are the only people who ever do.*

THE ARATAD CONFEDERACY

Map Location—6, 9 and 10

The nations of the confederacy were part of the Empire of the Ced until the year 1213LA. In that year the Don Host entered their lands and, for nine years, pillaged them incessantly. In 1222LA the Duke of Rhozad formed a coalition with Eured and Aratad. With their combined forces, and aid from the Empire, he drove the Don Host into Salaq.

After this victory Silar, Duke of Rhozad, was proclaimed King of the Three Nations. When asked, he refused to rejoin the empire. During his reign (1231-1271LA) he built the nation's power and thwarted Ced's efforts to reclaim the nations. Under his son and grandson (1271-1299LA) his policies continued and the nation prospered.

In the year 1299LA Silar IV, called the Foolish, took the throne and attacked Clima. In the war that followed (1299-1302LA) his forces were annihilated and Clima occupied the nations. For over 100 years they remained in Climan hands.

NOTE—*Silar ended his days as a blind slave in the court of the Immortal Ghova. He died in the year* 1314LA.

In Aratad Climan rule was harsh. Many people died on the Climan cross. Under the leadership of Aratad's Duke the Society of the White Fist was formed in Aratad (1377LA). For generations they engaged in terrorism against Clima and worked to win supporters in Eured and Rhozad. In the year 1423LA Duke Phiros I, called the Great, began the War of Liberation (1423-1434LA). After many brilliant victories, his forces drove the Climans out of the area. Following his great victory, he published the Articles of Confederation. At the first meeting of its new council, he was elected Autocrat by acclamation (1435LA).

On his death (1441LA) Phiros was succeeded as Duke and Autocrat by his son Agnar III, called the Invincible. During his reign (1441LA-present) Agnar has beaten the Empire of the Ced, Iravoy, Donara and Climan raiding fleets. Diplomatically, he has allied with Zarun (1476LA) and married his heir into Clan Irava in Iravoy (1480LA). In a major coup, led by his son, he also occupied Khoba (1467LA), cleared a major nest of pirates that was there and took the title "Protector of Thaliba."

At 74 Agnar the Invincible is still robust and active. His son, Phiros the Navigator, commands the fleet with daring and brilliance. At the age of 37 he has shown that he will be a fine Autocrat when he gets his chance.

POPULATION

The Confederacy contains three, semi-independent duchies. Their capitals are Aratad (33,000), Rhozad (25,000) and Eured (17,000). The population of the duchies is 200,000, 110,000 and 146,000, respectively. The Autocrat owns the islands of Thesovia (2,300), Khoba (1,000) and Rhida (700). The capital of the Confederacy, for historical reasons, is Rhozad. The total population of the nation is 460,000.

The army has two major groups. The army of the Confederacy has 6,000 footmen and 400 elite cavalry. Its fleet has 60 ships, including 15 triremes.

The armies of the duchies vary in strength. Aratad fields 2,000 footmen, 800 noble militia and 4,000 militia. Its fleet has 25 warships with 10 triremes. Rhozad fields 1,200 footmen, 400 noble militia and 4,000 militia. It has 15 warships with 5 triremes. Eured has no fleet. Their army has 400 footmen, 400 cavalry and 4,400 militia. The total strength of the Confederacy is 24,000 men-at-arms and 100 warships with 30 triremes.

ECONOMY

The cities are mercantile centers. Their economy is based on agriculture and trade. Their are mines in the western hills and fine horses are raised in the valley of Eured. The heart of the economy is its sea trade, which is dominated by Aratad. The seamen of the Confederacy are fearless navigators who will travel far to find a fair profit.

RELIGION

The peoples of the Confederacy worship the forces of Elder Water. They respect the Elf Sidh. It is a crime to attack an Elf in this nation.

PERSONALITY

Citizens of the Confederacy are hard, uncompromising and militant. They are friendly towards those who abide by their wishes, or from whom they may profit, and anxious to hurt enemies and the friends of enemies. Vengeance, vendetta and stubborn hatred are traditional in this land.

The people are loyal to their Autocrat because they have all been geniuses. It is unlikely that an average man could hold this position without destroying the unity of the nation. His lack of genius would be unforgivable.

LEGAL SYSTEM

The Confederacy is governed by a seven-member council. The members are the Autocrat, the other two dukes, the High Priest of Manannan (*from the Autocrat's nation*) and three elected nobles (*one from each duchy's senate*). Elected nobles serve a one year term. The High Priest serves as long as his Autocrat lives. The Dukes serve for life. During a war the Autocrat is the supreme ruler. At all other times a majority vote of the council decides issues of national importance. Each duchy is independently administered by its Duke and its Senate. (*Each senate is composed of the heads of the Duchy's noble families. It has an advisory role. Its younger members lead the local army in war.*)

The legal code of the Confederacy applies in all three duchies. It sets fixed penalties for all crimes. Regardless of a felon's station or wealth, he suffers the set penalty for his crime. The court system strives to insure that only the guilty are punished. When guilt is determined, the sentence is executed immediately. Criminal punishments are severe in the Confederacy. The primary penalties are corporal punishment and death. In general, the penalty fits the crime in an ironic way and insures that that felon can never commit that crime again, i.e. pickpockets lose their hands, rapists are blinded and castrated, arsonists are burned alive, etc.

The Confederacy does not allow slavery, torture or forced servitude of any kind. Their prisons are only used to hold people until their trial. All suspects are treated well until a verdict is reached.

ALLIES

Zarun and Clan Irava of Iravoy have alliances with the Confederacy. The Autocrat claims the title "Protector of Thaliba" although no alliance exists between these nations.

ENEMIES

The people of the Confederacy resent Donara, despise Clima and have little love for the Empire of the Ced. They war on these nations at the slightest provocation.

LANGUAGE

Aratad	100%	Zarunese	25%
La'Ced	20%	Marentian	20%
Gomese	20%	Bhamoti	20%
Donaran	20%	Salaqi	20%
Irava	5%	Portan	5%
Fomorian	5%	Rogizini	5%
Shandar	5%	Dechan	5%

THE ASSIRAN

Map Location—11

The Assiran took part in the wave of invasions that destroyed the Empire del'Nord. Until the rise of Valheim, they kept constant pressure on Fort Valheim and camped on the Valhani Plateau. With Valheim's rise they fled to the mountains. Later (17-52VA) they were drawn into the worship of the Valhani Mysteries and became loyal supporters of Valheim. Currently, three of the Assiran tribes are Valheim's first line of defense against the outside world. The other two follow the Valhani Mysteries but retain their independence.

POPULATION

The five Assiran tribes are the Wadkam (16,000), the Wagoen (14,000), the Wazin (11,000), the Balhan (10,000) and the Wakhan (9,000). The total population is 60,000. They can field 9,000 warriors. (The Wakhan and the Balhan do not serve Valheim. Unless they are hired their 3,000 warriors will not go to war in support of Valheim.)

ECONOMY

The Assiran are hunters and mountaineers. Their economy is based on trade with Valheim and the Kameran, trapping and small scale mining. Except for the Wakhan and the Balhan, they have been partially civilized by exposure to Valheim.

RELIGION

The Assiran worship the gods of Valheim. Some of their warriors belong to Valheim's Society of Tyr. The favored gods of the Assiran are Tyr and Odin.

PERSONALITY

The Assiran are kind to strangers and generous to their friends. They can be stubborn and tireless when given a reason to hate someone. They are a religious people who are incapable of forgiving anyone who violates a religious taboo. People who violate a taboo, or become an enemy, are an enemy forever.

LEGAL SYSTEM

A council of chiefs rules each tribe. Each council is advised by a Valhani Resident. Among the Wakhan and the Balhan the resident has no vote. Among the other tribes his status is equal to a tribal war chief.

All crimes are subject to Shamanic Law, as dictated by the Assiran version of the Valhani Mysteries. Among the Wazin, Wadkam and Wagoen the penalty for murder and theft are as specified for Valheim. Among the other tribes, the penalty for unjust homicide, i.e. murder, is death. The penalty for theft is a weregild equal to twice the value of the stolen item.

Once a person has been sentenced by the Shamans, no appeal is possible. Among the Assiran the only capital crimes are unjust homicide and adultery with another man's wife. The penalty for both of these crimes is death by slow torture. In the case of adultery, both the man and the woman are killed.

ALLIES

The Wazin, Wadkam and Wagoen are dependable allies of Valheim. The southern Assiran nations have strong trade ties with the Kameran and are friendly towards the Kameri.

ENEMIES

The Assiran dislike their neighbors, except for Valheim and the Kameri. They are often raided. When they are they retaliate viciously.

LANGUAGE

Assiran	100%	Helva	10%
Valhani	30%	Ghiamem	5%
Kameri	20%		

THE BAL'SANI

Map Location—8, 9, 13 and 14

The Bal'sani believe their mountains are sacred. They, blessed above all men, were chosen by the gods to serve as their guardians. They war on anyone who defiles the mountains. Over the years they have often fought the Cerulean Empire. They despise the Col'ka (a Bal'sani tribe) because they have chosen to ally with the Ceruleans. To the other tribes, this is unforgivable cowardice and heresy.

POPULATION

The Bal'sani tribes are the Chal'ki (17,000), the Bal'boni (16,000), the Ar'sani (13,000) and the Col'ka (10,000). The Col'ka field 2,000 warriors. The other tribes have a total population of 46,000 and can field 9,000 warriors.

ECONOMY

A barter system operates everywhere. The Col'ka use barter but also accept money. (The Ceruleans sometimes refuse to sell them valued goods unless they pay in coin). The items that are most valued by the Bal'sani are weapons and armor. The Col'ka like exotic spices and fine liquor as well.

RELIGION

The Bal'sani worship elder forces of the earth and the elements, as personified by their mountains. Their major god is Domiel. They are animistic. The Col'ka are the same as the others in this, although some of their more "civilized" members have begun to worship the Cerulean gods as well.

PERSONALITY

The Bal'sani are an unpredictable people with a reputation as vicious hill fighters. In battle, they seek the total destruction of their enemy at the lowest possible cost. They never take prisoners and often kill severely wounded men as an act of mercy. They are talented bandits, night fighters and masters of the ambush who "could track a fly" in the hills and mountains of their homeland.

LEGAL SYSTEM

Each Bal'sani family has its own land within the territory of its tribe. Only during major invasions will one family aid another (in defense against a common enemy only). At all other times, tradition demands that each family see to justice for itself. If they are too weak to do so, no one else will do it for them. Only in exceptional cases (very serious crimes) will larger social units operate to punish a felon. (Bal'sani families are Bands. See Book Four of Powers and Perils.)

The Col'ka vary from the organization above. The tribal land is controlled by the clans. Each clan assigns its member families land for their use. Land is owned in common by the clan. All other factors are the same. Among the Col'ka, it is more likely that families will help each other when a clan member is victimized.

ALLIES

The Bal'sani like the people of No'mal. They despise all other foreigners. The Col'ka are allies of the Cerulean Empire. They allow the Ceruleans to use their road in exchange for goods and money.

ENEMIES

The Bal'sani despise Ceruleans, Dechans and the Rogizini. They have a blood feud with the Col'ka because of their Cerulean alliance. The Col'ka allow Ceruleans free passage on the road. They kill Rogizini and Dechans who are not in the company of Ceruleans and any foreigner that they find off the road in their mountains. They defend themselves against the other Bal'sani tribes, but do not seek conflict with them.

The Bal'sani tribes kill anyone who violates one of their sacred places. These are specific mountain tops, caves and ravines. They are of great importance to the Bal'sani faith.

LANGUAGE

Balas	100%(100%)	Cerulean	20%(40%)
Dechan	30%(20%)	Rogizini	5%(10%)

NOTE—*The language set in parentheses is used by the Col'ka.*

BA'RUAL

Map Location—15

Ba'Ru occupies a strategic position on the Sea of Cholchara. It was founded as a trade outpost of the Thaliban Empire. In the year 932TH Ba'Ru became an independent county. Over the next 80 years, it took over smaller realms in its vicinity and, in the year 1013TH, its Count declared himself to be Maras I, King of Ba'Rual.

During his reign (1010-1034TH) Maras defeated Cholcharan invaders (1023TH) with aid from the Zen'da, and allied with the Ser'manda (by marrying the sister of their Ga'sha in 1030TH). After his death, his barbarian queen served as Regent (1034-1049TH) until her three year old son was old enough to rule. During this period the Zen'da, especially the Ser'manda, became fond friends of Ba'Rual and its citizens came to accept barbarians as honorable men.

The friendship that developed during the reign of Marta Windwhistle saved Ba'Rual when, in 1053TH, major raids were launched against the Marentian realms. Under Kerain I (1049-1071TH) and his successors, Ba'Rual served as a base of operations for the Zen'da. Ba'Rual's army aided in the sacking of Cholchara and Asichi. She remained an active ally of the Zen'da until the invasions wound down around the year 1133TH.

From the end of this war until the year 1514TH Ba'Rual was a peaceful trade center. In the year 1514TH, Ba'Ru fell to L'p'nth. The nation resisted L'p'nthi rule until they were liberated by the Marentians. Once freed, Ba'Rual joined in Marentia's war on L'p'nth. In the year 1522TH, their capital was sacked by L'p'nth. The next spring the Marentians retook it and, "in exuberation", sacked it themselves. After the sacking of Ba'Rual, King Ghamal II of Marentia made the nation a tributary ally of Marentia. Since this status was imposed on them, Ba'Rual has rebuilt their economy and prosperity has returned. Their current monarch (Kier II) wishes to end the Marentian alliance, if he can do so without a war.

POPULATION

The capital of Ba'Rual is Ba'Ru (17,000). The nation has a total population of 85,000. Ba'Rual's army consists of 400 constables, 800 Zen'da mercenaries, 800 Marentian foot and 2,400 trained militia. Her fleet consists of 9 small warships. Three Marentian warships are also based in her harbor.

ECONOMY

Ba'Rual's economy is based on trade with Marentia and the Zen'da. They have one of the finest arms industries in the world.

RELIGION

Ba'Rual is a lawful land. They worship gods who enforce covenants, aid craftsmen and defend honest merchants.

PERSONALITY

The citizens of Ba'Rual are honest tradesmen. They are gruff, incorruptible, intelligent, honorable and literate people with little regard for personal comfort or luxury. They demand fair and honest treatment for all. When angered, they can be a stubborn, courageous and pragmatic enemies who will not admit defeat while a chance of victory remains.

LEGAL SYSTEM

Ba'Rual is ruled by its own dynasty. Because of their tie to Marentia, and a common tie to old Thaliban law, their legal code is almost identical to Marentia. See Marentia.

ALLIES

Ba'Rual is the tributary ally of Marentia. They have strong ties with the Zen'da.

ENEMIES

Ba'Rual detests L'p'nth's faith. They have nothing to do with L'p'nth or anyone who trades with that nation.

LANGUAGE

Ba'Ru	100%	L'p'nth	10%
Marentian	50%	Sarghut	5%
Zen'dali	30%	Helva	5%
Bhamoti	15%	Rizeeli	5%

BHAMOTIN

Map Location—9 and 14

In the year 0BH a column of fire fell from heaven and, speaking in tongues, ordered the warrior Bhamot to carry its message into the world. This was the Miracle of Bhamot, one of the cornerstones of the Bhamoti faith. For over 100 years after this event, the Bhamoti spread their new faith to the people on their island and sent missionaries into the hills around Lake Bhamot. In the year 128BH a Rogizini Emir attempted to invade the island to check the spread of the new faith. His army was decimated and the Bhamoti seized the hills south of Lake Bhamot. After their victory, the Bhamoti expanded into the Black Forest, converted its people and built a civilization. In the year 136BH, they founded Kasha to celebrate their victories for the faith.

Three generations of peace followed the founding of Kasha. Radical theologians believe that this peace, when Metatron wished that his word be spread, caused the century of pain that followed. Beginning around the year 197BH, Bhamotin suffered from serious plagues, Climan raids and Rogizini ambushes. In the year 313BH they fought a major war with the Cerulean Empire and were badly beaten. For the next 45 years, they paid the Ceruleans a yearly tribute in order to retain their independence.

The Cerulean tribute ended in the reign of Toval Maresh as Primate of the Citadel (329-382BH). In the year 347BH, taking a Cerulean invasion of Hadat as an opportunity, Toval ended the tribute and declared war. In a short war (347-348BH) Bhamotin scored a major victory and the Cerulean's withdrew. During the rest of his reign, Toval increased the might of Bhamotin, built a network of military roads, began the monastic orders and ordered the construction of Bhamotin's first war fleet. On his death (at the age of 98), Bhamotin was on its way to becoming a major power.

Bhamotin's march to glory was postponed by Toval's successor, Kravas the Blind (382-390BH). To honor Toval, Kravas ordered Bhamotin's fleet to sweep the Climans from the seas. The effort failed and the fleet was shattered. For two years after this debacle the Climans raided Bhamotin. Finally, the Climans shifted their attention elsewhere. Until the year 500BH, Bhamotin refrained from further military action and worked to recover from the "Climan Debacle," which they view as one of the most humiliating pages in their history.

Peace ended when the Primate Zenara was killed by Rogizini raiders while inspecting the southern frontier (500BH). Her successor, Provinius Malcon (500-531BH), invaded the Rogizini Empire to exact revenge. In this war (500-508BH) Bhamotin shattered two Rogizini armies and captured A'zan (renamed Provini in honor of the Primate).

In the year 728BH, after 200 years of prosperity, the Cerulean Empire attacked. Due to the leadership of the Primate Zer (712-729BH) Bhamotin was almost conquered. In 729BH Zer was replaced by Foyar the Bold (729-758BH). Foyar fought the Ceruleans for the better part of his reign. Finally, in the year 747BH, the war ended with a bloody victory in the Valley of Shame. Within a month after this week long battle the Ceruleans withdrew and the Rogizini Empire attacked. In the Rogizini war (747-749BH) Bhamotin sacked Tilal and defeated a 50,000-man Rogizini Army in battle (though outnumbered more than 5-to-1). Foyar spent the final years of his reign reforming many of Bhamotin's monastic orders into Chivalrous orders, to provide the nation with well-trained defenders in time of war.

Since Foyar's reign Bhamotin has become a power. At sea, they have defeated the Climans and conquered some of the small islands held by that nation. They are one of the dominant naval powers in the Sea of Tears and one of the most progressive forces of Law in the world.

POPULATION

The nation's four cities are Bhamotin (39,000), the capital, Kasha (22,000), Vistair (14,000) and Provini (13,000). The total population of the nation is 360,000.

Bhamotin's regular army consists of 12,000 footmen and 2,000 cavalry. They also have 15 Chivalrous Orders who provide soldiers for many purposes. The total strength of these orders is 2,000 footmen and 2,000 cavalry.

NOTE—*The oldest Chivalrous Order is the Order of the Fiery Citadel, founded in* 751BH. *It has a strength of* 400 *footmen and* 400 *cavalry. It defends the Citadel in Bhamotin and serves as the Primate's personal guard. Another elite order is the Order of the River, founded in* 754BH. *It has* 600 *footmen and is dedicated to defending the Paiten river against Rogizini and Cerulean invaders. They occupy three fortresses on this waterway. The other* 13 *orders in the land serve various defense and missionary functions. Their total strength is* 1,000 *footmen and* 1,600 *cavalry. All members of the Chivalrous Orders are elite knights. They are armored in chainmail, platemail or plate armor and carry shields in battle.*

Bhamotin's fleet is controlled by the Primate through his Bishop Admiral. It contains 100 warships, including 45 trireme size or larger. Their fleet also has 1,600 elite marines who serve on their larger vessels. (They are one of a few nations who have trained marines.)

RELIGION

Bhamotin is fanatically lawful. Their major god is Metatron. They are intolerant of all other faiths. Bhamotin considers heresy, sacrilege and other religious crimes to be the most heinous crimes of all.

PERSONALITY

The Bhamoti are kind, generous and devout. Unless they have cause to dislike a stranger they treat him fairly. When a stranger endangers them, attacks their land or property, or commits acts of heresy or sacrilege, they are unforgiving. They give people the benefit of the doubt in most situations. Where no doubt exists they give the person the treatment that his actions have earned.

LEGAL SYSTEM

Bhamotin is a theocracy ruled by an elected Primate. Under this Primate is a council of Archbishops and Soldier-Bishops who govern the land, command the armed forces and fill important government posts. The Primate is elected by this council, from among their number, for life.

Bhamotin has an organized society with an equitable court system. The judge for any trial is the highest ranking churchman available at the time, i.e who can come within two weeks of the arrest. The standard criminal penalties are imprisonment and death. Felons sentenced to more than two years in prison are sent to Provar, the nation's penitentiary. At Provar, prisoners work in the mines until they die or their sentence has been served. Conditions in this prison are horrendous. Elsewhere in Bhamotin, prison conditions are good.

NOTE—*Provar is three miles south of Provini. Its convicts are kept in a pit with a small lake at its center. The pit is dug in sand and surrounded by wood walls. Its walls are glassy and almost unclimbable, due to a magical treatment by the prison's builder. The only way into, or out of, the pit is on a wooden platform that is raised and lowered with a hoist. The prison also has an adobe building where the garrison lives and where important prisoners are kept. Under the current warden, all prisoners are crowded into the pit unless they can pay for the luxury of an unlighted cell in the prison building.*

ALLIES

Bhamotin has friendly relations with the Rizeeli and treaties with both Aratad and Vahear. The treaty with Aratad is an alliance against Clima. The treaty with Vahear is aimed at the Cerulean and Rogizini empires.

ENEMIES

Bhamotin is the enemy of Clima, the Rogizini Empire and the Cerulean Empire. All of these nations return Bhamotin's hatred.

LANGUAGE

Bhamoti	100%	Aratad	15%
Fomorian	10%	Rizeeli	40%
La'Ced	10%	Gomese	5%
Marentian	25%	Donaran	10%
Climan	5%	Rogizini	20%
Cerulean	10%		

CALDO

Map Location—6

The Caldans are descended from two Kazi clans who migrated from the Kaz 800 years ago. Until the year 0CA they fought a constant war for survival against giants and trolls. In that year, they cleared their plateau and drove their enemies into the Elder Mountains. For four centuries after this victory the nation grew and became civilized. During this period of peace they were given the dagger and the jewel by the Dwarfs of Kril Schrandor as a reward for a great service the 1st Dagger did for the dwarfs.

Under the 13th Dagger of Caldo (392-409CA) a blood alliance was formed with the Kazi. This opened the north to Caldan traders. Over the next 100 years, the Caldans built roads to Djanesborg and Dirllar and fought the Fierazi barbarians who tried to bar their way. In the year 550CA Caldo joined Salaq to defeat the Don Host at the Battle of Xad. After this battle, their alliance ended when a Salaqi noble insulted the cousin of the 19th Dagger. Caldo withdrew its forces and swore never again to fight for Salaq when this man went unpunished.

Excluding perennial wars with the trolls, Caldo remained at peace for 200 years after this war. In the year 648CA they recognized Donara's right to exist as a kingdom. In 742CA the King of Donara demanded that they pay a yearly tribute or face conquest. Caldo responded by invading Donara. From 742-745CA the war ravaged Donara. In the year 743CA, Kazi riders and elements of the Dagger Legion torched manors on the outskirts of the royal city of Donara (during the Battle of Eama). After some minor reverses, the Caldans made peace, with minor territorial gains. In the decade since this war they have returned to their normal pursuits—trade, training and troll-baiting.

POPULATION

Though civilized, Caldo retains its clan organization. There are two clans. Clan Bara dwells in the north, centered around the city of Bara (23,000). Its population is 125,000. Clan Caldo controls the south. Its central city, Caldo (20,000), is built in and around an ancient fortress built by, and for, Giants. The total population of the clan is 160,000. The nation has 285,000 citizens.

Caldo's armed forces are highly-trained and elite. Their major military units are the Dagger Legion and the Jewel Guard. The Dagger Legion consists of 5,200 footmen (4,200 in chainmail and 1,000 in platemail), 400 peltasts (chainmail) and 400 cavalry (200 chainmail, 200 platemail). The Jewel Guard is composed of 200 mounted knights in Plate Armor who are the most competent and noble soldiers in the nation.

Other than these forces, Caldo has 1,200 Kazi mercenaries, 400 Guardsmen (a garrison for the northern trade roads) and a national militia of 16,000 trained footmen.

NOTE—*Military training is compulsory for Caldan men. Those who show great skill are enrolled in the Dagger Legion. Others are enlisted in the militia until they are too old to serve in battle. Veterans who prove their ability in battle are invited to join the Jewel Guard. Should it be necessary, the nation can levy an additional* 8,000 *men, by calling on old men and partially-trained youths, to resist invasion.*

ECONOMY

The Caldan plateau supports large herds of cattle and sheep. Their cities produce some of the world's finest iron and stone work. Caldan armorer's are said to be the finest armor-makers in the human world.

Caldo controls land trade to and from Djanesborg and Dirllar. They charge a high tariff to those who use their roads. Traders who refuse to pay are left to the "tender" mercies of the Kazi.

RELIGION

Caldan religion centers around ancestor worship. They respect the Elder Gods but do not worship them. All Caldans know their lineage for at least five generations. Because of their dedication to their ancestors, many Caldans worship Gods of the Dead (to better the lot of their ancestors in the after-life). They seek to placate the supernatural, not to serve it.

PERSONALITY

The central feature of Caldan society is family loyalty. Outsiders who insult a family member are rarely forgiven. Except for an obsession with family honor, Caldans are kind, friendly and generous people. As long as family, clan and nation are not threatened, they do their best to help fellow Caldans and guests from foreign lands.

Most Caldans are dedicated sportsmen and gamblers. Theirs is a physical society. They enjoy athletic events and skillfully staged passages at arms, especially when a wager rides on the outcome. It is truly said that "a Caldan would bet on his own death if he thought he had a chance to collect afterwards."

LEGAL SYSTEM

Caldo is a dual monarchy, created by the dynastic fusion of Clans Bara and Caldo. Tradition demands that the male leader of Clan Caldo marry the female leader of Clan Bara. The Caldan is called the Dagger of Caldo and War-King. The Baran is called the Jewel of Caldo and Peace-Queen. The Dagger controls the armed forces (except for the Jewel Guard), all fortifications and military affairs. The Jewel controls the economy, trade, the Jewel Guard and civilian affairs.

NOTE—*The division of responsibility above is like that of the Caldan family. Men take care of fighting, protecting the home, providing for the family and handling danger. Women hold the purse strings, care for the young and keep the home running smoothly.*

Crime in Caldo is resolved in both modern and ancient ways. For most crimes suspects are held prisoner for a fortnight (10 days). During this time, people go to the constables and testify for or against the suspect. When the period of investigation is over the testimony is examined by three judges who decide on a verdict. At no time is the suspect allowed to face his accusers or give any testimony on his own behalf. The first that he knows about the trial is when he is taken to court and the verdict is read.

Any person who is found guilty of a crime can demand to be tried by ancient law. For minor crimes, this is trial by combat. For major crimes, it is trial by fire (walking hot coals). The standard penalties for crimes in Caldo are mutilation, death and death in the arena.

NOTE—*For the death in the arena penalty, the felon is put in the arena at dawn with the non-magical weapon of his choice. He is attacked without rest by various adversaries, who are replaced as they die or tire, until he dies. Should he survive until noon, he is judged to be worthy of life and is banished from the nation under heavy guard. The adversaries selected depend on the reputation of the criminal. They can be other criminals, heavily armored soldiers, skilled warriors or non-human adversaries such as trolls.*

ALLIES

Caldo has a familial tie with the tribes of the Kaz. They have friendly relations with Djanesborg, often trade with Dirllar and have a profound respect for Dwarves.

ENEMIES

The Caldans despise Kotothi creatures, especially Trolls. They consider the Donarans to be an arrogant and immoral people with no concern for proper honor.

LANGUAGE

Caldan	100%	Dirlla	15%
So'reas	10%	Kazi	40%
Salaqi	15%	No'reas	10%
Djani	25%	Dwarf Elder	10%
Zen'dali	5%	Donaran	20%

SPECIAL NOTES

THE CALDAN FAMILY

The Caldan family is a multi-lineal, communal unit. Children belong to the clan of the parent of the same sex, i.e. all sons belong to the father's clan and all daughter's belong to the mother's clan. No birth is illegitimate in Caldo.

NOTE—*Caldan society has a class of low status individuals who belong to the Caldan state because their parent refused them and, thus, they have no clan. In most cases, foreigners are responsible for this class in Caldan society. If these children are lucky, their other parent's clan take them as a ward. Though they still have little status in this situation, they do have a clan. In Caldan society, to be without a clan is to be nothing.*

Caldan marriages are an alliance between two clans, not a license to bear children. The Caldan system does not distinguish between a child of married parents and a child of unmarried parents. What matters is the child's clan affiliation. (By the standards of most societies, Caldo is a promiscuous land with strange and immoral customs.)

THE ROYAL LINE

Succession in the royal line assumes that the king and queen are the parents of any child that either is responsible for, as detailed in the Caldan family. In all cases, the first male child of either parent is heir to the Dagger. The first daughter of the Jewel inherits the Jewel. If the reigning Jewel does not have any daughters, daughters fathered by the Dagger on other Baran women may inherit.

The Dagger and the Jewel pass to their heirs when both are at least 18-years-old (the Caldan age of maturity). At this time, the parents step down and become government advisers and office holders. They usually remain powerful in the government until the day that they die.

EXAMPLE—The current heir to the Dagger was born in 745CA. The heir to the jewel was born in 749CA. The Dagger and Jewel will pass to them on the Jewel's 18th birthday in the year 768CA. The Dagger heir will be 23-years-old at that time.

THE DAGGER

The Dagger is the symbol of Clan Caldo. It grants its wielder increased strength (+20) and speed (+2PMR) in battle. When he is sorely pressed it draws on the strength of the Jewel without the user's direct volition. This power merges his spirit with the ancestral spirits of Clans Caldo and Bara, creating a nearly invincible engine of destruction capable of wielding the knowledge and power of more than 25 generations of Caldan rulers.

The Dagger can only be touched or used by its rightful owner. Any other person who touches it, including a former owner, suffers severe burns (**2D6** hit points) and is unable to retain his grip on it. Anyone, except its owner, who touches it with anything except his bare hand is attacked by an **MEL14/EL7** Physical Curse (transforming him into a dog) instead of the heat specified above.

THE JEWEL

The Jewel is the symbol of Clan Bara. It doubles the Casting Ability of its owner and adds 10 to her **MDV**. It is the repository of knowledge for, and key to the spirits of, the royal lines of Caldo and Bara. The holder can call on these ancestors for knowledge, information and advice. She may not wield their power in any other way. The Jewel can be used to communicate with the Dagger holder and all former holders of the Dagger or the Jewel who are alive. This ability allows the user to communicate and to see what the person is doing (to determine if they need help). It does not extend beyond the royal line and may not be used for any other persons.

Any person, other than its owner, who touches the jewel loses **D100** energy points each phase that contact is maintained and will be unable to release the gem without aid. (Some other person must tear the jewel from his hand to save him.) If the person's Energy Level is reduced to zero or less, he is dead and his spirit is sucked into the spiritual realm inhabited by the Caldan Royal Spirits. These spirits will see to it that the would be thief has an eventful afterlife.

THE EMPIRE OF CED

Map Location—5, 6 and 10

The empire was founded 15 centuries ago by Ced a'caran. At its height it controlled Shiben, Ticasi, Nerid, Xian, Chiros, Iravoy, the Confederacy and parts of present day Zarun. During the reign of Sargon the Uncaring (634-652LA) Iravoy and Western Zarun won their independence. Following this loss the empire remained at peace until it was defeated by the Kingdom of Salaq (804-807LA), resulting in the loss of Ticasi, Shiben and Chiros.

After the Salaq war, the emperor began a naval program to answer the Climan threat. This weakened the army and angered its generals. In the year 887LA Thesovius the Magnificent took the throne and ended this program. He instituted a rigid military code and, by decree, made the formation of an elite army the first priority of the state. During his reign (887-916LA) the army prospered and the fleet died. The major events of his reign were an advance to the river Zara (905-913LA) and a punitive raid into Iravoy (916LA) that cost him his life. After his death, the nation suffered major reverses. His successor, Thiebald the Demented (916-923LA), lost the territorial gains in Zarun and was defeated by Xianese rebels when he tried to end their insurrection. In the year 923LA the commanding generals of the army assassinated him. For the next 300 years, the army controlled a puppet emperor and ruled the realm.

From 1213-1222LA, the empire was attacked by the Don Host. Aratad, Rhozad and Eured were lost and the Royal army was forced into the hills. During this period, the reigning emperor, Mavinius, reasserted imperial authority. Under his leadership the empire sent monetary support and weapons to the forces of Silar of Rhozad and applied what pressure they could with their own army. When the host was driven from the land (1222LA) Mavinius acknowledged Silar's title of King and asked that he resume his fealty to the empire. Silar refused. For twelve years, diplomatic means were used to force his return. Finally, with the death of Mavinius the Cunning (1207-1234LA), the Empire of the Ced invaded. During this war (1234-1240LA), Rhozad (1236LA) and A'iam (1239LA) were sacked. Finally, to avert total defeat, Larestian the Loud (1234-1251LA), recognized the three nations and granted them independence.

After this loss, the morale of the empire was poor. It has continued to worsen in the last three centuries. The Ced have suffered major defeats at the hands of the Confederacy (1442-1461LA) and Donara (1472-1475LA). Under the current ruler, Ruverian II (1473LA-present), the empire has begun to revitalize itself though they are a long way from returning to a position of power in the area.

POPULATION

The capital of the empire is La'Ced (52,000). Its other city is A'iam (28,000). The total population of the nation is 325,000.

The Royal Army of Ced is a highly-trained force of 4,000 footmen and 400 cavalry. The Royal Guard, 1,200 footmen and 400 archers, is one of the finest foot units in the world. The empire can also raise 16,000 militia in time of war. The total strength of the army is 22,000. The empire's fleet contains 20 warships. Most of these vessels are outdated and in poor condition.

ECONOMY

The fields of the empire produce high quality flax. Ced craftsmen are noted for their ability as weavers, glassmakers and dyers. La'Ced is a major industrial center where high quality textiles and glassware are available at a reasonable price.

RELIGION

The Ced worship Elder Gods of War. Its citizens are religious and devout. In the lower classes, the worship of the Gods of War is not as prevalent as worship of gods of commerce, luck and other things important in day-to-day survival for the poor.

PERSONALITY

The Ced tend to be harsh, boorish and arrogant. They seldom accept defeat with any grace and have a long memory when they are wronged. Despite these traits, most citizens are honorable,

honest and truthful in dealing with others. They will lie when their survival depends on it but are moral when they can be. Except for the military elite, the single thing of greatest importance to the people of Ced is personal survival. For the elite, honor and duty are more important.

LEGAL SYSTEM

Ced is ruled by a triumvirate. Its members are the Emperor, the commanding General of the Royal Guard and the Lord Marshal of the Royal Army. Both officers are appointed by the Emperor. His appointments are subject to approval by a Council of Nobility composed of the empire's great nobles (Counts and up). The position of Emperor is hereditary. By law, he must be an army officer before he assumes the throne. Militarily, he is the Grand Marshal of Ced and commander of its armed forces.

All crimes in Ced have a fixed penalty set for them. Any person who is convicted suffers the set penalty. To be convicted in this nation a person must be caught in the act or three unrelated people (not personally effected by the crime) must testify that they saw the person commit the crime, giving particulars that prove the truth of their statements. In either case, the person is convicted and punished. The common penalties in this empire are mutilation, imprisonment, banishment and death. The penalty for lying about another person's guilt is death by flaying. Criminal testimony is not given thoughtlessly in this land.

ALLIES

Nerid is the empire's tributary ally.

ENEMIES

The Confederacy, Clima and Donara hate the Empire of Ced. Any of them would try to conquer it if they could let down their defenses against the others long enough to do so.

LANGUAGE

La'Ced	100%	Aratad	20%
Zarunese	10%	Salaqi*	30%
Donaran	10%	Climan	10%

*There is a large community of Salaqi refugees, about 10,000 people, in the hills near the Nerid border. They are descended from members of the Salaqi Royal Army who were sent to attack Chiros in the year 1382LA.

THE CERULEAN EMPIRE

Map Location—8, 9, 13, 14, 18 and 19

Acosha I founded this empire in the year 1359RE. During his reign (1359-1374RE) he formed alliances with the royal houses of Chaol and Indar, and built the Cerulean Army into a powerful force. Towards the end of his reign (1366-1368RE), he tested his new army and conquered Nyshan.

Acosha was succeeded by Maeru the Great (1374-1406RE). In Maeru's reign the nation became a dynamic and militant empire. In his first campaign the empire conquered Dhalran (1375RE), Samai (1376RE) and Ba'shan (1378RE). Following these victories, he formed an alliance with the Patani and sealed it by conquering the Dallaza (1389-1396RE). In the final years of his reign Maeru conquered Huam (1397RE) and Chohas (1402RE) and led an abortive invasion into the jungles of Teosa (1404-1406RE). He died of amoebic dysentery while besieging Teos (at the age of 62) and the Cerulean forces withdrew to honor his death.

Maeru's successors kept the empire at peace and consolidated their hold on it. In the year 1520RE Dhaji the Supple, serving as regent for her son, led the army in defense against the northern desert tribes (1520-1524RE) and shattered them. To mark this great victory she founded Ermetn (1526RE) and ordered a lightning raid into Bhamotin, forcing a heavy tribute on that nation. After this final victory, at the age of 39, she surrendered the throne to her son and retired into private life.

The reign of Maure the Stubborn (1529-1553RE) was marked by the conquest of Halle (1536-1539RE) from the Rogizini Empire and repeated attempts to conquer the Bal'sani. The army repeatedly failed to pin down the Bal'sani (1543-1550RE) and suffered heavy losses in their effort to do so. In the year 1551RE, using a strategm devised by Dhaji the Supple, Maure gained an alliance with the Col'ka (1552RE)—which gave the empire a route through the mountains and strengthened their position in Halle.

Maure was succeeded by Acosha the Mad (1553-1574RE), a stupid, energetic and maniacal ruler. During his reign the empire suffered a bloody defeat at the hands of the Bal'sani (1556RE), lost the Bhamotin tribute (1564RE) and failed to conquer Hadat (1561-1565RE). In the year 1566RE, to honor the death of his grandmother (*Dhaji the Supple*), he ordered the fleet to destroy Vahear. In this war (1566-1567RE), 50% of the Cerulean fleet was destroyed. In the year 1574RE, the night before he announced an invasion into Katai, he was assassinated by his generals. Following this assassination, the empire was rocked by a major civil war (1574-1580RE). After the third Battle of Indar, the old dynasty (the Jhagovasar) was supplanted by Prince Maoud Maulita, first emperor of the Maulitii Dynasty.

Under the Maulitii dynasty, the Cerulean Empire experienced a Golden Age in which the arts flourished. In the year 1902RE their reign was ended by the Patani guard. Following this coup, Amy'pas I became the first Emperor of the Patani dynasty. During his reign (1902-1957RE), Amy'pas fought an inconclusive war with L'p'nth (1903-1906RE), conquered Hadat (1917-1919RE), married a Rogizini princess (1932RE) and began a great war against Bhamotin (1944-1963RE) that was lost by his successor, Aym'briz I (1957-1963RE).

Aym'briz was a weakling who lived in constant terror of his father. He was in the Valley of Shame during the final battle against Bhamotin. At a crucial point in this battle he was terrified by the approach of a horribly-wounded, gore-splattered knight bearing a flaming sword. He fled, contributing greatly to the Cerulean defeat. Two days later, the Marshal Ho'aza Dalya found him cowering in the desert, convinced that his father had come from hell to slay him. The Marshal killed him on the spot and left him for the vultures.

After killing Aym'briz, Marshal Ho'aza Dalya seized the throne as Regent for the Patani heirs. With the support of the army, he dedicated his reign to training the Patani heirs and reorganizing the empire. His reign (1963-1986RE) forced discipline on the empire and led to the Satrap system as it is today. Since his death, the Cerulean Empire has remained a disciplined, stable and prosperous land.

NOTE—*The current ruler of the Cerulean Empire is Aym'ayya II, a 75-year-old man. His heir, Marshal Aym'nera, is a militant officer who dreams of conquest. At 48, he is a competent and experienced general who will lead the empire to war when he takes the throne. (Aym'ayya will die in the spring of the year* 2218RE, *the victim of a subtle poison. His murderer will be the Guildmaster of Dechat's deadliest Assassin's Guild.)*

POPULATION

The capital is Cerul (82,000). Its other major cities, each the capital of a Satrapy, are Dhalran (67,000), Indar (36,000), Chaol (31,000), Nyshan (29,000), Halle (26,000), Chohas (20,000), Hadat (18,000), Ba'shan (15,000), Huam (14,000), Samai (12,000) and Ermetn (11,000). The tribal population of the empire includes 109,000 Patana and 41,000 Dallaza. Its total population is 3,000,000.

The army of the empire is divided into three groups. The Imperial Army contains 12,000 footmen and 6,000 cavalry. The 11 Satraps of the nation, one per city excluding Cerul, control 20,000 footmen, 5,000 cavalry and 24,000 militia. The tribal hosts of the empire are under the command of their Great Chief, who owes fealty only to the emperor. The Patani Host fields 15,000 warriors. The Dallaza Host fields 6,000 warriors. The total army of the empire has 88,000 men-at-arms, more than 20% of which is cavalry (including 90% of the Patana and 50% of the Dallaza).

The fleet is divided into two groups. The Imperial Navy contains 36 warships, 16 of which are triremes, and 24 river patrol barges. The fleets of Satraps who reign in ports total 40 warships, including 4 triremes. Satraps whose capital city is located on a river

have **1D6** river patrol barges, if they have a sea fleet, and **1D6+4** if they don't. The total strength of the empire's ocean fleet is 76 ships, 20 of which are triremes.

ECONOMY

The Cerulean Empire controls the most productive agriculture area in the world. It has large mines and sits astride the major land route between Katai and the west. It is a wealthy and aggressive nation that is wisely feared by its enemies.

RELIGION

Ceruleans fear the supernatural, especially those forces that seek to harm man. Their religion is aimed at placating hostile forces through worship and sacrifice. Due to their power, and extreme hostility, the gods that most Ceruleans worship are gods of Chaos, especially Ahriman, Nergal, Abaddon and Ba'en'kekon.

PERSONALITY

The empire has three distinct personalities. The elite (high-caste military and nobles) are suave, well-educated and disciplined individuals with hair-trigger tempers. They can be unreasonable when angered or insulted. Most members of this group are wealthy and honorable. To offer a person of this class a bribe is a grave insult, as the offer implies that you think he is base enough to accept it.

NOTE—*Civilized citizens of station* 6 *and* 10 *fit in this class.*

Common citizens are ignorant, stoic and passive. Most are talented at obeying orders and enjoy showing their superiority over people of lower station. Common citizens fear, and respect, the elite. They yearn for personal wealth and power. Most members of this class are susceptible to bribery due to their lust for wealth and power and the general poverty of their lives. As a group, they can be bought.

NOTE—*Civilized citizens of station* 0-3 *fit in this class.*

The final class is composed of barbarians and soldiers. These people are gruff, taciturn and dedicated. Honor is the most important thing in their lives, followed closely by personal victory and fame. They will do nothing that compromises their personal position or honor and react violently to any insult. In battle, they obey orders well and show a great deal of cunning and initiative in carrying out orders.

NOTE—*Barbarians, civilized soldiers and persons with a station of* 4 *fit in this class.*

The general trait that all Ceruleans share is an immense fear of the supernatural. When faced with a supernatural threat, they are hard-pressed to hold their ground. If they do, they fight with a frenzied desperation aimed at eliminating the threat before it can get them. As a general rule, the higher the station of the Cerulean, the more likely he will fight rather than flee (using **station x 15%** for this when it applies. Exhibitions of cowardice by a Cerulean noble are dishonorable regardless of the adversary. (The Referee should not compel Players to live by this national trait if they do not wish to do so. He should use it when non-player Ceruleans are in play on one side or the other.)

LEGAL SYSTEM

This nation is a feudal empire with a powerful military. Local satraps, depending on the strength of the reigning emperor, are more or less independent in their land. Each is responsible for administering justice and civil affairs. Each Satrapy also has a Viceroy. The Viceroy commands the army and enforces the laws. Viceroys are only responsible to the Marshal of the Empire, the supreme commander of the Imperial Army (who is only responsible to the emperor). They are appointed by the Marshal subject to imperial approval. Satraps are only responsible to the emperor, though they are required to make yearly reports to the Grand Vizier of the Empire. A Satrap's title is hereditary. He can only be removed from power for treason. Viceroys commonly serve four to eight years in their post. Commands at this level are rotated to minimize the chance that an ambitious Viceroy will try to seize power. Satraps have no power over their Viceroy and he has none over them.

Another feature of the Cerulean system is its network of imperial spies, agents and assassins whose identity is only known to the emperor and his Grand Vizier. They move through the empire in various disguises inspecting the Satrapies and insuring that the will of the emperor is enforced. Under a strong emperor, "the Secret Army" can be a devastating force. Under a weak emperor, like Aym'ayya, they become a source of corruption and evil.

A single system of law applies to all citizens. Any field-grade officer (Colonel and higher) can serve as a judge. Unless the officer is bribable, and the felon has enough money, the verdict is final and punishment is immediate. Penalties for crime in this empire are corporal punishment, imprisonment, slavery and death. When a crime warrants death, it is always a slow and painful one.

NOTE—*In theory, all citizens have the right to appeal to the Satrap's court and, from there, to the emperor. In fact, only the wealthy can afford to do this. (Many officials must be bribed before the case reaches court.)*

ALLIES

The Ceruleans have good relations with the Rogizini Empire. The Viceroy of Chohas are responsible for the protectorate of Dechat. He treats them well, as did his predecessor. The Satraps of Samai and Ba'shan, nobles of Katai extraction, has close trade ties with the Katai duchies of Tirat, Koi'lan and Tiansar.

ENEMIES

Bhamotin and Vahear are major enemies. The empire wants to conquer Teosa, for honor's sake. They hate Vahear because Vahear protects Teosa. The Cerulean Empire considers the cults of L'p'nth and Clima to be immoral and sadistic monstrosities. They deal with these nations on as limited a basis as possible. They would never consider an alliance with either of them.

LANGUAGE

Cerulean	100%	Patani	30%
Balsa	10%	Dhalrani	40%*
Dallazi	20%	L'p'nth	10%
Katai	30%*	Teosa	10%
Dechan	5%	Rogizini	30%***
Bhamoti	10%	Fomorian	5%

*The dominant language in the Satrapy of Dhalran.
**The dominant language in the Satrapy of Ba'shan.
***The dominant language in the Satrapy of Halle.

NOTE—*The Cerulean Empire is a large empire with many diverse cultures in its boundaries. It is held together by its military strength and a somewhat laissez-faire attitude towards cultural differences when they do not interfere with the governing of the empire.*



The throne of Ghazai's Serpent King

CHIROS
Map Location—6

The Chiran revolt from the Empire of the Ced (421SA) caused a war between Salaq and that empire. After this war Chiros became a Salaqi protectorate. In the year 639SA, they revolted, slaying 400 Salaqi citizens. In response the Salaqi Royal Army entered Chiros, smashed the rebellion and annexed the land to the crown (640SA). Chiros remained a royal duchy until the year 813SA, when Salaq X (807-820SA) returned it to local rule. The new duke swore eternal fealty.

In the year 998SA Chiros made a secret alliance with Donara and revolted. With the Salaqi Royal Army busy in Chiros, the Donarans attacked Salaq (214DO) and conquered them within 30 days. Chiros gained its independence, and the fragments of Salaq's royal army drifted into exile in the Empire of the Ced, Aratad and Shiben.

NOTE—*The current Duke of Chiros, Mabor IV (*294DO-present*), is the puppet of Duke Salin of Pelara. Salin rules the land because the Duke owes him a massive debt and Salin controls most of the nation's wealth.*

POPULATION

The capital of the duchy is the city of Chiros (10,000). Its total population is 60,000. The Duke of Chiros controls 200 footmen and 2 warships. At the insistence of Duke Salin, he has hired 800 mercenary footmen, 400 cavalry and 16 warships (12 of whom are pirates) from associates of Duke Salin. Salin controls these forces.

ECONOMY

Chiros has rich mines and fine craftsmen. The mines are owned by a cartel controlled by Duke Salin. (*Salin won 70% ownership from the Duke of Chiros on a horserace.*) The nation is poor, dependent on sea trade and indebted to Salin.

RELIGION

The god of Chiros is Dionysius. Most Chiran's are devoted to the more hedonistic rites of his faith. Few support the dangerous cults, such as the Maenads, that are associated with him.

PERSONALITY

Chirans are treacherous, hedonistic liars. Under compulsion, they can be industrious and productive. Otherwise they are a lazy and effete people who love to gamble. No crime is more gauche to a Chiran that failure to pay a gambling debt. In general, they are a conniving and cowardly nation.

NOTE—*Duke Mabor owes Duke Salin* 40,000GC, *equivalent to six years income for his Duchy. Until his debt is paid, an unlikely event, he must remain a pawn of Salin.*

LEGAL SYSTEM

The Duke and his Council of Advisers rule the Duchy. Their decisions are law. Currently, 80% of the adviser's are Salin's agents. He controls the government.

Criminal penalties in Chiros vary at the whim of the judge. They can be unfair, especially when the person being tried is an enemy of Duke Salin. (*One enemy of Salin was executed for spitting on a public street.*) Any penalty is possible in this land and a great deal of corruption exists.

ALLIES

Chiros has close ties to Donara.

ENEMIES

Ticasi and Shiben despise Chiros. The Salaqi consider them to be base traitors who have earned death. They are hated by the Empire of the Ced and fear the power of Clima.

LANGUAGE

La'Ced	60%	Donaran	50%
Aratad	20%	Salaqi	60%
Climan	20%		

CHOSHAI
Map Location—25

Choshai was founded as a Katai military colony (3128KA). It gained its independence in the civil war that placed the Khatou dynasty on the throne in Katai (3333-3353KA). Since that time, they have had close relations with the Duchy of Dzhamou, in Katai, and have fought a constant war with the Kll'maun. Choshai's rich forests are infested with danger.

POPULATION

The city of Choshai (11,000) rules a nation of 80,000 people. About 20,000 of these citizens are barbarian slaves who perform menial labor in this nation. The armies of Choshai are three. The Prince of Choshai controls the city, most of the coastline and the south. He has a 400 man elite footguard, 1,200 footmen and 2,400 trained militia. He also controls a fleet of 10 small warships. The Duke of the North controls 800 footmen and 1,600 trained militia. The Duke of the Black Wood (*western Choshai*) has 400 elite foresters and 1,200 trained militia. He is believed to be the wealthiest man in Choshai.

ECONOMY

Choshai's economy is supported by trade with Katai. It exports wood and furs in exchange for finished goods and weapons.

RELIGION

Choshai has no state religion. People may believe what they choose to, as long as their beliefs do not interfere with their duty to Choshai and their fellow citizens.

PERSONALITY

Choshai's people live in constant peril. They have become survivors. Most are patriotic people who freely sacrifice their personal desires for the good of the nation. They are kind and compassionate towards fellow citizens. Towards strangers, especially barbarians, they are aloof, withdrawn and suspicious.

The people of Choshai value personal honor. They never give a person who deceives them a second chance to do so. Once caught in a lie a person is not believed again unless the truth of his statement is obvious or provable. They can be an unforgiving people, their survival depends on it.

LEGAL SYSTEM

Choshai is ruled by its Prince and two Dukes. The Dukes are sovereign rulers who owe fealty to the Prince, who is the supreme ruler of the land. The legal system is identical to that specified for Katai, except nobles do not have the right to slay felons without a trial. Nobles can be convicted for crimes committed against commoners and, if convicted of a criminal action, lose their nobility as a matter of course. For a land that is beset by enemies, where a person's right to survive can be tested daily, Choshai is a refined and civilized land with an efficient justice system.

NOTE—*The current ruler of Choshai is Prince Mogara Choshama. He is also a Count of Dzhamou, a renowned warrior and a noted master of poetic verse.*

ALLIES

Choshai has strong trade ties with Katai. The current ruler has a familial tie to the ducal house of Dzhamou in Katai.

ENEMIES

Choshai is raided by barbarians and pirates. They hate both groups. Known pirates are executed on the spot in this land.

LANGUAGE

Katai	100%	Kll'maun	35%*

*Most of the Kll'maun speakers are slaves and prisoners. One of the first things done on capturing a barbarian is to force him to learn Katai.

CHUNREY

Map Location—18 and 23

At its height Chunrey controlled southern Katai, including the current lands of the Kingdom of the East and the eastern fifth of the Cerulean Empire (*Ba'shan and Samai*). In the year 2929KA they were conquered by Katai, their emperor was executed and his son became Duke of Chunrey. For the next few centuries they were occupied by Katai forces. In the year 3179KA the royal house of Chunrey (House Chunsa) contracted to marry into the royal house of Katai (House Howao). With this marriage (3192KA) Chunrey gained full rights as a province of Katai, Katai's troops were withdrawn and Chunrey's ruler became a Grand Duke. From that time, until they backed the wrong side in a dynastic war (3333-3353KA), Chunrey was one of Katai's most powerful provinces.

When House Khatou was victorious in the civil war, Chunrey revolted rather than face their vengeance. After a long struggle and severe losses, Chunrey made an alliance with the Kingdom of the East (3358KA). Their combined forces staved off Katai's armies for more than ten years. Finally, in 3371KA, Chunrey purchased peace by promising Katai a tribute of 10,000GC per year.

Thirty years later Chunrey took an opportunity presented by Coasar's war against the Kingdom of the East and invaded the Fomorian realm. During this war (3401-3413KA), Mokasa and Ita were sacked and the southern hills of Chunrey were lost to the Fomorians. Again Chunrey purchased peace, this time for a tribute of 5,000GC per year.

Since their last debacle, Chunrey has remained at peace. They survive by playing Katai off against the Kingdom of the East while remaining on friendly terms with both. They are masters at this subtle and dangerous art.

POPULATION

Chunrey is a densely-populated and ancient land. Its capital is the port city of Chunrey (89,000). Its other cities, Ita (33,000) and Mokasa (25,000), are located on two islands east of the mainland. The population of Ita Island is 240,000. Mokasa Island's population is 190,000. The mainland has 570,000 citizens. The total population of the nation is 1,000,000.

Chunrey's forces are divided into two groups. The Imperial Army contains a 400 man Iron Guard (*Ceremonial troops with great swords and ornate plate armor who are the emperor's personal guard*), 3,200 elite footmen, 400 cavalry and 24,000 militia. The Imperial Fleet consists of 16 warships, 3 of which are triremes, and 5 river patrol barges. The nobles of the realm control 2,000 cavalry, 16,000 footmen and 32,000 militia. They have a combined fleet of 36 warships, 9 of which are triremes, and 20 river patrol barges. The total strength of the army is 78,000. Its fleet has 52 warships, including 12 triremes, and 25 river patrol barges.

NOTE—*At least 30% of the noble vessels engage in piracy, which is recognized as a good way for a crafty man to make some extra money. Imperial forces do not engage in this practice.*

ECONOMY

Chunrey is a prosperous nation. They are heavily involved in trade with Katai, the Kingdom of the East and Lemasa. Their hills have fine mines and high-quality stone. The plains, especially the Chunsa River basin, are heavily-exploited agricultural areas.

RELIGION

Chunrey worships storm, sea and earth forces. The majority worship lawful gods with power in these areas. Persecuted minorities worship Chaos and Elder gods of this type. Dawanism is also common in the land. In most areas the elite ignore it as an interesting philosophy of some merit. In others, including all of the cities except Ita, it is persecuted as a dangerous religion.

PERSONALITY

Nobles of Chunrey are cunning and affluent hedonists. Most of them are, or have been, soldiers. All nobles are the absolute masters of their subjects. When dealing with inferiors, they can be cruel and thoughtless.

Chunrey's commoners are passive and superstitious. They fear nobles and seek to mollify them (*and earn their protection*) by toadyism, conniving and dabbling in the mystical societies that infest the land. Most of these societies have no value whatsoever. Among their own, commoners are kind, friendly, energetic and helpful. When they serve the high-born, they are efficient and stoic servants who are always looking for a way to better their lot.

LEGAL SYSTEM

Chunrey is a feudal nation with a weak emperor and strong nobles. Each noble is the absolute master of his fief, although an inefficient and corrupt imperial justice system operates in most areas. Village elders can levy fines and corporal punishment for minor crimes committed by non-nobles in their village. Nobles judge all major crimes. Only they can judge another noble. They have the power of life and death. They have the right to exercise their power as they choose and are in no way obligated to grant a suspected felon a trial. When a noble hears a case, the penalty given is entirely at his discretion.

ALLIES

Chunrey is the tributary ally of Katai and the Kingdom of the East. It does as little as possible to honor these alliances.

ENEMIES

Chunrey has good relations with its neighbors. Her nobles consider Katai and the Kingdom of the East to be enemies; to be used as necessary to preserve Chunrey. Small factions in Katai and the Kingdom of the East wish to conquer Chunrey to put an end to their conniving. As yet, these factions do not have the power to make their voices heard.

LANGUAGE

Chunai	100%	Dawanese	10%
Fomorian	10%	Katai	40%
Lemasan	10%	Cerulean	5%
Taolisan	10%	Teosan	10%

CLIMA

Map Location—5 and 9

Until the year 727TH Clima was a freeport. In the year 0CL fanatics of the Dark Temples, led by Heirana Ghova (*High Priestess of the Temple of Sammael*), began a civil war and 23-year religious pogrom that eradicated the noble class and resulted in the death of more than 25% of the island's population. Heirana assumed the throne, proclaimimg herself the first Immortal Ghova, in the year 23CL. Two months later, she was poisoned by her daughter, the second Immortal Ghova.

NOTE—*By the time that she assumed the throne Heirana was insane. She was killed to prevent her from destroying the island through her mad policies.*

Under the second Immortal Ghova (24-99CL), Clima stabilized its economy, quintupled its military strength and indoctrinated the people into the worship of Chaos. Under the third Immortal Ghova (99-162CL) their empire began. During her reign Clima occupied the islands around her and founded Fort Kira (161CL) and the colony of Affea (142CL). The fourth Immortal Ghova (163-244CL) continued Clima's expansion with major operations against the Rogizini Empire, Bhamotin and Marentia. Her only defeat was suffered at the hands of Salaq (227CL) in a naval engagement that ended a short war.

During the reign of the fifth Immortal Ghova (244-309CL) Clima dominated the Sea of Tears and her fleet massacred the combined fleets of Thaliba and Bhamotin. The massive tribute paid to end this war (*and taken in two years of raiding Bhamotin*) was used to plate a large statue, some 60 feet in height, in the harbor of Ho'Daiva with gold.

The sixth Immortal Ghova (309-406CL) led Clima to a major defeat. In a running battle, her fleet was defeated by Gom and Xan. As a result Gom won commercial freedom in the Sea of Tears and Xan looted Fort Kira. After this defeat, the Ghova worked to break the alliance between Gom and Xan. In the year 402CL she maneuvered Gom into breaking its treaty and the alliance ended.

The seventh Immortal Ghova is revered by commoners as Massa the Wise. During her reign (407-504CL) Climan culture blossomed and the realm knew peace. Her reign also saw a massive naval rebuilding program that greatly enhanced Clima's naval might.

Under the eighth Immortal Ghova (504-589CL) Clima went to war. She defeated the Empire of the Ced in battle (504-509CL) and sacked Nerid (509CL). In the year 515CL she married the third son of the King of Salaq and formed an alliance with that kingdom. Together, Clima and Salaq shattered Gom's sea power and dominated the Sea of Tears. This policy continued under the ninth Immortal Ghova (589-712CL). By the end of her reign, Gom's mercantile empire was shattered and her vessels were required to pay tribute to use the seas.

The tenth Immortal Ghova (712-799CL) was Clima's greatest. Her maneuvers led to the conquest of the Kingdom of the Three Nations (723-726CL), Climan political control in Gom (745-837CL), a draw against Donara as Salaq's ally and a massive victory that shattered Bhamotin's fleet (789CL). She is known as the Master Ghova, the ruler that all seek to excel.

The reign of the eleventh Immortal Ghova (799-837CL) began the reversal of Clima's fortunes. Through her stupidity she failed to aid Salaq in time to prevent its conquest by Donara (805CL). In war with Bhamotin (827-830CL) she lost Maske and Tassa. In the year 837CL she allowed Gom to slip away from Climan control. Throughout her reign the fleet suffered reverses against Xan and Affea and Fort Kira were sacked repeatedly. Finally, in the year 837CL, she committed suicide rather than reign any longer. The twelth Immortal Ghova (837-857CL) exceeded her predecessor's incompetence. During her reign, Clima lost the three nations, the islands of Thesovia and Rhida, and suffered a foreign invasion in which the city of Vizan was sacked (854 C.L.). She also led the nation to defeats at the hands of Bhamotin, the Rogizini Empire and Xan. Finally, the priestesses of Sammael turned on her and, in a holy ceremony, sacrificed her to their god in hopes that he would bestow his favor on the realm.

From 857-891CL a Council of Regents ruled Clima. She kept a low profile during this period. After the ascension of the thirteenth Immortal Ghova (892CL-present), Clima recaptured Merin and Murani from the Rogizini Empire (896CL) and began political maneuvers aimed at the ruin of Donara, the Confederacy, the Empire of the Ced and Bhamotin. She has, in her short reign, served notice that Clima is still a power to be reckoned with.

POPULATION

Clima's main island has a population of 700,000. Its capital, Clima (58,000), is its holy city. Its other cities are Shimama (30,000), Melecin (18,000) and Vizan (14,000). The vast majority of its people live in small hamlets scattered around the island. Clima's colonies are located in the west, surrounded on three sides by the Wild Forest. Affea (5,000), controls a colony with a population of 20,000. Fort Kira (2,000) has a total population of 6,000.

Clima controls nine small islands. Five of them are used for religious purposes. They are Ho'Daiva (4,800, *training temple of the Immortal Ghovas*), Ghova (7,000, *the main training temple for the priesthood*), Ba'helos (300, *dedicated to demon worship*), Lys (300, *dedicated to Shaitan*) and Mera (700, *dedicated to the forces of Chaos in the sea*). The other islands are Khat'u (1,000), Chala (400), Murani (300) and Merin (200). The total population of the Climan Empire is 741,000.

Clima's Army guards the home island. It contains 4,000 footmen, 400 cavalry and 16,000 militia (8,000 of the militia are trained). The Temple Guards (4,000 footmen) protect the religious islands and the city of Clima. They are fanatics with good training and equipment. The colony of Affea has a militia defense force of 2,000 men. Fort Kira has 200 footmen and 600 militia.

Clima's primary defense is its fleet. It has 160 warships. 25 of these ships are quadremes or larger. Another 40 are fast triremes. Clima's vessels are as good as those of any nation in the Sea of Tears. Her shipwrights are competent, highly-trained specialists.

ECONOMY

Clima's economy is based on fishing, piracy, raiding, mining and exacting tribute from non-Climan shipping. The majority of her needs are met through her access to, and control of, the sea. Without it she would be a pauper island with little military power.

NOTE—*The wood that comes in from Affea and Fort Kira is Clima's lifeblood. The trees on her islands are not good enough to fill her needs for ship timber.*

RELIGION

The main gods of Clima are Sammael, Tiamat and Aeshma Daeva. Group ritual plays an important part in the Climan faith. On feast days entire cities join in the revels and human sacrifice is practiced with enthusiasm. The Climan faith is exuberant, perverse and evil. It is practiced by the vast majority of the populace.

PERSONALITY

Life in Clima revolves around religion. When a Climan is not celebrating the energetic, often violent, rites of his faith he is stoic and fatalistic. Most citizens are shy of strangers and nervous in the presence of the upper classes, especially those who dabble in magic.

Climans with power are uncompromising, greedy and aggressive people. They care nothing for the rights of underlings and demand instant obedience, especially if they are a priestess. There is no harsher master than a Climan lord.

LEGAL SYSTEM

Clima is ruled by the Immortal Ghova and administered by a Council of Priestesses. Their word is law. Both civil and religious law operate in Clima. Crimes committed against the church are judged by the priestesses. Any person found guilty is punished in the most demeaning way that that priestess can imagine. The punishment can take years and is always exceptionally painful.

Civil crime is judged by a caste of judges. Standard punishments are public humiliation, mutilation, slavery, death by slow torture (*crucifixion*) and death by drowning. The actual severity of a sentence varies with the attitude of the judge, the station of the litigants and the size of the bribes from either or both sides.

ALLIES

Clima has no allies.

ENEMIES

The Confederacy, the Empire of the Ced, Bhamotin, the Rogizini Empire, Gom, Xan, Donara and Marentia all hate Clima. In the case of the Confederacy, Bhamotin and Xan, this hatred is fanatical.

LANGUAGE

Climan	100%	Shandar	5%
Kolari	5%	Salaqi	30%
Enemy tongues	5%	La'Ced	15%

THE CONFEDERATION OF SHANDA

Map Location—2

Prior to the colonization of Xan and Musira (306SA) the Shandans warred on themselves more than they warred on others. With the Fomorian threat, the Shanda, Perda and Sherlani united to fight the invaders. Later, after this first coalition showed its value, the Sherlani allied with the Gholani to fight the A'chalani and the Fomorians. Both coalitions ended by the year 400SA when it was clear that the invaders could not be destroyed.

In the year 408SA the tribes convened a council of chiefs to discuss trade. This council became a yearly event. In the year 0SH, Shenab (*war chief of the Sherlani*) welded it into a government. During his reign (0-29SH) the Shandans conquered the A'chalani (1-5SH), sacked Fort Inan and Musira (7SH), and repeatedly invaded Gom (12-29SH). In the year 29SH Shenab was drawn into a full scale battle at Ja'xon and lost. As a result, his host was broken and he was captured. His execution in Gom ended the empire and fragmented the tribes.

For more than two hundred years (30-268SH) the tribes were split. Gom, with Fomorian aid, raided them whenever they tried to reunite. In the year 268SH, mercenaries from Donara, Marentia and Bhamotin founded the city of Roghara with Gom's blessing.

The Perdans attacked immediately. After six years of fighting, the Perdans were defeated in the battle of Sky Pass and the mercenaries held their new city.

Over time the Rogharan's became the friends of the Perda and the Shanda (281-289SH). In the year 308SH Roghara allied with Ja'xon. Roghara was a stable island in a hostile sea, as the Climans caused turmoil in Gom, the southern tribes looted Fort Inan (285SH) and inter-tribal warfare was the rule in Shanda.

In the year 316SH a Great Shaman rose among the Shanda (*a descendant of Shenab through the children of his fourteenth wife*). From 316-324SH he welded the tribes into a coalition which included the Rogharans. This coalition ended the raids on Fort Inan (*against the wishes of the Sherlani*) to avoid a major war. Since doing so, they have begun to civilize the land and train their army. Shanda's future holds great potential if they remain united.

NOTE—*The Great Shaman is 72 years old. He will die in the year* 468 SH.. *Unless something changes his death will cause a civil war to choose the Confederation's new leader.*

POPULATION

Including the city of Roghara (10,000) the civilized population of the confederation is 44,000. The five tribes of Shanda are the Sherlani (32,000), the Shanda (28,000), the Perda (20,000), the A'chalani (18,000) and the Gholani (17,000). The total population of the nation is 159,000.

The Sherlani can field 7,000 warriors (*every man and mature boy*). The other tribes field 13,000 warriors. The Rogharan army consists of 1,600 elite footmen and 400 elite cavalry. In addition 4,000 warriors serve in Roghara (800 *from each tribe*), learning civilized ways of and protecting their chiefs. The total army of the confederation is 6,000 men. It can levy 16,000 warriors for war. Roghara's fleet is based in the Sea of Tears. It consists of 10 warships and 10 merchant ships outfitted for carrying troops and raiding. The Shandan barbarians do not enjoy sea travel.

ECONOMY

The city's economy is based on road tariffs, mercenary service and trade. The tribes gain wealth from trade with Roghara, hunting and mining. The nation depends on trade as a means to continue its progress towards civilization.

RELIGION

The religion of Roghara is like Donara's. The barbarians are shamanistic. Each tribe has a fanatical reverence for its tribal totem or spirit animal. They have killed people for injuring a spirit animal without due cause.

NOTE—The totems of each tribe are:

TRIBE	TOTEM	TRIBE	TOTEM
the Shanda	Hawk	the Gholani	Wolf
the Perda	Eagle	the Sherlani	Lion
the A'chalani	Desert Lion		

For a member of the tribes to kill his spirit animal requires a pressing need and placation rituals. They never hurt them if it is avoidable.

PERSONALITY

Civilized citizens view themselves as an elite responsible for bringing enlightenment into the hills. They are patient, suave, cunning and pragmatic in dealing with others, especially Shandans. They have a mercenary attitude towards loyalty, except where personal honor is involved.

The Shandans are killers only recently removed from total savagery. They have quick tempers, moody and violent natures and a deep-seated love of combat. They treat outsiders as enemies until they prove themselves to be friends. Enemies are at best distrusted. At worst, they are killed. Friends, relatives and men of the same tribe are trusted, treated with respect and accorded full rights in tribal society.

LEGAL SYSTEM

Shanda is governed by a Council of Chiefs that sits in Roghara. Each tribe is represented by two chiefs. Roghara is represented by its Duke and its army commander. Decisions agreed to by a majority vote of the council are binding on all members. Other than these edicts, each area enforces its own customs and laws as it will.

Roghara's justice system merges the best of the Donaran system with Bhamotin's system. All prisoners are innocent until proven guilty and are treated well while they are in custody. When necessary, light tortures are used on them. When the suspect is a Shandan the only penalty for any crime is a weregild. In other cases, the standard penalties are as specified for Bhamotin.

NOTE—*Roghara's treatment of Shandans evolved out of a need to minimize the number of Shandan warriors who came out of the hills to avenge abused relatives.*

Under tribal law, minor offenses (*that reach trial*) are resolved with trial by combat to the death. The loser is guilty or a liar. All major crimes that reach trial are resolved through trial by fire. If the suspect is burned when he walks the coals, he is guilty. The guilty are always impaled.

The place of the Shamans in this system is to serve as impartial mediators and, where possible, resolve disputes without a trial. They also insure that evil warriors, who do wrong repeatedly and earn freedom with their blade, are punished for their actions. They have been known to curse such people.

NOTE—*Major crimes among the tribes are violating an oath or trust, stealing from or failing to attempt to avenge a friend or relative, and killing an enemy without giving him a chance to defend himself. (Honor demands that enemies be allowed to face death as men, unless the enemy has proven himself to be without honor at some time in the past.)*

ALLIES

The Confederation has treaties with Ja'xon and Fomoria. The tribes see the Fomorian treaty as a truce.

ENEMIES

The tribes detest the A'ha'kacili. They have an ancient hatred of Gom for their "murder" of Shenab, a chief who was in no way dishonorable. Especially in Sherlani lands, a citizen of Gom takes his life in his hands when he travels in Shandan lands. If discovered to be Gomese he can be killed out of hand.

LANGUAGE

Donaran	40%(20%)	Ja'xon	20%(20%)
Bhamoti	30%(10%)	Gomese	15%(5%)
Marentian	30%(10%)	Fomorian	10%(25%)
Shandar	25%(100%)	Sair'a'cili	5%(40%)

DAWANA

Map Location—23

Dawana was part of the Lemasan Empire until the year 384LE. In that year Dawan the All-Seeing became king. During his reign (384-412LE) Dawan reformed Dawana's political and religious structure and withdrew from the empire (0DA). On his death, Dawan the Wise (16-42DA) took the throne. He consolidated the new faith, eradicated the remnants of Lemasan tradition in the realm and diplomatically averted invasions by his neighbors.

In the year 40DA Lemasa's Emperor noticed the change in Dawana. He considered them to be a malignant growth in the heart of his empire and made it known to Lema and Aurisia that Dawana could be conquered. These kingdoms attacked in the year 43DA. In the year 45DA Lema completed the conquest. Dawan the Martyr (42-45DA), as he watched his family being flayed before his eyes in the royal enclosure at Sscavhi, laid a curse on Lema and the Lemasan Empire (*which bore fruit years later*).

For 17 years Dawana resisted Leman rule. In the year 62DA, with Lema's conquest by Fomoria, Dawana regained its freedom. Free Dawana was ruled by hundreds of monastic orders. After repeated invasions by Aurisia the important Lamas formed a Council (68DA) to govern the land and the Militant Orders (89-104DA) to defend it. In the year 105DA the Council of Lamas elected one of

their number to be the first Holy Dawan. In the early years, under these leaders, Aurisia continued to invade the land and an invasion by Lemdan was defeated.

In the year 230DA Homali Ghora became the fifth Holy Dawan. He led the Militant Orders in a war against Aurisia (234-239DA) that resulted in the capture of the city of Aurisia. This ended the Aurisian wars by mutual agreement. Homali is revered as the third saint of the Dawanan faith for the peace and harmony that his actions brought to Dawana.

Beginning in the year 357DA, by order of the eighth Holy Dawan, Dawana sent missionaries to spread the faith. In the year 498DA a group of them discovered the Eastern Lands. To maintain harmony the fourteenth Holy Dawan kept this knowledge secret in exchange for Lemasan recognition of Dawana. Since gaining this security, Dawana has strived to perfect their faith and, regardless of persecution, spread its blessings to the world at large.

POPULATION

Dawana (21,000) is the nation's capital. The total population of the realm is 240,000. Dawana has no regular army. The Holy Guard in Dawana (200 militant priests), and 400 militants in the countryside, serve the Holy Dawan and keep the peace. When necessary, Dawana can mobilize 2,400 Lay Militants and 12,000 trained militia.

ECONOMY

The economy depends on trade and tithes from the faithful. Dawana produces food and fine craft goods. They are known as fine weavers and metal workers.

RELIGION

The Dawanese worship the harmony of nature. Their gods are Omael and Manu. Their faith accords all things their place in existence and considers understanding to be man's single greatest virtue.

PERSONALITY

Dawana's life is its religion. They believe that the heavens can be attained by anyone who lives a life in harmony with nature; without needlessly compete with others or disturbing the harmony of life. They are quiet, kind and generous. A Dawanan NEVER seeks the death of an enemy, even in war. The greatest sin is overt aggression. A man may defend himself from "disharmony" but must never seek to kill, unless the needs of his body demand it. (*He may kill to eat or to stay alive, if he must.*)

LEGAL SYSTEM

Dawana is ruled by the Council of Lamas, its Holy Dawan and its monastic orders. Edicts of the council, when approved by the Holy Dawan, are law. The three types of monastic orders are:

THE HOLY ORDER

The Holy Dawan is elected from the Lamas of this order. Its tenets form the personality of this land. It accepts converts but does not seek them. It is the most formal, ritualistic and reflective of the orders.

THE MILITANT ORDER

"Harmony stems from physical and spiritual strength."

This is the central tenet of the militant orders. Its members learn martial and spiritual disciplines to maximize their "harmonious strength." Monks of this order are competent warriors with some knowledge of the mystic arts. They are the most secretive of the orders. Each monastery is a law to itself, with its own secret rites and rituals. Its monks are only responsible to their Lama and the Holy Dawan.

THE MISSIONARY ORDER

This order seeks converts by stressing the basic tenets of the faith in an understandable way. Monks of this order follow the tenets of the Holy Order, except that their purpose in life is to spread the faith, not to seek its perfection.

NOTE—*Traditionally, each Lama rules his temple and the lands around it. The Holy Dawan, the Lama of Dawana and the Lama of Dai Mound can give other Lamas "binding advice." Where this advice violates the precepts of the individual monastery it can be ignored if the violation is explained. Formal edicts of the Council can not be ignored. Monasteries must abide by them. Where their precepts conflict with the edict, they must change their precepts.*

Crime is not punished in Dawana, as a crime most hurts the person who commits it. Those who commmit minor crimes are castigated for their immorality and ostracized until they make amends. Persons who commit serious crimes are banished until their good actions outweigh the evil they have done. When necessary, monks of the militant order seek out the felon and enforce his banishment.

ALLIES

Dawana has no allies. Under the proper conditions members of the faith in other lands can be counted on for help.

ENEMIES

Dawana has no enemies. Their missionaries and converts are persecuted in many lands.

LANGUAGE

Dawanese	100%	Chunai	15%
Taolisan	10%	Lemasan	50%
Katai	10%	Eastern Tongues	5%*
Fomorian	20%		

* As for Lemasa.

DECHAT

Map Location—8

Dechat's history is one of illegal practices, immorality and vice. In the last five hundred years, the city of Decha (*founded in the year* 1072RE by Rogizini rebels and Shazi pirates) has been sacked eight times by Vahear. Since the year 2145RE, they have been a protectorate of the Cerulean Empire (*under the control of the Satrap of Chohas*). Under the terms of this treaty, they allow Cerulean vessels to pass freely and do not attack Rogizini vessels, in exchange for a yearly tribute. They continue to prey on other nation's vessels. Dechat is one of the world's most vicious cities; a den of pirates, cutthroats and deadly assassins.

POPULATION

The capital of the nation is Decha (30,000). Its total population is 140,000.The armed forces of Dechat are divided into three groups. The Emir controls 1,200 footmen and 12 warships. The Cerulean Resident, Admiral Chjaza Mir'yan, controls 1,600 Cerulean footmen and 800 cavalry (*based outside of the city*) and 3 warships, one of which is a trireme. The various pirate captains of the city control 4,800 sailors and mercenaries and 36 warships. Dechat can field an 8,400 man "army" and 51 warships.

NOTE—*The major captains of Dechat are:*

CAPTAIN	MERC	SAILORS	WARSHIPS
Noman Kha	400	1200	12
Ali Mala	200	600	6
Serban	100	300	3
Lady Boma	100	300	3
Nine Others	400	1200	12
TOTAL	1200	3600	36

MERC—Trained soldiers, thieves, brigands and "skilled" employees of the captain.

SAILORS—Ship crews and other persons associated with the captain's fleet.

WARSHIPS—Pirate vessels owned or controlled by the captain. They vary in size from small dhows to penteconters.

ECONOMY

Dechat's economy is based on slavery, smuggling, trade and piracy. The Emir controls 20% of the nation's net income. The remainder is shared by the pirate captains, with one share per ship that the captain owns or controls.

EXAMPLE—Noman Kha has 12 ships. Because of this he has 12 shares of the national income and controls 26% of the nation's wealth. He is the wealthiest man in Dechat.

RELIGION

Religion is of very little importance in Dechat. Believe or don't at your own peril.

PERSONALITY

Dechans are untrustworthy and sadistic hedonists who love treachery and seek corruption. Dechan leaders rule out of self-interest. They are amoral, cunning and deadly. Common citizens are conniving, gracious and accomadating men, until they can create an opportunity to gain power or profit. Most citizens are immoral and vicious, when possible.

LEGAL SYSTEM

Dechat is ruled by its Emir and a Council of Captains. To become a member of the council, a person must own a warship, be recognized as a noble of Dechat by the Emir and be accepted for membership by a majority vote of the current Council members. Each member has one vote per manned warship that he owns or controls. Currently, there are twelve members of the council, including the Emir. (*Ali Mala is not a member. As an enemy of Noman Kha, he has been blackballed by the council.*)

NOTE—*Noman Kha controls a coalition of captains, including Serban and Lady Boma, who consistently outvote the Emir when their opinions differ. The Emir is ruler in name only. Noman Kha is the true master of Dechat.*

Legally, the Emir or his authorized agents ejudicate all criminal cases. Their decision is law, though bribery and personal connections affect the outcome of most trials. The captain of a vessel is its ruler. He can do what he wishes to anyone who is on his vessel at sea. (*Never sail with a captain who may have a reason to hate you.*)

ALLIES

Dechat is a protectorate of the Cerulean Empire. They have friendly relations with the Rogizini Empire.

ENEMIES

Dechat is despised by No'mal, the Bal'boni and Vahear. Without Cerulean protection, they would be hard-pressed to survive.

LANGUAGE

Dechan	80%	Rogizini	20%
Ma'helan	10%	Cerulean	25%
Sair'a'cili	15%	Teosan	5%
Bal'sa	20%	Fomorian	10%
Portan	5%		

DIRLLAR

Map Location—3 and 6

Dirllar was part of the Korchi empire until the year 1852AK. Its city, Dirlla, is more than 1500 years old. In the year 1852AK they rebelled from A'korchu. In this war (1852-1884AK) Dirllar won its independence (*due largely to their victory in the Battle of Smras Fen in the year* 0DI (1884AK). Free Dirllar was ruled by an inefficient and corrupt Council of Mages who nearly ruined the nation. In the year 70DI one of their number (*Nilgeranthrib*) liquidated the other members and made himself the Dictator of Dirllar. His reign was a time of terror, evil rites and blood. It was ended by a major civil war and Fomorian intervention. To this day, the people of Dirllar fear magic and those who practice it.

From 95-295DI Dirllar was controlled by the King of the Islands, serving him in exchange for a promise of eventual freedom. Toward the end of this period (284-295DI) twelve years of civil unrest in Dirllar made this promise a fact. During the years 295-332DI Dirllar had 23 different dictators. In the year 332DI, A'korchu invaded. The Korchi threat stabilized the nation and caused the formation of the Merchant's Council. This council ruled, after defeating A'korchu (335DI), until its reorganization into the Council of Thirteen (387DI).

From 387-482DI the Council stabilized Dirllar. From 482-495DI Dirllar fought a major war in the forest against three Fierazi tribes (*to open a road to the Kaz*). Since their victory Dirllar has been a major trading nation and the endpoint of one of the world's most lucrative trade routes.

POPULATION

The city of Dirlla (38,000) controls a nation with 120,000 civilized citizens and parts of three barbarian tribes. The tribes are the Gralana (5,000), the Esda (10,000) and the Riala (6,000). (*The tribal populations listed are the members of the tribe who live within Dirllar's borders.*) The total population of the nation is 141,000.

Dirllar's army is divided into three groups. The Army of the Thirteen (*controlled by the council*) contains 800 barbarian mercenaries, 400 footmen and 400 cavalry. The Constabulary (*controlled by the Duke of Dirllar*) contains 400 constables, 200 elite mounted constables and a 200 elite swamp patrolmen. The Militia (*based around the city and fortresses*) consists of 4,800 trained infantry who can only be activated in time of war with the approval of the Council of Thirteen. In addition to these forces, Dirllar can raise a force of 3,200 Fierazi tribesmen. Dirllar minimizes its use of the Fierazi because they are considered to be undependable.

Dirllar's fleet is controlled by the Duke. It consists of 12 fast warships. Its purpose is to patrol the coast and protect Dirllar's smugglers and merchants from attack.

ECONOMY

Dirllar produces salt, luxury goods, timber and food. They import metals, finished goods and fine stone. Their sea trade depends on their ability to outrun Korchi blockaders. It is very dangerous. Dirllar depends on the road east and the blockade runners for its survival.

RELIGION

The people of Dirllar seek protection from the supernatural from their gods. They also worship gods who aid in the pursuit of wealth. The chief gods of Dirllar are Sarameya, Bes and Arathron.

PERSONALITY

Dirllarans have a deep-seated distrust, fear and hatred of magic. Use of magic in public is guaranteed to cause a riot and could mean death for the magic-user.

People in Dirllar are dedicated to personal honor and gambling, on both a physical and a monetary level. Duelling is an honored tradition in this land. Nothing excites the people more than situations that contain a chance of profit and an element of danger.

NOTE—*A great deal of ritual is part of the dueling system. It requires formal challenges, seconds and meeting at an appointed place and time. (There is a large area in the northeastern part of the city, called the Field of Death that is often used for this purpose.) To fight on the spot, without due ritual and the necessary formalities, is considered to be both gauche and barbaric. No civilized Dirllaran would do so.*

LEGAL SYSTEM

Dirllar is ruled by thirteen representatives, each elected to an eight year term, and a Duke who is elected for life. The representatives are the Council of Thirteen. They are usually merchants or wealthy men. The Duke is usually a military officer or blockade runner. In a war the Duke is the Dictator of Dirllar. During peace, he is the non-voting chairman of the council and the Chief Justice of Dirlla. (*A major part of his duties, in this regard, is to suppress magic and magic-users.*)

NOTE—*Any citizen with a station of ONE or higher who pays a* **1SC** *polltax can vote. Each voter selects* 13 *names from the* **2D10+30** *candidates who run. The* 13 *who get the most votes form the council. (The votes are counted by the reigning Duke and a panel of six men who were appointed by the outgoing council.) Council members may be elected to consecutive terms. The salary for being a Council member is* **5GC** *per month. The Duke receives* **3GC** *per month in peace and* **12GC** *per month in war.*

Dirllar's justice system has a standard range of penalties for each crime. The judge decides which penalty is appropriate and can often be bribed to select a lesser one. Many citizens fail to report crimes. They prefer to take care of it themselves. Dirllar, especially the city, is beset with vendettas and vigilante activity. Duels are commonplace. It is a chaotic land whose constables have all they can do to maintain what little order there is. A stranger alone seldom lasts long in Dirlla.

NOTE—*The rural parts of Dirllar are quieter than the city. The same basic attitudes apply but life is not nearly as violent as it is in the city. Rural citizens are much less likely to take advantage of a passing stranger.*

ALLIES

Dirllar has strong ties with the Goidanese, especially the Lagin and the Mumani. They trade with the Fierazi and the Kolari. They have a defense treaty with Treaus aimed at A'korchu.

ENEMIES

A'korchu is the enemy. At the best of times, a hostile truce exists between these nations.

LANGUAGE

Dirlla	100%	Djani	10%
No'reas	10%	So'reas	40%
Trean	10%	Kazi	10%
Goidanese	20%	Fomorian	10%
Korchi	5%	Caldan	15%

THE DJAKSCHIL

Map Location—21 and 22

The Djakschil are hunters and gatherers with a reputation for exacting vengeance on those who harm them. Unless they are on a vengeance raid, they remain in their land and refrain from interfering in the affairs of others.

POPULATION

The tribes of the Djakschil are the Bsischil (27,000) and the Wyaschil (23,000). The total population is 50,000. They can field 10,000 warriors for war.

ECONOMY

A barter system operates in this area. The men of the tribes derive their wealth from hunting, items that they make with their own hands and goods that are gathered or made by their wives.

RELIGION

The Djakschil worship gods of fertility and hunting. They are a shamanistic society.

PERSONALITY

The Djakschil are a generous, kind and trusting people with a long memory. They rarely forgive an injury or forget a debt. If it takes decades the family affected will have vengeance or repay what is owed. Djakschil vendettas last until equal vengeance is gained or equal repayment is made. In their eyes, a son is liable for both the crimes and the debts of his father.

LEGAL SYSTEM

These tribesmen travel in small family bands. During a war, they are led by the Great Shaman of their tribe and the warrior shamans who serve him. Crimes are punished by family vendetta in this society. Vendettas have been known to last for centuries.

ALLIES

None.

ENEMIES

None.

LANGUAGE

Djakschi	100%

DJANESBORG

Map Location—3 and 7

This region was part of the Empire del'Nord until the year 200SA. With the defeat of its army by barbarian invaders (201SA) civilization was destroyed in the area. For the next 100 years the barbarians ruled. Those civilized citizens who remained in the area lived as barbarians, or as their slaves. Those who lived free were known as the Djani.

In the year 307SA Rori the Reaver united the Djani clans. During his reign as their chief (307-321SA) he drove the Vandamen, Puessen, Thurani and Larbani out of the Djani lands. In the year 321SA, he tried to extend the borders of his realm by invading the Nethagen. Driving deep into the swamp, his army was ambushed by a horde of Kotothi creatures. Rori was slain by their leader, Mab ac'Mab.

Rori was succeeded by his cousin, Thos the Lucky (321-369SA). After searching for Rori in vain, Thos declared him to be dead and took over the realm. His reign was dedicated to civilizing his people. In the year 340SA, to spur this movement, he claimed the title of Duke and gave lesser titles to his major chieftains. The reign of Thos saw the rebirth of civilization in the area, the growth of trade with the forest and the creation of a powerful army in the duchy.

Until the assassination of Criegar the Blind (529-537SA), by Lobar the Black, Thos's policies ruled the land. Under Lobar (537-557SA) the Duchy of Djan became a Korchi puppet. From 551-557SA, a violent war was fought to place Criegar's heir on the throne. With victory the Korchi were driven out of the land and Lobar, with his entire family, was executed. (*The first order of Djaris the Unforgiving* (537-550SA), *Criegar's heir.*)

For the next three centuries the Duchy rebuilt. In the year 763SA Homar the Bold (754-789SA) married into Clan Bara of Caldo. After forming this alliance, he renamed the nation Djanesborg, instituted a new calendar and crowned himself king (0DJ—763SA). During his reign, he dedicated his efforts to keeping the trade road with Caldo open and began a campaign of high seas piracy against A'korchu (22DJ).

Eventually, A'korchu sought a permanent solution to the Djani problem. In the year 158DJ, after years of planning and espionage, their fleet struck Djanesborg, caught most of the Djani fleet in harbor and destroyed it. The next day, A'korchu's royal army, led by the God Emperor himself, landed and took the city of Djanesborg. From 158-166DJ war raged through the land. Finally, after a dramatic victory at Loch Svear (164DJ), the tide turned. Over the next two years the Korchi were driven out of the kingdom.

NOTE—*In the Battle of Loch Svear Djanesborg's forces were supported by* 200 *Caldan guardsmen,* 400 *Kazi riders and part of the Caldan Dagger Legion. Many historians believe that the Dagger of Caldo was also present at the battle.*

Since this war, Djanesborg has founded Novholm (236DJ), opened a colony on Goidan (303DJ), continued their campaign of piracy against A'korchu and dedicated themselves to rebuilding the realm.

POPULATION

The capital of the nation is the city of Djanesborg (26,000). Its other mainland cities are Loch Svear (10,000) and Novholm (9,000). The total population of mainland Djanesborg is 250,000. The kingdom also controls the fortress island of Noatun (3,000) and a small colony, around the city of Sokkvabbek (6,000), on the island of Goidan. The total population of this colony, including the island of Noatun and 24,000 Goidanese residents, is 40,000. The total population of the nation is 290,000.

Each of Djanesborg's major nobles has his own forces. The King commands 3,000 footmen, 200 cavalry, 6,000 militia and a fleet of 20 warships. The Count of Loch Svear has a personal guard of 400 elite footmen and 400 cavalry. He can raise 6,000 militia. The Baron of Novholm controls 400 footmen, 100 cavalry and 2,000 militia. His fleet has 5 warships. The Baron of Sokkvabbek has 1,200 footmen, 1,600 Djani militia and 1,200 Goidanese militia. His fleet contains 15 warships. In addition to these forces, lesser nobles and pirates (*Vikings*) control another 1,500 footmen, 4,000 militia and 20 warships.

ECONOMY

Djanesborg's economy depends on piracy and the southern trade road. It is a wealthy land with many resources. It depends on the south for fine goods and textiles.

RELIGION

The Djani worship gods of war, the sea and battle. Each city has its own major deity. The titular god of Djanesborg is Odin, Loch Svear worships Tyr, Sokkvabbek worships Mimir and Novholm is devoted to Ull.

NOTE—*Ull is a god of archery. Some of the finest archers in the world come from Novholm.*

PERSONALITY

The Djani are independent, obstinate and warlike. They are violent when angered and their hatreds are long cherished. As a rule, they are a loyal people. When a Djani swears fealty to another man, he remains faithful until he dies or until his pledge is fulfilled. The same does not apply to other interpersonal relationships. A common Djani saying illustrates this:

> "Women are a warm fire, bringing pleasure to a cold and joyless night. A good lord or loyal sword-brother is food for a hungry soul. Fire is a comfort that may come or go, but will surely come again. Food is a need that powers the soul and gives meaning to life."

Women are chattel in this society. Those who are not protected by a warrior or their family are fair game. If a woman is spoken for it is dishonorable for a warrior to make advances to her, without the proper courtesies, or to demean her name in any way. To do so is an insult to her protector and can be fatal. (*A warrior who takes a woman is honor bound to protect and provide for her. Except when dealing with foreign women, harlots or slaves, no warrior can take a woman without committing himself to serve her in this way.*) In this society, pride and honor are of paramount importance to all.

LEGAL SYSTEM

Djanesborg is a weak feudal state. Each noble is the master of his realm. Each landholder is the lord of his land. All owe service to the nobles who are above them in war. They owe nothing else. No lord can honorably compel his vassals to pay taxes or provide other than war service to him.

EXAMPLE—In Novholm, the Baron collects a tax from his vassals. Any who choose not to pay are on their own if the area is raided or a neighbor decides to attack.

Justice is a family matter in Djanesborg. Within the legal code, the family that is affected by a crime decides the penalty that the felon suffers. Citizens may appeal harsh penalties to the family and their neighbors. (*If the majority agree that a sentence is too harsh, the family must set a lesser penalty.*) Others suffer the penalty as it is set. Common punishments in Djanesborg are weregilds, corporal punishment, mutilation, slavery, banishment and death, in order of severity.

ALLIES

Djanesborg has strong ties to Caldo.

ENEMIES

A'korchu is dedicated to the destruction of Djanesborg. The northern Fierazi detest the Djani. They have an on-again, off-again truce with the Fierazi to facillitate the southern trade.

LANGUAGE

Djani	100%	Caldan	15%
Dirlla	5%	No'reas	20%
Goidanese	5%(60%)*		

*The parenthesized value applies to natives of Sokkvabbek.

DONARA

Map Location—5 and 6

The Don Host entered the Plains of Salaq in the year 54DO. For seven years (54-60DO) they were battered by Salaq and Caldo. Finally, they were driven into the Kingdom of E'lici (*southwest of Salaq*). They lived in this kingdom, as raiders, brigands and mercenaries, for 35 years. In the year 95DO, Don, son of Don, reformed the host and turned it into an army. The site of his training camp is now the city of Xalanara.

After four years of training Don sent his army against the E'lici (99DO) under the leadership of the war leader Pel. It shattered E'liciad (99-104DO) and occupied its capital, which was named Pelara in honor of Pel. After this victory, Don began his next campaign. In the year 105DO, the host surprised Salaq and exploded into the plains. During the Second Salaq War (105-109DO), the Donarans captured Xad, renamed Xadona, and most of the Plain of Salaq. After this victory, Don proclaimed himself Don I, King of Donara. Later (112DO) he commissioned the construction of a royal capital. When it was completed (125DO), he transferred the crown from Xalanara to the new city, Donara. He died soon after (128DO) of jaundice.

In the reign of Don II (128-149DO) Donara invaded the Wild Forest. Of 6,000 men sent west, 400 returned alive. This debacle fixed the nation's attention on the east and gave many Donarans a burning hatred of the Sidh. In the year 147DO, the nation's Donan (*heir to the throne*) married a princess of Xian and Xian joined the Kingdom of Donara.

Under Don III (149-204DO) Donara committed itself to the destruction of Salaq. In the early years of his reign he took lands to the north, meeting little resistance. Emboldened by this, he invaded Salaq in force. The war that followed (178-195DO) was a bloody stalemate until Don's own error (195DO) led to the rout of his army. After this debacle he was forced to sue for peace. It was granted when Don journeyed, alone and unarmed (*in the robes of a penitent*), to the city of Salaq and promised its king that he would never attack again. Don III's pride was shattered by this humiliation. In the year 204DO, an old and bitter man, he committed suicide.

The reign of Don IV (204-229DO) saw the defeat of Salaq through conniving and treachery. In the "Rape of Salaq" more than 60,000 Salaqi, including the entire royal family except for one girl, were killed or enslaved. The remainder of the population lived as exiles or became Donaran serfs. The victory was total and one of the bloodiest incidents in recorded history. On his deathbed, Don IV stated that his greatest accomplishment was the ruin of Salaq, which so successfully avenged his father's honor.

Seven Don's have reigned since Don IV died. Donara has lost wars to Caldo (296-299DO) and the Confederacy (307-311DO). They have defeated the Empire of the Ced (304-307DO). Under the current Don, Don XII (307DO-present), the nation is dedicated to maintaining its hold on its subject peoples and expanding its boundaries to the east. They have had difficulties in this effort because Don XII is only a marginal general; though he is a talented administrator.

POPULATION

The city of Donara (36,000) is the nation's capital. The capitals of the five principalities of the realm are Pelara (42,000), Xadona (19,000), Xian (16,000), Samma (13,000) and Xalanara (11,000). Its other city, and the capital of a Duchy, is Salaqara (25,000) (*the former royal city of Salaq*).

The total population of the nation is 870,000. Of this total, 440,000 are Donarans (*located mostly in the north, west and south*), 220,000 are Salaqi (*primarily in the east*), 110,000 are E'lici (*in the south and west*) and 100,000 are Xianese (*the principality of Xian*).

Each noble in Donara, except the Duke of Salaq, has the right to raise and command his own forces. The Duke of Salaq is restricted to a personal guard of 400 unarmored retainers and 1 warship. (*He is descended from the Salaqi kings and Salin the Merciful of Pelara. The current Duke is a Donaran puppet. One of his sons, Vobal, leads the Sea Star Society which plays a leading role in the ongoing revolt against Donaran rule.*)

The armies of Donara are:

PRINCIPALITY	FOOT	CAVALRY	MILITIA	TOTAL
The Royal Army	4,000	2,000	6,000	12,000
Pelara	3,200	400	4,000	7,600
Xalanara	800	1,200	2,000	4,000
Xadona	1,200	400	1,600	3,200
Samma	1,000	0	2,000	3,000
Xian	1,600	200	7,400	9,200
Salaqara	400	0	0	400
TOTAL	13,200	4,200	20,600	38,000

NOTE—*Other Donaran noble's forces are included in the Militia raised by the King or the Princes. Seventy percent of the militia levied are footmen, twenty percent are missile units and the remainder are cavalry. In Xalanara, 50% are footmen, 10% are missile units, 30% are cavalry and 10% are horse archers. In Xian and Samma, 60% are footmen, 35% are missile units and 5% are cavalry (In Xian the missile units favor slings, in Samma they use longbows).*

In the Royal Army, 20% of the foot troops and 10% of the cavalry are elite. In other Donaran armies 10% of the total regular army strength, rounded to the closest 100, is elite. Militia is never elite.

IMPORTANT—The royal army has 400 footmen occupying Shiben and Ticasi. It also has 200 footmen and 200 cavalry garrisoning Salaqara. (*In addition to this force there are 200 Pelaran footmen in Salaqara.*) The total royal force committed in Shiben, Ticasi and Salaqara is 1,000 footmen and 200 cavalry. As a unit, they are known as the Eastern Legion.

The Royal Fleet is based in Pelara. It is composed of 40 warships, 15 of which are triremes. The Pelaran fleet has 20 warships, 5 trireme size or larger. Both of these fleets are commanded by Duke Actin of Pelara. Samma's fleet has 4 warships. Salaqara has 1. Other nobles in the realm have another 10 warships. The total strength of the Donaran fleet is 75 warships, 20 trireme size or larger.

ECONOMY

Donara is one of the richest agricultural regions in the west. They are noted horse breeders, especially in Xalanara, and the land yields grain, usable metals and fruit in abundance. The Mordaran Iron Field, discovered in the year 203DO, is one of the world's largest deposits of quality iron. Donara is a wealthy land whose produce and raw materials are of great value.

RELIGION

The Donarans are lawful and warlike. Their gods are Ashur, Inanna and Enki. Especially in the worship of Inanna, they are devout and somewhat fanatical.

Most Salaqi refuse to worship the Donaran gods (*one reason for their continued persecution*). They worship elder gods of war and the sea. Their gods are Manannan, Morrigan and Epona.

The E'lici give lip service to the Donaran gods while continuing to worship their own. The E'lici gods are Girra, Domiel and Dionysius. The religion is elder.

The Xianese accept the Donaran faith and practice it in conjunction with their own. They worship their gods as the masters of day-to-day life and the Donaran gods as the masters of fate. Their gods are Sarameya, Cedalion and Bes.

PERSONALITY

Donarans tend to be violent. In the upper classes, they often have a taste for cruelty and an ability to deceive others when necessary. (*In extreme cases Donarans, especially nobles, emphasize the bad points of the culture and ignore its other traits. People of this ilk are amoral sadists whose goal in life is to acquire wealth and/or power. A good example of this type of Donaran is Duke Salin of Pelara. Another was Don IV.*)

Except for these tendencies, and the rare exceptions, Donarans are honorable and moral. They make faithful friends and try to do what is right. All Donarans enjoy wealth and power. Most control their desires when immoral action is the only way to their goal. Donarans without wealth or power are bribable, if the bribe is enough to assuage their guilt. (*Few Donarans can be bribed to do something totally immoral or that betrays a friend.*)

The Salaqi are a resentful people who despise Donarans. They are dependable, honest and courageous, when they must be. With outsiders, especially Donarans, they are conniving and treacherous. As a rule, the Salaqi are an obstinate, proud and emotional people. They have a deep tie to the old ways and stubbornly refuse to accept the new. Those among them who have accepted Donaran ways are pariahs to their people.

The E'lici are a strange folk. They have a stoic and patient culture, noted for its perseverance and tolerance. Moral conduct, family loyalty, religious devotion and freedom are very important to the E'lici. They make good subjects and kind rulers.

The Xianese are proud, tenacious and brave gamblers. They are noted for taking incredible risks and fighting through to victory despite the odds against them. Many of them are nearly berserk killers when they are angered. Other than this terrible temper, they are a kind and patient people. It is very difficult to make them mad, but once you do you are in trouble. All Xianese have a great love for their families and the land. They can become angry if either is defiled or injured.

LEGAL SYSTEM

Donara is a feudal kingdom. Theoretically, they have a strong king. In fact the power of the king depends on the support that he receives from the Princes of Pelara, Xalanara, Xian and Samma (*in order of importance*). Where they support him, he is strong. If they don't he is weak.

NOTE—*Xadona is not included in the list because its ruler is either the Queen Mother or the Donan, i.e. the king's eldest son and heir. Salaqara is not listed because the Duke has little real power and the people are always disloyal. Of the Princes listed, the most important is the Prince of Pelara. No king can be strong without his support.*

Donara only convicts felons who confess their guilt. Torture is often employed to extract confessions. In enlightened areas, such as Xadona, wizards are used to find the truth in criminal cases. The standard punishments in Donara are civil fines, mutilation, imprisonment and death. Only mass murder, treason and heresy call for the death penalty. In Salaqara, crime is treated much more harshly. Mutilation is the minimum penalty and the death penalty is common.

NOTE—*The severity of the torture inflicted in questioning may not exceed the seriousness of the crime that a person is suspected of. In most places, light tortures are used until the authorities are reasonably sure that the suspect is guilty. When they are sure, he is tortured until he confesses or is proven innocent.*

ALLIES

Ticasi, Shiben and Chiros pay tribute to Donara. Of the three, only Chiros is a dependable ally. All of them are former holdings of the Kingdom of Salaq.

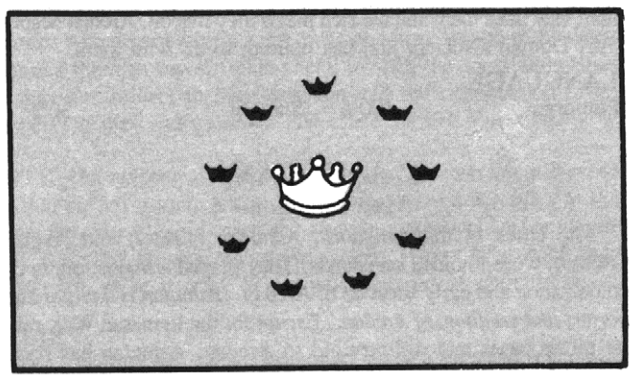
ENEMIES

Clima, the Confederacy and the Empire of the Ced are enemies of Donara. Caldo dislikes the Donarans but remains neutral.

LANGUAGE

Donaran	80%	E'lici	20%*
Caldan	5%	Salaqi	30%*
La'Ced	10%	Kazi	5%
Xianese	20%*	Aratad	10%
Gomese	5%		

*These languages are considered to be dialects of Donaran. Anyone who understands one of them can partially understand someone who speaks one of the others.



The royal flag of the Kingdom of Fomoria

THE FOMORIAN EMPIRE

This Empire contains ten kingdoms and a principality. Each King is descended from one of the ten original leaders who led Fomoria's rise to civilization. The Prince is descended from a general who strengthened Fomoria's holding in Port Doman. Each group uses the same legal code, worships the same gods and speaks Fomorian.

The sections below detail these nations. Where a given attribute in a nation's description is shared with another Fomorian nation, the listing indicates where to look to find it, i.e. if the listing says "As specified for Fomoria." for the Legal System, see Fomoria for the details. The eleven Fomorian nations are listed, in alphabetical order, in the sections that follow.

AREDAN

Map Location—4

Aredan was founded with the aid of local natives in the year 167FO. It quickly came under attack from Shurikal. Over the centuries Aredan has resisted continual raids from the Shurani Mountains and has developed a militant society.

POPULATION

The capital of the nation is Aredan (14,000). The total population is 90,000. Most of Aredan's people are mulattoes, descended from both Fomorian and native parents. Aredan's army is composed of 1,600 footmen, 400 cavalry, 800 horse militia and 3,200 foot militia. Their fleet has five triremes.

ECONOMY

Aredan is an agricultural nation. Their economy is supported by harbor fees and the sale of grain. They import metals and finished goods and are dependent on sea trade for their continued survival.

RELIGION

The people of Aredan worship Lawful gods of fertility, war and the sea. Their main gods are Ashur, Enki and Inanna.

PERSONALITY

Aredan has a military reserve system that includes all males between the ages of 16 and 30. Because of this training, their men are disciplined and proud with exceptional personal honor and courage. They seldom give their word to anyone. Once it is given, it is not broken. Behind the icy facade that they show strangers, they are a warm and compassionate people. When faced with a physical threat, they are professionals who kill when they must and take pride in their ability to defend themselves.

NOTE—*Because of centuries of warfare, and the resulting manpower losses, only 35% of Aredan's population is male. They happily accept competent fighters as immigrants.*

LEGAL SYSTEM

The King of Aredan is an absolute ruler. The sentence for all crimes is as specified for Fomoria. Once guilt is proven, the sentence stands regardless of the wealth or power of the felon.

ALLIES

Ashudan is a strong supporter of Aredan. The other Fomorian kings also tend to be allies.

ENEMIES

Shurikal has been at war with Aredan for centuries. The native population of Aredan were Shurani peoples. Shurikal will not rest until they have them and the rich plains they live on. Aredan despises Port Doman's society and has nothing to do with them.

LANGUAGE

Fomorian	100%	Shurani	30%

ASHUDAN

Map Location—4

The cities in this kingdom, Ashudan (138FO) and Xaghan (145FO), were founded on islands. They played a major role in the colonization and early survival of Aredan. (*Ashudan is a major supporter, and creditor, of Aredan.*) Except for the Lemasan War, raids on pirate bases and military aid to Aredan; Ashudan has had a peaceful and profitable history. Currently, they are almost jaded by a lack of meaningful enemies and their excessive wealth.

POPULATION

The city of Ashudan (18,000) is the capital of this archipelago. The kingdom's other city is Xaghan (10,000). The population of the six islands, including the islands with a city, are Ashudan (50,000), Xaghan (44,000), Fort Novan (3,000), Quequar (1,500), Djaja (1,000) and Tariti (500). The total population of the nation is 100,000.

Ashudan's armed forces are divided into two groups. The Constabulary has 800 footmen and 8 ships spread throughout the islands. The Royal Legion has 2,400 elite footmen, 1,000 in each city and 400 at Fort Novan, and 40 warships, including 15 triremes.

ECONOMY

Ashudan has fine quarries, craftsmen and jewelers. It produces high quality finished goods and imports food, metals and luxury items.

RELIGION

The chief god of Ashudan is Enki. Few citizens worship the gods of war.

PERSONALITY

The people of Ashudan take an epicurean delight in the pleasures and duties of life. They are hard working, generous and joyous people who revel in life, rather than merely living it. They are honest and honorable in all things. The great majority of them can be described as hyperactive, exuberant and cultured.

LEGAL SYSTEM

As specified for Aredan.

ALLIES

As specified for Aredan, with Aredan as the main supporter.

ENEMIES

Ashudan supports Aredan against Shurikal. They support Vahear against the pirates of the region. This kingdom has no enemy who has any real chance of doing them harm.

LANGUAGE

Fomorian	100%	Rogizini	10%
Ma'helan	5%	Cerulean	10%
Shurani	5%	Dechan	5%

ATLER

Map Location—2 and 3

The city of Atler was founded in the year 51FO against strong resistance from the Kolari. In the year 74FO, new colonists arrived and founded the city of Maboiba. Over the centuries since establishing the kingdom, Atler has learned the value of diplomacy. They fight only when they must and then only until the enemy admits defeat. If war can be avoided, they surely do so.

POPULATION

The cities in this nation are its capital, Atler (16,000), and Maboiba (10,000). The total population of the nation is 110,000. Atler's Royal Army has 2,400 footmen and 800 cavalry. They can raise 4,800 militia, including 800 horse (*all trained*). The fleet contains 10 warships, 3 of which are triremes.

ECONOMY

Atler's economy is based on agriculture and forestry. They import most of their metal and finished goods. They are dependent on trade for continued prosperity.

RELIGION

As specified for Fomoria.

PERSONALITY

The people of Atler are honorable, but not fanatically so. They can, and will, lie, cheat or steal when it is the diplomatic thing to do. As a people, they are tactful pragmatists with suave and cultured manners and a touch of arrogant pride.

LEGAL SYSTEM

As specified for Aredan.

ALLIES

Atler's strongest ally is the Kingdom of Xan. It has friendly relations with the Kolaro and the other Fomorian kings.

ENEMIES

Atler is hated by A'korchu because it threatens Korchi power in the Kolar peninsula. Korchi raids of Atler have led to ill will towards the Kingdom of the Islands. Atler believes it is that kingdom's duty to stop the raiding fleets at sea.

LANGUAGE

Fomorian	100%	Dirlla	10%
Goidanese	5%	Kolari	30%
Korchi	10%		

THE KINGDOM OF THE EAST

Map Location—18 and 23

Fomoria entered this area as a result of a commercial coup; the supplanting of Lemasa as the tenants of Hunki Island (105FO). Fourteen years later, over the protests of the Lemasans, they also "stole" the rights to Tyan (119FO). For the next generation, Lemasa and Fomoria's merchants competed against each other. Finally, Lemasa would tolerate no more. With the Tyan massacre, and the blockade of Pildan on Hunki Island (140FO), competition flared into war.

In the Great Lemasan War (140-153FO) all of the Fomorians sent forces. At its end, Lemasa was badly beaten. The war ended when the Fomorians suffered severe defeats in their campaign to conquer Lemara itself. After this war the Kingdom of the East was founded (153FO), with ten islands and Lemdan (*formerly Lema*) under its control.

The new kingdom remained at peace until Katai's Duke of Coasa demanded a doubling of the rent for Hunki Island and Tyan (203FO). The kingdom responded by declaring war. In this war (203-207FO) the southern half of the Coasa peninsula, including the duchy's capital (205FO), was captured and Tiansar was sacked (206FO). After peace was declared, the Fomorian's changed the name of Coasar, the duchy's capital, to Ocedan and moved their capital to the mainland.

In the year 357FO the kingdom aided Chunrey against Katai. In this war, they sacked Tiansar (357 and 369FO), Si'chava (368FO) and Musdao (370FO). The war ended, in 370FO, when Chunrey made peace with Katai without consulting the Fomorians.

Thirty years after the peace, the Duke of Coasa attacked to regain his ancestral capital. This war (401-403FO) led to the total conquest of the Coasa Peninsula, the capture of another city, Pirasar (*renamed Fadan*), and the end of the Duchy of Coasa. Immediately after this war ended Chunrey attacked. In the Chunrey War (403-410FO) the kingdom advanced into the Chun Hills, sacked Mokasa (404FO) and burned every ship in Ita harbor (406FO).

As a result of this half-century of war the Kingdom of the East found that it lacked the resources to conquer Katai and Chunrey. They were nearly exhausted in gaining what they had. For the next 270 years they maintained a defensive posture and used diplomacy to strengthen their position in the area. During this period, alliances were formed with Teos (593FO) and Taolisa (630FO).

In the year 688FO the kingdom attacked Lemasa. Their war plan was ruined when Taolisa chose not to get involved. After a bloody naval victory off of Atla the Fomorian forces landed with insufficient strength to take the city. Their army was decimated by the defenders and barely made it back to the boats. In Lemdan, the kingdom made minor territorial gains at the cost of tremendous losses. All in all, the war (688-689FO) was a debacle. Since this loss, the Kingdom of the East has remained at peace. It is the dominant naval force in the region and, at present, is dedicated to defense above all else.

POPULATION

The Kingdom of the East controls four cities. The capital is Ocedan (54,000). The other cities are Fadan (32,000), Lemdan (23,000) and Pildan (13,000). Ocedan and Fadan are located on the Coasa Peninsula, Lemdan is on the island of Lemara and Pildan is on Hunki Island. The areas that the kingdom controls, including its small islands, are the Coasa Peninsula (450,000), Lemdan (105,000), Hunki Island (60,000), Tyan (8,000), Musmasa (2,000), Na'Asida (2,000), Pira (1,000), Na'Innamu (1,000), Nara (500) and Na'Chobar (500). The total population of the kingdom is 630,000.

NOTE—*Only a small percentage of the kingdom's population is Fomorian. The nationalities in the kingdom, and their numbers, are as follows:*

NATIONALITY	POPULATION
Katai	360,000
Fomorian	120,000
Lemasan	115,000
Chunrey	35,000
TOTAL	630,000

The royal army only contains citizens. It has 4,000 elite footmen and 8,000 trained militia. The kingdom's navy is the backbone of its defense. It contains 100 warships, 40 of which are well-constructed and sea-worthy triremes. It is an elite force with 1,600 marines.

ECONOMY

The Kingdom of the East is a trading empire. It controls sea trade from east to west. Her islands are rich in minerals and the jungles of the Coasa Peninsula supply spices, medicines and other valuable goods. Except for a lack of food production, and a desire for luxury goods, the kingdom is self-sufficient.

RELIGION

The Fomorians worship Ashur, Vahagn and Enki. Their subject peoples give lip service to these gods, to keep the Fomorians happy, but continue to worship their own gods in secret.

PERSONALITY

The Fomorians in the East are energetic, aggressive and calculating. Because less than 20% of the population is Fomorian, there is a great deal of ethnic prejudice. The Fomorian rulers consider non-Fomorians to be lesser men without the wit, or innate ability of any Fomorian and are somewhat paranoid about their numbers. Selfishness is a prime motivator of this realm. The east has little to do with its brother kingdoms, except through trade. They would never weaken their own defenses to help another kingdom. Their tie to the empire is as ineffectual as they can make it.

Subject peoples have the personality specified for them in the description of their nation. They have a publicly subservient attitude towards Fomorians. They fear and hate their masters.

LEGAL SYSTEM

The legal system is as specified for Aredan for citizens. To be a citizen a person must have Fomorian blood in his family tree within the last three generations. If not, he can not become a citizen regardless of his wealth or power. (30-35% *of the people in this kingdom are citizens.*)

A stern legal system applies for non-citizens. Minor crimes are punished by mutilation or imprisonment. Major crimes are punished by slavery and death. Only citizens and trusted foreigners may bear arms in public. For non-citizens to do so is a major crime. Non-citizens may not leave the lands of their liege lord without a written pass. Forging or stealing such a pass is punishable by death. Non-citizens who do not have a liege lord, or whose wealth or business requires them to travel, must check in with the local authorities or they are subject to imprisonment and the confiscation of all property if they can't show a just cause for not reporting.

NOTE—*All citizens of Katai, Chunrey and Lemasa are subject to the non-citizen justice system. Other foreigners are subject to the Fomorian system. In all cases, the attitude of the local lord or magistrate will vary the severity of the system. Where he is kind, it is lightly felt. If he is cruel or prejudiced it can be unbearable.*

ALLIES

The kingdom has undependable alliances with Teos, Chunrey and Taolisa. They have little to do with the other Fomorian kings. Their only supporter among the Fomorian kingdoms is Vahear.

ENEMIES

Lemasa is dedicated to the destruction of this kingdom. To the Lemasans, the Fomorians are monsters who defile the sacred soil of Lemara with their presence. Katai is "irritated" at the gains that they have made at its expense. Chunrey is quite willing to see the kingdom destroyed and is likely to join forces with Lemasa or Katai if either nation attacks the east.

NOTE—*A secret society exists in the cities of the Coasa Peninsula. It is led by the descendants of the Dukes of Coasa. Their stated goal is to reclaim the peninsula for its rightful ruler. At present, it is a low-profile criminal organization specializing in assassination and smuggling. Their current leader gives little time to thoughts of revolution.*

LANGUAGE

Fomorian	70%	Chunai	15%
Dawanese	5%	Katai	50%
Cerulean	10%	Taolisan	5%
Lemasan	20%	Teosan	5%

FOMORIA

Map Location—2

Before the awakening Fomoria was a wild land. The Korchi ruled from coastal fortresses and forced their will on the Fomorian barbarians with armed raids and dark magic. In the year of the Awakening (0FO) (*according to legend*), the Spirit of the Lake, at the urging of Enki, rose to the defense of Fomoria. His rising sent shudders through the land and shattered the Korchi fortresses, killing most of their residents. After this Enki cloaked the island in mist, blessed the ten tribal leaders with knowledge and created a golden stele to serve as the law for all. By his word, as long as the Fomorians obeyed his laws, their lands would remain great.

For ten years the ten kings organized, brought civilization to the land and began the construction of a great fleet. In the year 10FO the mist fell away from the island and the Fomorians exploded into the Western Ocean, in quest for a kingdom for each of the ten kings. Within two hundred years each king had his kingdom and their expansion stopped.

For the next 350 years (431-781FO) the Kingdom of Fomoria experienced a golden age. In every known sea, except the Sea of Tears, the ten kings were supreme. Since this golden age the empire has diminished in power, though this kingdom remains strong.

POPULATION

This kingdom is the heart of the Fomorian empire. It controls the home island of Fomoria and Fort Inan. Fort Inan (6,000) is a fortress city with a colony of 21,000 persons. The capital of the kingdom is the royal city Fomoria (109,000), site of the Golden Stele. Its other cities are Asidan (42,000), Manadan (30,000) and Miridan (22,000). The total population is 730,000.

The Fomorian Army is divided into two groups. The Sacred Guard is responsible for guarding the royal city, especially the Temple of Enki and the Royal Palace. It has 3,200 elite footmen and 800 elite cavalry. The Royal Army contains 1,000 elite footmen, 8,000 footmen, 12,000 trained militia and 3,000 cavalry. The militia defend the home island. The other troops are used to protect the home island, Fort Inan and to fight foreign wars.

Fomoria's Royal Fleet contains 150 warships, 50 trireme size or larger, and 50 large vessels that are used as transports. It is the most powerful fleet in the world.

ECONOMY

Fomoria is incredibly rich. They import fine metals, stone and luxury items. The island of Miridan, in Fomoria's lake, is the world's only source of ORICHALUM. They use it, instead of gold, silver and other fine metals, in coins. Fomorian law does not allow these fine metals to be used in coins. Those who visit Fomoria must trade their coins for the equivalent in Fomorian coins. The standard conversion ratio is as follows:

1 Fomorian Eagle = 1 Gold coin
1 Fomorian Ducat = 1 Silver coin
1 Fomorian Penny = 1 Copper coin
1 Fomorian Fin = 1 Brass coin

The Eagle, Ducat and Penny each weigh ½ ounce. The Eagle is pure Orichalum. The Ducat is 10% Orichalum and 90% Lead. The Penny is 1% Orichalum and 99% Lead. The Fomorian Fin weighs ¼ ounce and is made out of Tin.

NOTE—*Failure to make the required conversion is punishable by 1 year in prison, a 10 Eagle fine and confiscation of the unconverted coinage.*

RELIGION

The chief god of Fomoria is Enki. They also worship Ashur, Vahagn and Inanna. The King of Fomoria makes yearly sacrifices to the Spirit of the Lake, dumping large quantities of food and treasure into the deepest part of the lake. This is done to repay the spirit for his aid and assure that he remains quiet. The Fomorians have kept up this tradition for more than 800 years. Legend has it that a million gold coins worth of treasure lies at the bottom of the lake. Another legend, and common Fomorian belief, states that it is not alone.

PERSONALITY

Fomorians are a proud people, due to their mastery of the seas and the personal blessing that their god bestowed on them. They can be arrogant, domineering and stubborn towards non-Fomorians. This is especially true when the foreigner violates Fomorian law or tradition.

All Fomorians are devoted to honor, truth and lawful obedience. Once a Fomorian gives his word his promise is sacred to him. Fomorians do not lie and become violently upset if it is suggested that they have done so. As long as a foreigner comports himself with honest dignity, and respects Fomorian customs, he is treated fairly by the Fomorians.

LEGAL SYSTEM

The King of Fomoria is an absolute ruler. He is the High King of the Fomorians and, by the Golden Stele, is authorized to ejudicate any dispute between the other kings. He is the chief interpreter of the Charter of Enki and the Golden Stele which, together, are the foundation of Fomorian culture. Finally, he is the hereditary High Priest of Fomoria's Temple of Enki and, thus, the most powerful religious leader in the empire. Once he assumes the throne, he remains in the palace area (*except for yearly pilgrimages to the lake*) for the rest of his life.

NOTE—*The only people with the right to see the King of Fomoria, after he assumes the throne, are the other kings, his military leaders, high religious officials and his family. No other person is ever admitted into his presence.*

Fomoria's justice system relies on evidence collected by its royal constables, without torture, and magical interrogation by the presiding judge (*a priest of Enki*). When guilt is determined, the penalty is read from the Golden Stele and is carried out immediately.

ALLIES

The King of Fomoria has strong ties with the Kings of Xan, the Islands and Atler. They have little to do with the Kingdom of the East or Port Doman. Fomoria has improved relations with the Kolaro and the Confederation of Shanda over the last 50 years.

ENEMIES

The great enemy is A'korchu. Fomoria is dedicated to containing this "cancerous" nation. They dislike the Kolari and the Goidanese, both of whom have revolted from, or refused to serve, Fomoria in the past.

LANGUAGE

Fomorian	100%	Goidanese	10%
Dirllaran	25%	Korchi	5%
Shandar, Kolari and Ma'helan	20%		
Climan, Bhamoti, Rogizini, Nylasa, Teosan, Katai, Chunai, Lemasan, Marentian, Dechan and Donaran	15%		

SPECIAL NOTE

THE FERTILE CIRCLE

The city of Fomoria is built on a rocky island connected to the ocean with high underground tunnels. To the west of the city, across the water, is an area known as the Fertile Circle. This small area provides the lion's share of the food for the people of the island. It is heavily irrigated, in a very scientific manner. In its hundreds of villages and hamlets, more than 60,000 citizens work to feed and clothe the kingdom.

THE KINGDOM OF THE ISLANDS

Map Location—2 and 3

These islands were taken from the Korchi Empire (28-82FO). The capital, Firdan, is built on the ruins of a Korchi city that the Fomorians looted and destroyed. The eldritch underground of this city troubles the Fomorians still. Since its foundation this kingdom has borne the brunt of the war against A'korchu, both as a buffer against A'korchu and as the marshalling point for operations north of the Kolar Peninsula.;

POPULATION

The kingdom controls seven islands. Three of them, Firdan (17,000), Bolgidan (15,000) and Zeudan (9,000), have cities. The total population of each island is Firdan (60,000), Bolgidan (59,000), Zeudan (31,000), Zerdu (7,000), Paidu (4,000), A'henas (3,000) and Hoda (1,000). The kingdom's population is 165,000.

The Royal Army contains 800 elite footman (*the royal guard*), 400 Shandan and 400 Kolaro mercenaries. Each island has a local militia equal to 5% of its population. The total strength of the militia is 8,500. The Royal Fleet contains 60 warships, 20 trireme size or larger. It counts on support from the Kingdom of Fomoria when war threatens.

ECONOMY

The kingdom's economy depends on the sea. They survive through trade and by charging non-Fomorian vessels a tariff to use the sea. Their major exports are fine metals and timber. They import common metals, food, textiles and finished goods.

RELIGION

As specified for Fomoria.

PERSONALITY

As specified for Fomoria.

LEGAL SYSTEM

As specified for Fomoria.

ALLIES

As specified for Fomoria.

ENEMIES

As specified for Fomoria.

LANGUAGE

As specified for Fomoria.

MUSIRA

Map Location—2

Musira was founded in the year 33FO. It has fought many bloody wars with the Shandan tribes, especially the Sherlani. Currently, they are at peace with these tribes although they are still raided off and on (*independent warriors and families seeking adventure and profit*).

POPULATION

The capital of the kingdom is Musira (14,000). Its total population is 65,000. The army contains 1,600 footmen and 800 cavalry. The fleet has 12 warships, 2 of which are triremes.

ECONOMY

Musira is an agricultural area. It exports food and timber and imports stone, metal and other goods. It is among the poorest of the Fomorian kingdoms and, as such, believes that the others should share their wealth.

RELIGION

As specified for Fomoria.

PERSONALITY

As specified for Fomoria except the Musirans are suspicious of strangers. The slightest misstep by a foreigner can make them hostile towards him. As a rule, they have less pride than most Fomorians and are jealous of more prosperous kingdoms, especially Xan.

LEGAL SYSTEM

As specified for Fomoria.

ALLIES

As specified for Fomoria except Musira has no relations with the Kolaro or the Sherlani. They have poor relations with the Confederation of Shanda and the Kingdom of Xan.

ENEMIES

As specified for Fomoria except that Musira is often raided by the Sherlani. Radical Musirans believe that the other kings are using Musira as a sacrificial offering to safeguard Xan.

LANGUAGE

Fomorian	100%	Gomese	20%
Donaran	5%	Shandar	20%
Kolari	10%		

PORT DOMAN

Map Location—1

Port Doman is unique among the Fomorian states in that it is not a Kingdom. It was founded in the year 42FO as a trading post by a large merchant house. For the first 170 years of its existence it was victimized by Izza raiders. In the year 205FO its merchants got an imperial monopoly in the area and, with it, the right to field a larger army. They immediately did so and set out to end the Izza threat. A full scale invasion of the Izza lands (205-212FO) decisively defeated that tribe. After his victory, the General responsible was given the hereditary title of Prince by the King of Fomoria and his family became the official rulers of Port Doman.

In the same era a century of civil war, plagues and catastrophe began in the Nylasi Empire (210-318FO). Under the General (205-220FO) and his heirs (221-315FO) Port Doman supplied arms and mercenaries to both sides until the fall of the empire. With the Nylasi threat removed, Port Doman became the dominant power in the area.

Around the year 399FO, Port Doman allied with the Izza, converted them to the Fomorian faith and entered the slave trade. This began their corruption. By the year 799FO, with the return of Nylasa power and the emergence of the Dark City, Port Doman no longer dominated the land. They have suffered resounding defeats in the jungle and have been forced to adopt a defensive posture to survive.

POPULATION

The capital, Port Doman (15,000), is a heavily-fortified and dingy city. One-third of its residents are Fomorian. The rest are free blacks (500) and slaves (9,500). The rural population is 75,000. Ten thousand of these are Fomorian, 5,000 are free blacks and 60,000 are slaves. The total population of the nation in 90,000. Port Doman's army contains 1,600 footmen and 800 Izza mercenaries. Their fleet has 8 warships, 1 of which is a trireme.

ECONOMY

The economy is based on spices, furs and slaves. Most of the metals and other goods that the nation uses are imported. Without its spices and the slave trade Port Doman would be bankrupt.

RELIGION

As specified for Fomoria. The Domanese give lip service to their gods out of tradition. They no longer share the devotion to the gods that is common among other Fomorians.

PERSONALITY

The Domanese are arrogant, hedonistic and somewhat evil. They believe in the innate superiority of Fomorians and consider blacks to be sub-human. They are amoral in dealing with non-fomorians. The vast majority of the Domanese are paranoid when they feel that they, or their nation, are threatened. The national policy towards

hostile blacks is to enslave them. Of the cultures in this part of the world only the Ghazai, Kakana and Izza rival them as objects of their neighbors loathing and hatred.

LEGAL SYSTEM

Port Doman is governed by a hereditary Prince and a Council of Merchants. In theory, the Prince is the absolute ruler. In fact, the council controls the land and always has.

The Fomorian justice system applies for non-blacks. Blacks in this land, free or slave, are without rights. A Fomorian can do whatever he pleases to them. If his action damages a citizen's property, he must pay that person damages. Blacks who are found guilty of any crime are enslaved. If they are already a slave, or the crime is major, they are sold outside of Port Doman. The basic status of blacks in this land is only somewhat better than that of a valuable animal.

ALLIES

Port Doman is allied to the Izza, who they treat as a subject people. They have little support from the other Fomorian nations.

ENEMIES

Both Nylasi factions despise Port Doman. Neither will be satisfied until every white in Port Doman is killed, enslaved or driven into the sea. The Kings of Aredan and Shestar are opposed to Port Doman's racial policy. They have nothing to do with this nation and, politically, are working to end self-rule in this area. (*Except for the Charter of Enki, they would probably join forces and conquer the port.*)

LANGUAGE

Fomorian	80%	Izza	30%
Sair'a'cili	5%	Nylasa	60%
Gomese	20%		

SHESTAR

Map Location—4

The Kingdom of Shestar was founded in the year 52FO, as part of an agreement with the Nylasi Empire. When that empire fell, Shestar exterminated its southernmost tribe. Since this atrocity (314-320FO) they have warred on Kirazan (361FO) and been humiliated in battle by Ro'babza (558FO). Since their defeat by Ro'babza Shestar has maintained a defensive posture and tried to increase its economic and military power. They have also gained a respect for the black nations that surround them, without losing sight of their historic goal—the conquest of the plains as far as the Shurani Mountains.

POPULATION

The port city of Shestar (13,000) is the capital. The total population of the nation is 90,000, 40,000 of whom are free blacks with full citizenship. Shestar has abolished mistreatment of the black race and slavery, except as a criminal punishment.

Shestar's army has 800 footmen and 400 elite cavalry. They can call 2,400 foot militia and 2,400 horse militia for war. Shestar's fleet has 15 warships, all small vessels intended for scouting, messenger service and raiding.

ECONOMY

The economy is based on ranching (*horses and cattle*). Most other resources are imported. Few distinctions are made, on the basis of nobility or race, as to a person's access to wealth. All are free to prosper if they can.

RELIGION

As specified for Fomoria except Inanna is dominant instead of Enki.

PERSONALITY

The people of Shestar are energetic, humble and kind. Most of them are reserved in dealing with strangers but loyal friends once their trust is earned. Many Fomorians in Shestar feel a deep guilt over the extermination of the Nylasa. They try to give blacks a fair chance and help them when they can as a means of repaying their "national debt."

LEGAL SYSTEM

As specified for Fomoria.

ALLIES

Shestar has strong trade ties with Kirazan. They support the other Fomorian kings, especially Fomoria and Aredan.

ENEMIES

The Ga'Nylasa dislike Shestar. Ro'babza does not trust them. Shestar feels that Port Doman must change and is working to force such a change to come about. (*There is strong sentiment in this nation for annexing Port Doman.*)

LANGUAGE

Fomorian	100%	Ro'babzan	20%
Sair'a'cili	5%	Kiraza	50%
Nylasa	10%	Izza	5%

VAHEAR

Map Location—8

Vahear was founded in the year 80FO after a short and violent war with the Rogizini Empire. In the Great Lemasan War (141-154FO), Vahear played a pivotal role in the destruction of three Lemasan fleets and the conquest of Lemasa's colonies on the continent (*Matan and Olphar*).

After the great war Vahear was the undisputed master of the southern sea for more than 600 years. In the recent past (800FO—present), their has been an upsurge in pirate activity, the naval power of the Rogizini and Cerulean Empires has increased and the rulers of Vahear have become decadent. They are no longer the masters of the sea but are still the greatest naval power in the area.

POPULATION

This kingdom's cities are Vahear (43,000), the capital, and Inannadan (12,000), on the main island, and Olphar (23,000), the capital of their continental province (population 120,000). Its islands are Vahear (230,000), Mossal (3,000), Undisan (1,000), Bista (800) and Rey Deu (200). The total population of the kingdom is 355,000.

Vahear's Army has 4,000 footmen on the islands and 4,000 footmen and 2,000 cavalry in Olphar. Olphar also has a trained militia force of 6,000 footmen. Vahear's fleet contains 120 warships, 40 trireme size or larger. Twenty of these vessels, including 5 triremes, are based at Olphar.

ECONOMY

Except for the agricultural region of Olphar, the kingdom's economy is based on mining and the sea. The nation's wealth is derived from trade, tariffs, fishing and the mines of Vahear.

RELIGION

The major god of Vahear is Enki. Lately the nobility have started to worship Bes as well. The peasantry has always worshipped Vahagn as well as Enki.

PERSONALITY

Vahearians are the most arrogant and hedonistic of the Fomorians. They make no allowance for foreign customs. Foreigners who deal with Vahear must accomadate themselves to Fomorian custom or they court trouble. The people of Vahear have a reputation for being tenacious and competent soldiers. They seldom accept defeat while they can resist and never surrender while an enemy threatens their homeland. Common citizens still have these virtues, the nobility has lost them. (*The price of mastering the hedonistic practices that have become popular among the noble class.*)

LEGAL SYSTEM

As specified for Fomoria.

ALLIES

Vahear has good relations with Bhamotin and is allied with Teos and No'mal. They are supported by Ashudan and are the only kingdom that still has reliable ties to the Kingdom of the East.

ENEMIES

The Rogizini and Cerulean Empires are dedicated to the conquest of Vahear. The Dechan's despise them because Vahear interferes with Dechat's most profitable business (*piracy*).

NOTE—*In the near future a war may break out. The participants will be Vahear, Bhamotin, the Rizeeli, No'mal and the Bal'sani, on one side, and the Rogizini Empire, the Cerulean Empire and Dechat on the other. (The main battlefields in the war are likely to be Dechat, Olphar, Bhamotin and the seas.)*

LANGUAGE

Fomorian	100%	Rogizini	5%
Bhamoti	5%	Dechan	20%
Cerulean	5%	Ma'helan	5%
Teosan	10%		

XAN
Map Location—2

The city of Xantia was founded in the year 32FO. A century later they began a war to conquer the mountains around them. After 30 years of bloody fighting (131-162FO) Xan reached its current boundaries and ended their offensive campaign (*celebrating peace by building Erdan* (163FO) *on the Sea of Tears*). Since their expansion ended, they have been raided by the Shandans and the Kolari and have engaged the Climans on many occasions (*sacking Affea and Fort Kira repeatedly*). Currently, they are at peace with their neighbors and have a tense truce with the Climans.

POPULATION

Xantia (30,000) is the capital. Erdan (14,000) is the kingdom's other city. The total population of the kingdom is 185,000. Xan's army contains 4,800 footmen, 800 Kolaro mercenaries and 400 cavalry. Its fleet has 50 warships (10 triremes) at Xantia and 35 warships (5 triremes) at Erdan. (*Erdan's fleet is designed for scouting and raiding.*)

ECONOMY

Xantia's economy is based on trade and mining. Erdan is a trade port with some agricultural resources. The nation exports metal and salt. They import various luxury items, slaves and textiles.

RELIGION

As specified for Fomoria. The favored god is Vahagn.

PERSONALITY

As specified for Fomoria. The people of Xan are aggressive and domineering. They stress military competence and take pride in excelling others in both war and peace. Xantians enjoy dominating others mentally and physically. Slave ownership is a definite sign of status in this nation.

LEGAL SYSTEM

As specified for Fomoria. The King of Xan is the most influential Fomorian king after the King of Fomoria.

ALLIES

Xan has good relations with the Kolaro and the Confederation of Shanda. They are strongly supported by the Kingdom of the Islands and Atler.

ENEMIES

Xan despises Clima. They have poor relations with Musira. The destruction of Climan power in the west is one of their national goals.

LANGUAGE

Fomorian	100%	Shandar	10%
Marentian	5%	Kolari	25%
Bhamoti	10%	Climan	5%
Donaran	20%	Aratad	5%
Korchi	5%	Gomese	15%
Donaran	5%	Dirlla	5%

SPECIAL NOTE
INTER-KINGDOM ATTITUDES

Theoretically, these kingdoms form a single empire. Due to the diverse areas that they are in, the distance seperating them from each other (*and the Fomorian homeland*) and the attitudes learned over the centuries—this is not the case.

The table below rates the strength of the tie between the various Fomorian groups. A rating of **1-3** indicates hostility, ratings of **4-7** indicates good, relatively neutral, relations and an **8-10** shows that they are solid allies (*in the view of at least one of the groups*). Where the rating given for a nation's attitude towards itself is less than 10, this indicates that the nation controls hostile subject minorities of some power.

FOMORIAN ATTITUDE TABLE

	NATION										
NATION	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**
1) Aredan	10	9	5	4	5	5	4	1	7	4	5
2) Ashudan	8	10	4	4	6	5	5	4	4	8	5
3) Atler	5	6	10	4	7	3	4	4	4	4	8
4) The East	4	4	4	8	3*	4	4	4	4	5	4
5) FOMORIA	5	4	6	4	10	9	5	4	6	6	7
6) Islands	4	5	4	4	9	10	4	4	5	5	6
7) Musira	6	3	4	3	5	4	10	4	6	3	3
8) P.Doman	2	5	4	4	5	6	4	9	1	6	7
9) Shestar	7	5	5	4	7	5	5	2	10	5	5
10) Vahear	4	7	4	6	5	4	4	5	4	10	5
11) Xan	5	6	8	4	6	7	4	5	3	4	10
POPULARITY	60	64	58	49	68	62	53	46	54	60	65

*The current ruler of this kingdom is hostile to the Fomorian system. He sees no reason why he, the King of the most powerful kingdom in the empire (*as he sees it*), should be forced to kowtow to Fomoria.

USE OF THE TABLE

INFLUENCE—The Popularity rating can be used to determine the level of influence that various kingdoms have. A rating of 65 or higher means they are influential. Ratings from 55 to 64 mean that they are respected. Ratings below 55 indicate that they have little or no influence.

SUPPORT—The degree that the nation can count on other nations for support. The **(Attitude Rating—3) x 5** is the percentage chance that one kingdom will aid another. Where the attack on a kingdom poses a threat to the other kingdom, the **(Attitude-1) x 10** is the support chance. If the attacking force is an enemy of the other kingdom the determined support chance should be increased by 20, i.e 30% becomes 50%.

EXAMPLE—Atler is attacked by the Kolari. This does not threaten Xan or the Islands. The chance that Xan will help is 25%. The chance that the Kingdom of the Islands will help is 5%.

In another example, Atler is attacked by the Korchi. The chance that the Kingdom of the Islands will help is 30%. The chance of aid from Xan is 50%.

NOTE—*The Referee may take other factors into account if he chooses to do so. If a kingdom's attitude towards another kingdom is 3 or less it will never aid that kingdom unless it is threatened itself.*

THE FIERAZI TRIBES
Map Location—6, 7, 10 and 11

The Fierazi migrated into the forest, in two waves, about one thousand years ago (100-160SA). To a large degree, their migration caused the destruction of the Empire del'Nord and a dark age that the north has yet to recover from. Since conquering the forest, they have settled in, defended their lands against all-comers and fought ferocious wars with each other, the Caldans and Djanesborg. With few exceptions, they are violent and vicious people who enjoy killing.

POPULATION

There are eight Fierazi cultural groups. The affiliation of each tribe can be told from the **ENDING** of its tribal name. Tribes with the endings A, NA, N and I speak So'reas and are descended from the first wave of invaders. Those whose names end in TA, RA, EN and NI speak No'reas and are descended from the second wave. These major cultural groups detest each other. Each is composed of four minor groups, i.e. all tribes whose name ends in TA are one minor group. Each tribe dislikes other members of their major group and are not fond of other members of their minor group, i.e. other tribes with the same name ending. This is a fragmented and violent region where a man must be able to fight if he is to survive.

With the information above given, the eight Fierazi groups are:

Group A—the Esda (17,000), the Bieva (14,000), the Riala (14,000), the Duera (10,000), the Fradala (6,000) and the Gralana (5,000). The total population is 66,000 with 10,000 mature warriors (15%).

NOTE—*The Gralana, and portions of Esda and Riala lands, are within the boundaries of Dirllar. The portion of their population in Dirllar is included in the figures above. These tribes are partially civilized and are not as divisive as their relatives in the depths of the forest.*

Group NA—the Kona (20,000). The other tribes who were in this group were exterminated by other Fierazi and the Korchi. The Kona can field 4,000 warriors (20%).

Group N—the Suadan (15,000), the Bauvan (13,000) and the Kailaran (12,000). The total population of the group is 40,000. They can field 8,000 warriors (20%).

Group I—the Mortiti (9,000) and the Aliti (5,000). The group's population is 14,000. They can field 2,000 warriors (15%).

The population of the So'reas tribes is 140,000. They can field a total of 24,000 warriors for war.

Group TA—the Berlita (22,000), the Pometa (16,000) and the Shieta (9,000). The total population of the group is 47,000. They can field 10,000 warriors for war (20%).

NOTE—*These tribes are united under the a single, hereditary chief. Their current chief is friendly towards the Caldans and despises the Djani.*

Group RA—the Stiera (10,000) and the Buera (7,000). The total population is 17,000. They can field 3,000 warriors for war (20%).

Group EN—This is the largest Fierazi group. The member tribes are the Morden (28,000), the Puessen (24,000), the Vandamen (14,000) and the Nethagen (4,000). The total population of the group is 70,000. It can field 14,000 warriors (20%).

Group NI—the Thurani (16,000), the Larbani (14,000) and the Goisni (10,000). The total population of the group is 40,000. They can field 6,000 warriors (15%).

The population of the No'reas tribes is 174,000. They can field 33,000 warriors for war.

ECONOMY

A barter system operates in this area. Coinage only has value if the metal can be used for something else. The region is rich in wild life and other goods that the tribesmen need to survive. It also contains usable deposits of gems and metal. Of the common metals, only gold and tin are rare in this region. (*The area has ruins from the Empire del'Nord that the Referee may add.*)

RELIGION

All of these tribes are shamanistic. Most worship elder forces. The exceptions are the Kona, who worship the Kotothi and practice cannibalism as a way of life, and the Nethagen, who worship Chaos as a means of protecting themselves from the menace of their swamp. Human sacrifice and torture are important parts of the Nethagen religion.

Most of the Fierazi practice ritual cannibalism. (*If an enemy shows courage, they eat his heart. If he is cunning, his brain is eaten, etc.*) The intent of this is to honor the fallen enemy and add his force to that of the victor. It is only done to enemy warriors.

PERSONALITY

Clan honor and the valiant performance of a warrior's duty to himself and his people are revered. The Fierazi are bad-tempered, cruel and honorable. Truth is very important in this land. Lying to a proven warrior is a major crime. Once a warrior has given his word he can not honorably break it.

LEGAL SYSTEM

The Fierazi are governed by their clan war chiefs. Generally, these chiefs elect one of their number to command the tribe in war. Day-to-day justice and civil affairs are administered by the tribal shamans.

All crimes are ejudicated by the Shamans. Their decision is irrevocable. If a Shaman is later found to be wrong, or wanting in judgment, his fellow Shamans may judge this to be a crime. The only sentence in this case is banishment. For others, the standard penalties are mutilation, death and banishment.

ALLIES

The tribes along the roads have tense truces with the Caldans and Dirllar.

ENEMIES

Each tribe dislikes the others. They are hostile to foreigners (*except for Caldans and Dirllarans*). They rarely deal with foreigners as friends.

LANGUAGE

So'reas	100%	(A,NA,N,I)
No'reas	100%	(TA,RA,EN,NI)
Djani	10%	(x2 for EN,NI)
Kazi	5%	(x3 for A,N,I)
Dirlla	5%	(x6 for A)
Zen'dali	5%	(x2 for I,RA,NI)
Caldan	5%	(x4 for N,TA,EN)
Korchi	0%	(10% for A)
Trean	0%	(10% for A)

EXAMPLE—A warrior of the Fradala speaks So'reas as his native tongue. He has a 30% chance of speaking Dirlla, 15% chance of knowing Kazi and a 10% chance for both Korchi and Trean, in addition to a 5% chance of knowing the other tongues listed above.

THE GHAZAI

Map Location—2

The Ghazai are raiders and slavers. Six centuries past, the Night of the Serpent (*an event that occurs once every twenty to thirty years*) led to the deification of their royal line. Since then they have become the most vicious, brutal and militaristic tribe in the region. They date their empire from the rise of Che'zeira the Chosen; the first Great Chief and the man who unified the Ghazai clans 632 years ago.

POPULATION

The 36,000 Ghazai are organized into 22 clans under the rule of their Great Chief. They can levy 12,000 trained warriors (*including youth and women's regiments*). Their standing army consists of 800 footmen who serve the Great Chief as a fanatical personal guard.

ECONOMY

The Ghazai export slaves, food and furs. They import luxury goods, intoxicants, metal weapons and white slaves. Many disreputable merchants, and the Gomese, deal with this tribe.

RELIGION

The Ghazai consider their Great Chief to be a living god (*the adopted son of the jungle serpent*). The worship of Kototh and Nebeth is stressed. Human sacrifice and cannibalism dominate their religious festivals.

PERSONALITY

The Ghazai have vicious tempers. Personal pleasure and service to the Great Chief is the centerpoint of their lives. They revel in cruelty and prey on their neighbors. Men of this culture are hedonistic and evil. They are also cunning fighters with strong military discipline. In this land, a man who is not a warrior is not a man. Women in this land are disciplined but rarely have the violent temper or sadism of the men.

LEGAL SYSTEM

The Ghazai are ruled by their Great Chief. Under him are 22 Clan Chiefs. Each is the hereditary ruler of his clan. All crimes are resolved by the local chief. The Great Chief can, at his discretion, override any decision or choose to hear a case himself. If he does, his decision is law. If he doesn't, the decision of the Clan Chief stands.

The penalty for major crimes is torture for two days followed by impalement. Violation of the will of a chief, sacrilege and desertion (*in combat or from training*) are the only major crimes. Other crimes require the felon to pay his victim a weregild. If he can't he becomes the victim's slave. Any foreigner who commits a crime in this land is enslaved without the option of paying a weregild. Some exceptions are made if the foreigner is wealthy or eloquent. No exception is ever made if the foreigner is a beautiful woman.

ALLIES

None. The Ghazai have trade ties with smugglers and Gomese traders.

ENEMIES

The Timbaza, Mopazi and A'masta despise and fear the Ghazai.

LANGUAGE

Ghazai	100%	Mopazi	10%
Sair'a'cili	5%	Timbaza	25%
Fomorian	10%	Nylasa	5%
Gomese	15%		

THE GHIAMEM

Map Location—11

The Ghiamem are descended from citizens of the Empire del'Nord who survived the empire's fall by hiding in the forest. Over the years they have become barbarians. They are a violent culture, constantly at war with their neighbors. They survive by hunting and raiding.

POPULATION

The tribes in this group are the Ghomen (13,000), the Okmen (12,000) and the Yasumen (10,000). The total population is 35,000. They can field 7,000 warriors.

ECONOMY

The Ghiamem subsist by hunting. They spend a great deal of time raiding and avoiding vengeance raids. They do not encourage traders in their land. They usually kill them.

RELIGION

The Ghiamem follow a perverted version of their old religion. It combines the practices of a civilized faith, and wizardry, with shamanistic practices. It is a strange, potentially dangerous, faith. Their shamans are rare and very powerful.

PERSONALITY

The Ghiamem, especially the Ghomen, are uncompromising and hostile. Even among their own kind, they are a cold people who invest little joy in the art of living. Most Ghiamem warriors are honorable. Relations between warriors are governed by a formal code of rights and responsibilities that vary with an individual's station. The higher his station, the more freedom of action a warrior has and the more obedience he is due.

LEGAL SYSTEM

Each tribe is organized into locally-independent clans. Each clan chief is a hereditary ruler. These chiefs compete with each other to acguire the greatest reputations and wealth. The one who does so becomes the Great Chief and earns the right to lead the tribe in war. (*Warriors aid in this because, in the eyes of the Ghiamem, the greater a warrior's chief is, the greater the warrior is.*)

NOTE—*The rituals of this system are not unlike the Potlatch customs of the Pacific Northwest.*

In all criminal cases, the word of the clan's chief is law. In cases with magical implications the local Shaman, if there is one, helps the chief render his decision. The only limit to the power of a clan chief is the warrior's code and the will of the Great Chief of the tribe.

ALLIES

None.

ENEMIES

The Ghiamem hate, and are detested by, the Kameran. They raid the Assiran and the Fierazi, who return the favor with a vengeance.

LANGUAGE

Ghiam	100%	Assiran	5%
Kameran	5%	No'reas	5%

GOIDAN

Map Location—3

Prior to the year 42FO Goidan was controlled by inhuman creatures whose name has been forgotten. So powerful were these monsters that the Korchi Empire, at its height, refrained from attacking the island. In the year 42FO, five thousand Fomorian colonists landed on the island and were massacred. The war that followed (43-69FO) consumed thousands of Fomorian lives and resulted in the extermination (*or disappearance*) of the old race.

Over the next century (89-188FO) the Fomorians colonized the island with Kolari and Shandan captives (*using the island as a prison for warriors who could not be enslaved and they could not send home*). During the next five centuries this seed population, immigrants from the Kolari and strangers from the misty west (*arriving between the years* 0-11GO) formed the tribes of Goidan.

About the year 461GO the tribes began to weary of Fomorian rule and resisted it. In the year 644GO they succeeded in expelling the Fomorians from all of Goidan except for the island of Hoda. Their great leader in this effort was the High King Bora mac'Connat (633-676GO). During his reign the Fomorians were vanquished, Djanesborg was allowed to establish a colony on the island (667GO) and the ongoing war against the Korchi invaders began (670GO-present).

POPULATION

The tribes of Goidan are the UiNeill (18,000), the Connata (15,000), the Ulail (13,000), the Armagh (11,000), the Lagin (9,000), the Mumani (8,000) and the Eoghan (6,000). The total population is 80,000. The High King can also utilize the Goidanese citizens of Sokkvabbek when he wishes to do so. There are 24,000 of these people.

Goidan can levy 10,000 warriors for war. When the call goes to Sokkvabbek as well an additional 3,000 warriors can be raised. The High King has a standing army composed of 2,000 elite footmen called the Champions of the Red Branch (*When the High King calls other kings to war he sends them a Red Branch inscribed with runes that a Druid can read to learn where the forces are to meet*). Earning membership in this select body of men is a great honor for Goidan's warriors. Only the finest warriors can win a place. Many of them die trying.

ECONOMY

Goidan exports peat, fur, skins. naptha, tin, flax, hemp and Goideli Wine (*a distilled liquor that is made by the Armagh*). They import finished goods, textiles and weapons.

NOTE—*The process for making Goideli Wine is secret. The Armagh brought the knowledge from the west and they share it with no one.*

RELIGION

The Goidanese revere nature. They have a deep fondness for, and fear of, the Sidh. They go to great lengths to appease the forces of nature and the Sidh, but maintain their pride and honor as men while doing so. Goidan's religion is administered by Druids and Bards. Their persons are sacred in Goidan.

NOTE—*The current Powers and Perils system does not contain rules for Druids and Bards. Additions are forthcoming that will fill this need.*

PERSONALITY

The Goidanese are friendly, kind and generous. If you are an enemy they can be cunning adversaries. Warriors of Goidan have an ecstatic love of combat. When angered, or, in some cases, for fun, they can be exceptionally violent. The great loves of a Goidanese warrior are war stories, fighting, wine, poetry, music, fine animals and women. They are a passionate people with unbreakable pride and exceptional tenacity.

The Armagh (*the people from the Western Sea*) are considered to be fay by the other tribes. They are a gentler people who do not share the exaggerated love of war that is common in Goidan. They are kind to strangers and slow to anger. When they are angered or attacked, they are calculating enemies who never forget what was done to them. They are noted as bards, craftsmen and poets; and as a people that can not be crossed safely. Some of the most vicious warriors in the history of Goidan were Armagh. Their current king, Angus mac Lier, according to the Goidanese, has an elf-wife and is the greatest warrior in the world. (*His favored weapons are war staffs and clubs.*)

LEGAL SYSTEM

The tribes of Goidan are ruled by a multi-layered system of feudal kings. The ultimate leader of the tribes is the High King. Under the High King, each tribe has its own King. Beneath each tribal king are two additional levels of lesser kings, at the clan and family level.

NOTE—*Family, as used above, refers to a Band size extended family unit that includes the basic family and close relatives (one to two hundred people).*

Each king owes fealty to the king directly above him and no one else. A single man can hold more than one kingship, where the kingships that are held logically fit within the framework of this system.

EXAMPLE—The current High King, Finn mac Neill, is High King of Goidan, King of the UiNeill, King of Clan Uimac and King of Family Neill.

Kings owe fealty to answer a call to war. Beyond this, each King has complete sovereignty in his land. Higher kings may advise a common policy but can not compel obedience without the use of armed force. Layered over the king system is a system of religious law and custom administered by the Druids and Bards. To offer injury, or refuse hospitality, to a Druid or Bard is a crime. To actually injure or kill one of them is a major crime of an infamous nature.

The interaction of the two systems allows the kings to command the tribes in war and rule their lands. Druids and Bards rule legal and religious affairs. Druids also serve as advisors to the higher kings. In criminal cases, the decision of the Druids is final. The penalty for minor crimes is a weregild or servitude. Major crimes are punished by sacrificial death by drowning, burning or hanging (*depending on the crime*).

ALLIES

The Goidanese are friendly towards the Djani and Dirllarans. Goidan's sea-raiders, primarily the Lagin, also like the Kolari.

ENEMIES

The Goidanese dislike the Fomorians and despise the Korchi. In Goidan, citizens of A'korchu are killed unless they are lucky and eloquent. Individual Fomorians are tolerated, if they are careful not to anger their hosts.

LANGUAGE

Goidanese	100%	Armani*	20%
Fomorian	10%	Kolari	25%
Shandar	10%	Trean	5%
Dirllaran	20%	Korchi	10%

*Armani is the native tongue of the Armagh. It is not related to any other tongue. The Armagh only use it among themselves. It is a civilized tongue with a written form.

GOM *(pronounced XIAM)*

Map Location—2 and 5

Gom revolted from the Rogizini Empire in the year 1152RE. Under the cunning leadership of the Ha'gomas (*Hai'xiama*) family an almost bloodless revolution was won. During the next 400 years the Rogizini empire ignored its loss and Gom became an economic and military power.

In the year 1544RE an active Rogizini emperor, attracted by the wealth of Gom, demanded that they rejoin the empire and pay 392 years of back taxes. In the war that followed (1544-1552RE) Gom defeated the empire on land and sea. The war ended with Rogizini recognition of Gomese independence. For two centuries after this victory Gom was a major power in the Sea of Tears.

Beginning around the year 1873RE Gom became jaded and decadent. The rule of the nobility weakened the land and lessened its prosperity. In the year 2027RE, several merchant houses led a coup that toppled the nobility and replaced it with a Merchant's Council (2027-2046RE). In the year 2043RE the nobles returned to Gom with Climan aid. In the war that followed (2043-2046RE) they annihilated the merchants'army and executed the leaders of the rebellious houses. Following this victory they invaded Ja'xon (Jai'xa) and were defeated (2046-2048RE).

After the wars Gom was ruled by Climan-backed, puppet emperors. This was an age of perversion and cruelty. In the year 2144RE the young nobility united with the merchant class in a civil war to end the rule of the "Climan Emperors." In the year 2153RE, the last Ha'gomas emperor was executed and the She'ir (*She'eer*) dynasty took power. Gom has begun a slow rise back to her former place of wealth and power under this new dynasty. Soon, she may again be a power to be reckoned with.

NOTE—*As part of the revitalization of Gom, the second She'ir emperor moved the royal capital from Gom to Sheiram (Sheiraim) in the year* 2172RE. *In the year* 2195RE, *his heir bowed to popular pressure and returned it to the city of Gom.*

POPULATION

The capital is Gom (37,000). Its other city is Sheiram (28,000), the home city of the new dynasty. The total population of the nation is 280,000.

Gom's army is divided into two groups. The Eunuch Guard is composed of slaves trained from birth to be soldiers and is commanded by Gomese nobles. It contains 4,000 footmen and 400 cavalry. The Popular Militia is a defense force raised from the administrative areas of the empire. Its total strength is 6,000 footmen. Of these, 800 are from Gom and 400 are from Sheiram. In general, the city militia has better training and equipment than other militia units. Gom's fleet contains 50 warships. Fifteen of them are triremes that are rowed by slaves.

ECONOMY

Gom is a manufacturing center renowned for textiles and luxury goods. Sheiram is an agricultural area that produces food and spices. The hills and mountains are rich in minerals. As a nation, Gom is dedicated to trade. It is the endpoint of two trade routes and has good access to the sea. They will trade with anyone if a large profit can be made.

RELIGION

The Gomese worship gods who promise prosperity, protect merchants and give pleasure. Secret cults exist in the nation that are dedicated to the Climan faith. These cults cause trouble in the land and are persecuted by the crown. The favored gods in Gom are Dionysius and Bes. The god of the cultists is Sammael.

PERSONALITY

The Gomese are dedicated to personal profit. They are amoral in dealing with others and unforgiving towards enemies who come under their power. They have no love of war and prefer to employ others to fight for them, when they have a choice. They are a pragmatic people who are capable of great valor; when it is absolutely essential that THEY be valiant.

LEGAL SYSTEM

Gom's emperor chairs a council composed of powerful merchants, nobles and officers. In theory, they are his advisers and he is an autocrat. In practice, emperors have "died of old age" after failing to heed the sincere wishes of their council. Emperors must be cunning and intelligent politicians if they are to have a meaningful reign under this system.

Gom has a formal court system. Cases are decided by five judges. Three votes are required to convict or acquit a suspect, regardless of abstentions. All convictions are final unless the case is appealed to the Emperor before the sentence is carried out (*Only*

people with a high station or great wealth have any real chance of doing this.). Penalties under Gomese law are servitude, imprisonment, slavery and banishment. The new dynasty has abolished the death penalty.

ALLIES

Gom pays the A'ha'kacili 100GC per year to raid Ja'xon. They have trade ties with various tribes in the south.

ENEMIES

Ja'xon is the primary enemy. The Confederation of Shanda would like to conquer Gom. The Rogizini Empire considers them to be a rebel province. The Climans are secretly maneuvering to regain control of the nation. (*Gom has a few enemies.*)

LANGUAGE

Gomese	100%	Donaran	10%
Marentian	5%	Fomorian	20%
Shandar	10%	Rogizini	5%
Climan	20%	Bhamoti	5%
Aratad	5%	Sair'a'cili	15%
La'Ced	5%	Kolari	5%
Nylasa	10%	Ghazai	5%
Ro'babzan	5%		

THE HELVA

Map Location—11, 12, 16 and 17

The Helva are active raiders who revel in warfare. Their history is one of violence and bloodshed. Their drive west, after splitting from the Humagi, may have been one of the underlying causes of the migrations that destroyed the Empire del'Nord.

POPULATION

The Helva tribes are the Helsa (20,000), the Kiesa (15,000), the Muresa (13,000), the Kiribasa (10,000) and the Karashaka (8,000). The total population is 66,000. They can levy 13,000 warriors for war.

ECONOMY

A barter system operates here. The most valued trade goods are furs, weapons and animals.

RELIGION

This is a shamanistic society that worships strength, valor and cunning. Some of the forces worshipped are Kotothi.

PERSONALITY

The Helva judge a man's worth by the beauty of his possessions and the valor of his enemies. They prefer to capture enemies so that they can prove their valor under torture. The more stoicly an enemy withstands torture, the more honor he wins for his captor and himself. (*After torture, victims are killed. Those who win honor are killed quickly by a warrior. Others are turned over to the women.*) Helva warriors tend to be arrogant, boastful and sadistic. They enjoy inflicting pain. Socially, great warriors are public idols with access to almost anything that they want.

LEGAL SYSTEM

The Helva are organized into matriarchal clans. Nothing is a crime unless it is done to a member of the same clan. In this case, the women of the clan set a weregild that the felon must pay. He is banished until he does. Day-to-day life is administered by the women. Men concentrate on important activities like hunting and war.

Crimes that are committed by outsiders are resolved by negotiation (*if the outsider is from the same Helva tribe*) or vendetta. All government above the clan level is in the hands of female mystical societies. No warrior can be compelled to serve another person though, where clan obligations are involved, it can be somewhat gauche to refuse.

ALLIES

None.

ENEMIES

All of the Helva's neighbors hate them. The Helva prefer it that way because it gives them more chances to find, and defeat, great enemies.

LANGUAGE

Helva 100%

THE HUMAGI

Map Location—16 and 21

The Humagi are among the most vicious horse barbarians in the world. Their history is a tableau of warfare, raiding and destruction. They are often at war with the Helva, the Sarghut and the Zen'da.

POPULATION

The Humagi tribes are the Srimoga (31,000), the Kaoga (27,000), the Bonoga (24,000) and the Mopoga (23,000). The total population is 105,000. They can mobilize 21,000 warriors.

ECONOMY

As specified for the Helva.

RELIGION

As specified for the Helva.

PERSONALITY

The Humagi (*cousins of the Helva*) are merciless. They live for war and measure a warrior's status by the number of enemies that he has slain. When possible they take heads from defeated enemies to display on their lodge pole. They also practice ritual cannibalism, as specified for the Fierazi, and ritual torture, as specified for the Helva. They are cruel and stoic men who know little of kindness and show only slightly more warmth to their own people than they do to outsiders.

LEGAL SYSTEM

The basic social unit among the Humagi is the family. Within each family the greatest warrior (*in age and reputation*) is the family's elder. Groups of related families are organized into clans, ruled by a council of elders. During a war clans are ruled by their war chief. These chiefs are selected by the elders of the clan. They select a paramount chief who commands the entire tribe in war. All warriors who follow a chief into war must obey his orders. Failure to do so calls for a steep weregild, banishment or death. The justice system of the Humagi is as specified for the Helva except, in this society, old warriors serve as judges.

NOTE—*The Humagi and the Helva split centuries ago because the Helva do not honor old warriors and they give meaningful status to non-warriors and females. The Humagi are a patriarchal society, the Helva are a matriarchy. The Humagi despise the Helva because they are controlled by their women and, thus, are worthless "half-men."*

ALLIES

None.

ENEMIES

All of their neighbors, especially the Zen'da. They often make special trips to raid the Helva, who do them the same favor.

LANGUAGE

Helva 100%

THE IPANZA

Map Location—17 and 22

The Ipanza dwell in the frozen north. They are nomadic hunters and gatherers with little time for anything except survival. They seldom concern themselves with the affairs of others.

POPULATION

The Ipanza tribes are the Yapanza (9,000), the Zavanza (8,000), the Ravaza (7,000), the Mahaza (6,000) and the Barliza (5,000). The total population is 35,000. They can field 7,000 warriors for war.

ECONOMY

Normal economic standards do not apply in this area. Though barter exists, tribesmen tend to give freely when they can and hoard when times are bad. Only rarely will they trade during bad times; unless the item that they stand to get is something that they **MUST** have to survive.

RELIGION

The Ipanza venerate tribal ancestors and seek to placate the gods of cold, weather and the elements.

PERSONALITY

The Ipanza do what they must to survive. In times of plenty, they are kind, generous and jovial. When things are scarce, or the weather is bad, they are misers. In bad times, they will kill for a haunch of meat. In good times, they would freely give that meat to anyone who needs it. The Ipanza do not engage in war, except as it improves their ability to survive or gets them fed.

LEGAL SYSTEM

The Ipanza in the tundra travel in small family units. No real justice system applies in these areas. Where larger concentrations gather (*outside of the tundra*) an unstructured family justice system exists. The people in the camp decide what the punishment for a crime should be. (*The severity of the penalty depends a great deal on the eloquence of the felon and his victim.*) The standard punishments are ridicule, ostracizement, servitude, mutilation and banishment.

ALLIES

Some of the tribesmen trade in Novarask, others trade in the Dark Lands. The Ipanza have no allies.

ENEMIES

None.

LANGUAGE

Yapanza	100%	Rhuselska	10%
Novarischi	20%		

IRAVOY

Map Location—10

In the year 643LA, Iravoy ended a war with the Empire of the Ced and won their independence. Since that time they have fought the Confederacy, Zarun and barely missed coming under the control of Nilgeranthrib. They remain the independent masters of their hills and are wary of those who dwell in the "low ground."

POPULATION

The city of Irava (7,000) is the nation's capital. The total population of the nation is 72,000. Iravoy's army has 400 mercenary constables, hired from other lands, and 8,000 militia. The constables keep order, the militia resists invasion from other lands.

ECONOMY

Iravoy's economy is based on herding and small-scale mining. They import finished goods and textiles.

RELIGION

Iravoy worships gods of fertility and herding. Their chief gods are Sarameya and Dionysius.

PERSONALITY

Iravoy has a family-oriented, communal society. Its people are understanding and kind towards members of their own family and outsiders who are their friends. All others are treated with distrust and suspicion. The Irava are noted for their fierce tempers. Distrust and suspicion can blossom into violence and hostility at the slightest provocation. They are an unpredictable, enigmatic and emotional people.

LEGAL SYSTEM

Iravoy's families are ruled by their eldest male. At higher levels of society, family elders form councils to direct county and national affairs. The national council, composed of all of the elders of Iravoy, is held yearly in the city.

Iravoy has 400 families who each have one constable. This constable is responsible for carrying out the decisions of the family elder and hunting down people who harm the family. Each family administers its own justice with penalties that vary as the family sees fit.

NOTE—*Iravoy's families have an average of* 180 *members. Their* 400 *families form* 29 *clans. Each clan, excluding Clan Irava, contains* **1D6%** *of the nation's population. Clan Irava has* 8,000 *members (the entire population of the city of Iravoy and the surrounding hills). In the city each family of Clan Irava has a section distinct from all other sections. The city has a common, central section used for clan and national meetings that is surrounded by* 40 *walled enclaves where its families dwell.*

ALLIES

A daughter of the elder of Clan Irava is married to the heir-apparent of Aratad. When the Duchy of Aratad is threatened, Clan Irava is likely to aid them. (*This is viewed as a tie to Aratad, not to the Confederacy.*)

ENEMIES

The people of Iravoy fight anyone, human or non-human, who invades their land. They have an old animosity towards Zarun. Periodically, this animosity flares into war.

LANGAUGE

Irava	100%	Zarunese	20%
La'Ced	30%	Aratad	20%

THE IZZA

Map Location—1

The Izza are slavers. They have been allies of Port Doman for almost 500 years. Since their alliance they have raided for the Domanese on many occasions. Because of their connection to Port Doman, and their raiding, they are hated by their neighbors.

POPULATION

The total population of the Izza clans is 55,000. They have a standing army of 400 warriors and can levy an additional 8,000 warriors for war.

ECONOMY

The Izza lands are poor. They must raid to survive. Without trade with Port Doman and the income from slave raids they would be hard-pressed to support their population.

RELIGION

All of the Izza clans give lip service to the Fomorian faith. Eighty percent of them continue to worship the old gods of the jungle, especially Nebeth and Gartun.

PERSONALITY

The Izza are friendly to people that they fear or respect. To others, they are conniving and treacherous without the slightest decency or morality. The Izza are a patient lot who enjoy a challenge and revel in victories won through cunning and treachery. If Port Doman continues to show weakness, the Izza are likely to turn on them and try to reclaim the lands that the Domanese took from them 600 years ago.

LEGAL SYSTEM

The Izza are governed by a council of 34 clan chiefs. The council is chaired by a Domanese Resident. The decisions of this council are carried out by a non-voting Warlord (*the commander of the standing army and the tribe's greatest warrior*). He is allowed to suggest policy to the council. Crimes are judged by the Shamans of each clan. The penalty for minor crime is varying degrees of mutilation. Major crimes are punished by death, either by slow torture or in an animal pit full of lions.

ALLIES

The Izza are allies of Port Doman. They also have diplomatic contacts with the Ghazai (*through various smugglers*).

ENEMIES

The Ga'Nylasa detest the Izza. Their other neighbors also hate them.

LANGUAGE

Izza	100%	Mopazi	15%
Fomorian	50%	Nylasa	10%

JA'XON *(Pronounced* JAI'XA)
Map Location—2

The city of Ja'xon was founded in the year 1215RE by Ma'char Jaxom (*Mai'char Jaxom*). For his pioneering efforts he was made the Duke of the area (1217RE). Over a hundred years later his great-grandson expanded the Duchy to the south and founded Foha (1338RE). Through diplomatic maneuvering (1341-1350RE) and the calling in of old debts he managed to keep both cities within the duchy.

After this diplomatic victory the duchy concentrated on increasing its influence and wealth. In the year 1781RE it was attacked by the Empire of Shenab. Under the 25th duke the province resisted the barbarians and, after four years of bloody fighting, broke Shenab's army. In the final battle, Cho'va Jaxom (*Ko'vai Jaxom*) captured Shenab and sent him to Gom in chains. The Duke won popular acclaim with this victory and began the re-organization of the Gomese military system. This won him the ire of the military and the distrust of the emperor. In 1786RE, barely a year after his great victory, he was murdered at a staff conference, ending a long (1756-1786RE) and distinquished reign.

With this assassination, Ja'xon revolted. The emperor was compelled (*by popular pressure*) to go to war and punish the slayers of Duke Jaxom. During this war (1787-1795RE) Ja'xon was mercilessly plundered before final victory returned family Jaxom to the throne.

Beginning with the reign of the 26th duke, an incompetent 16 year old boy, the reign of the Jaxom family became oppressive and corrupt. In the reign of the 38th duke (2006-2022RE) the oppression became intolerable. The duchy revolted and killed its duke. During the next 27 years, Ja'xon restructured its society and attempted to hunt down the remaining members of family Jaxom. In the year 2046RE Gom invaded and was defeated in a short and vicious war (2046-2048RE). Since this victory, Ja'xon has been under constant pressure from the A'ha'kacili and has fought many border wars with Gom.

POPULATION

The capital of this nation is Ja'xon (16,000). Its other city is Foha (*Fohai*) (9,000). The total population of the nation is 120,000. Most of its citizens dwell in the fertile valley around the city of Ja'xon.

Ja'xon's army contains 1,200 footmen and 800 cavalry. When the nation is invaded, these regulars are joined by 1,000-10,000 militia for the duration of the war. (*This additional levy is voluntary. The number of volunteers depends on how bad the threat is and how much the people hate the invaders.*)

ECONOMY

Jaxon's economy is based on agriculture and mining. They also control access to a major trade route. They are a self-sufficient and prosperous realm.

RELIGION

As specified for Gom except the people care nothing for gods who promise pleasure.

PERSONALITY

The people of Ja'xon despise authority. They abhor the concept of slavery and will not allow it to be practiced in their realm (*it has been outlawed since the year* 2022RE). Most citizens have an intense hatred for the Gomese.

Citizens of Ja'xon respect wealth and the ownership of property. They are staid, serious and moral people with no tolerance for moral perversity or government oppression. They react violently to any threat to their property. They are an ambitious people who energetically seek wealth and prosperity.

LEGAL SYSTEM

The king of Ja'xon is elected by the realm's property owners, from among their number, for life. In theory, he is an absolute monarch. In practice the army rules the land. The king rules as his generals wish him to. "Bad kings" (*those that butt heads with the generals*) have a tendency to die young in this land.

Civil disputes are ejudicated by a jury of property owners. Both sides of a question are placed before the property owners in court and they decide who is right. The loser is turned over to the army for punishment. The garrison commander in the area decides guilt for major crimes and administers all punishment. The standard penalties are fines (*paid to the army*), mutilation and death.

ALLIES

Ja'xon has a defensive pact with the Confederation of Shanda.

ENEMIES

Gom is Ja'xon's enemy. They are raided by the A'ha'kacili.

LANGUAGE

Gomese	90%	Donaran	10%
Fomorian	5%	Shandar	40%
Marentian	5%	Rogizini	5%
Sair'a'cili	20%	Bhamoti	5%

THE KAKANA
Map Location—2

The Kakana are perverse, cannibalistic worshippers of Kototh. Their neighbors regard them as a cancerous growth whose presence exudes evil and corruption.

POPULATION

The total population of the Kakana is 15,000. They can field 3,000 warriors.

ECONOMY

The economy is based on barter and raiding. They have no economic relations with their neighbors.

RELIGION

The Kakana worship Kototh in a perverse and evil manner.

PERSONALITY

The Kakana enjoy humor, pleasant surroundings and sadism. They enjoy the screams of an enemy under torture and take great pains to "arrange" this pleasure perfectly. They are fanatically-devoted to the worship of Kototh. To honor him, and emulate his children, they eat other humans. One of the worst fates that anyone can suffer is to be captured by the Kakana.

LEGAL SYSTEM

The 43 Kakana clans are ruled by their Shamans. Any person who is found guilty of a crime is eaten. If the crime is major, he is tortured first.

Among the Kakana, a Shaman cannot commit a crime. Any action that he takes is legal because he is a Shaman. (*Shamans who abuse their privileged status have a tendency to die in their sleep—or to wake up and wish that they could have been so lucky.*)

ALLIES

None.

ENEMIES

All of the neighboring tribes are enemies.

LANGUAGE

Kakana 100%

THE KALEM *(Pronounced* KAYEE)
Map Location—2

The Kalem are a peaceful people. They live by hunting and farming and are renowned for their ability as warriors.

POPULATION

The total population of the Kalem is 15,000. They can field 2,000 warriors. (400 *of these warriors are elite, highly-skilled fighters who have earned the title "warrior."*)

ECONOMY

As specified for the Helva.

RELIGION

The Kalem worship the spirits of the jungle. Their faith is animistic and shamanistic.

PERSONALITY

Kalem warriors are dedicated to their family above all else. To earn the title "warrior," a man must train under a titled warrior for six years. He must then enter the jungle unarmed and return with the hide of a mature leopard. Titled warriors are cunning and honorable stoics. Other members of the tribe are friendly, generous and honorable.

NOTE—*Titled warriors dress in the skin of a leopard. They are the only men who are entitled to do so.*

The Kalem are kind to travellers. They give no offense where none is given. Most members of the tribe are competent warriors. Titled warriors are exceptional fighters, especially fighting hand-to-hand in single combat.

LEGAL SYSTEM

Each band is independent. When necessary, one or more bands may cooperate to obtain food or defend against raiders. Only rarely will the entire tribe work together to accomplish anything. Criminal penalties vary with the attitude of the family that is injured. It is up to the injured family to enforce any penalty that is decided on. The titled warriors of the family are responsible for enforcement.

ALLIES

None.

ENEMIES

The Kalem despise the Kakana.

LANGUAGE

Kalem	100%	Shandar	20%
Kakana	25%	Sair'a'cili	10%

THE KAMERAN

Map Location—11

The Kameri entered this area at the end of the final wave of migration into the Empire del'Nord. Their horde annihilated the last imperial army, captured Ancient Moss Fortress and killed the last claimant to the White Throne. Since settling in the area, they have held their land against all opposition, repeatedly defeating Ghiamem, Zen'da and Assiran raiders. Theirs is a beautiful land. It is Kameran, the home of men.

POPULATION

The tribes of the Kameran are the Alesi (32,000) and the Kameri (28,000). The total population is 60,000. They can mobilize 12,000 warriors for war, including a 400 man, pan-tribal, warrior society.

NOTE—*The warrior society is called the Ancient Moss Society. Its members are war chiefs and famous warriors. The society is dedicated to protecting the people and seeing that all is well. In effect, the members of this society are the "Knights of Kameran."*

ECONOMY

The Kameran teems with wildlife. Its hills and mountains contain usable deposits of metal and minerals. These tribesmen are noted as fine weaponsmiths and hunters.

RELIGION

The Kameran worship Ashur and Vahagn. The female societies worship older gods who are no longer worshipped by the men of the tribe. After conquering the area, the men adopted the worship of Vahagn and Ashur. These gods are not native to their culture.

NOTE—*Some of the gods of the women are Domiel, Morrigan, Rhiannon and Utgard Geror. A small cult among them worship "the White Hecate" using ancient formulae that are more than four thousand years old.*

PERSONALITY

Men of Kameran are jovial, inquisitive and mercurial. In normal times they are quite humorous and exceptionally curious. When angered, threatened or at war they are stoic warriors who are violent and unrelenting in punishing their enemy. Intellectually, they relish fine craftsmanship and have a marked fondness for women, challenging problems and marathon celebrations. Men of the Kameran revel in a good time and seek challenges that test both mind and body. In their souls, they are all adventurers.

Women of the Kameran are less emotional than the men. They are reserved, intelligent and cunning. The women of Kameran control day-to-day life because of the high value that is placed on them and the power of their mystical societies. Marriages in the Kameran tend to be arranged matches, with the mother and the future wife agreeing to terms before the future wife ever meets the groom. Most are based on both love and fear. The men of the Kameran are raised to fear the supernatural and shun the ways of magic. They are very superstitious.

LEGAL SYSTEM

The mystical societies subtly manipulate the important events of day-to-day life. Theoretically, all power in a clan rests with its war chief and, through him, the Ancient Moss Society. In fact, unless the chief is strong, and/or brave, he heeds the will of the women. They are the rulers, historians and judges of the Kameran.

Minor crimes are resolved with duels and personal feuds. It is up to each person or family to seek his own justice. For major crimes the local mystical society determines, secretly, what punishment is due. If they choose to punish a felon, they lay a curse on him without warning. Female criminals are punished by being ostracized from their society. No woman wishes such a punishment for any reason. (*It leaves her a laughing stock who is totally without status in her culture.*)

NOTE—*All women are members of the local mystic society. Only a few members in each society are actually trained in the use of magic, i.e. the society's inner secrets. The majority are lay members who operate as informants and advisers for the women who have the power.*

ALLIES

The Alesi have friendly relations with the Eponi'scha. Some men, especially among the Kameri, are friendly towards the Omavor, the Assiran and Valheim.

ENEMIES

The Ghiamem are a fierce enemy. Their raids seldom succeed because of the power of the women, the ferocity of the men and the excellence of Kameri sword metal.

NOTE—*Kameri metal is noted for its durability and its ability to hold a sharp edge. It is a superb alloy whose secret is only known to Kameri smiths and a few of the Alesi. All metal weapons made by a Kameri smith have a* **FV** *one higher than normal weapons of the same type.*

LANGUAGE

Kameri	100%	Zen'dali	15%
Ghiam	5%	Assiran	20%
Valhani	10%		

SPECIAL NOTE

ANCIENT MOSS FORTRESS

This fortress was designed to be defended by 4,000 men. Its outer walls are 30 feet tall. They are covered by slick, green moss. Inside the outer wall, the fortress has large, stone barracks buildings and an Inner Keep. The Inner Keep is over 50 feet tall and has three basement levels. During a siege the fortress can comfortably hold 6,000 people, including its 4,000 defenders.

NOTE—*The Inner Keep is used by the women and the Ancient Moss Society. The warrior society uses the levels above ground. The upper basement level is used for storage. The mystical society uses the middle basement level for training members in the inner secrets, i.e. magic. No man is allowed on this level (under punishment of death). While at the fortress the women stay with their husbands, if they are present, or in the barracks buildings.*

The lowest basement level is reached on narrow, circular stairways. The stairways are warded by potent magics—cast to kill anything that attempts to move **up** *the stairs. This level is rumored to be a place of terror. It is taboo to the people of Kameran (including the women). Legend says that the stairways lead to a great castle in another world where the greatest treasures imaginable are stored. The truth of this is unknown. No one who has journeyed down these stairs has ever returned.*

THE MYSTIC LODGES

The female lodges of Kameran are ancient, organized and steeped in tradition. By the reckoning of the women they date from the formation of the first clan. Their knowledge is the gift of the gods to womankind, it is not for the likes of men.

As stated previously, all women of the Kameran belong to the mystic lodge of their clan. Each enters their lodge when they enter puberty as one of their rites of passage into womanhood. The initiation into the society takes one month. During this time, they are taught the ways of women and tested to discover their talents and abilities. Those who prove exceptional are taken to Ancient Moss Fortress for training in the higher mysteries. The others stay with the clan and continue their lives much as they were before.

Currently, the female lodges have about 20,000 members (*figuring a female population of 32,000 and estimating that about ⅓ are too young.*). About 1% of these members are trained priestesses. The remainder are lay members. Within the known hierarchy of the lodges, the priestesses rule. Secretly, they belong to an inner lodge made up of all of the priestesses of the land (some 200 women). The goddess of the secret lodge is "the White Hecate".

NOTE—*Before Hecate was defiled into the service of Chaos she was an Elder nature Goddess with great magical powers. The women of Kameran, through their ancient rituals, worship her in this form.*

KATAI, *the Golden Empire*

Map Location—18, 19, 20, 23, 24 and 25

According to Katai's historians, the ancestors of mankind were born in Katai and Chunrey. Those without foresight or lacking in wit moved away from the true home of men and became the ancestors of the barbarian nations. The wise remained in the Golden Lands, Katai and Chunrey, and became the ancestors of civilized man.

The recorded history of Katai and Chunrey covers 3,900 years. The history below only covers Katai's last 1,100 years (*the Howao and Khatou dynasties*). The earlier times are ignored in this history.

The Howao War of Succession began in the year 2829KA. The first Howao emperor took the throne in the year 2879KA. This emperor (2879-2901KA) rebuilt the nation and broke the power of his enemies. His heir (2901-2932KA) devoted his reign (2902-2929KA) to the conquest of Chunrey; unifying the golden lands under a single emperor. In the next two reigns (2930-2978KA) Katai made many cultural advances including the invention of printing.

In the reign of the fifth Howao (2978-3020KA) the flowering of Katai was cut short. From 2983-2998KA the War of the Black Heresy ravaged the realm. In this war a powerful religious cult, dedicated to perverse rites and the worship of vampiric creatures, attempted to seize the empire. They were defeated in the year 2998KA and the surviving cultists were exiled into the wilds of the western desert. After this victory, the reigning emperor outlawed all unapproved religious sects and the practice of magic, under pain of death. During his reign, and that of his successor (3020-3047KA), a massive witch hunt rocked the land. More than 100,000 people were killed or banished. (*The formation of Regis Baya and the Dark Lands occurred as a result of this period. L'p'nth was founded by the heretics who were exiled into the western desert.*)

After this upheaval Katai returned to normal. During the next four reigns (3047-3150KA) a stratified caste system developed and the City of Iron was built (3084-3101KA) in the city of Katai to serve as an Imperial dwelling. Since its completion, members of the royal family have rarely been seen outside of its walls.

In the next fifteen reigns (3150-3353KA) the Howao dynasty became decadent. In the year 3192KA Chunrey gained full rights as a Principality—showing the dynasty's weakness to the great nobles of Katai. They began to plan for a succession war and the selection of a new dynasty.

From the years 3330-3333KA, revolts in Scaloo, Musdao, Qimou, Ci'jian, Dzhamou and Sangsao began the Khatou War of Succession. Of the fifteen families who sought the throne, the Dzhamou (*backed by most of the north*), the Khatou (*native to Sangsao and backed by central Katai and house Jian*) and the Howao (*strong in the south and Chunrey*) were dominant. In the year 3353KA, the armies of Khatou and Jian shattered the armies of Howao and Dzhamou in two decisive battles. After these victories, supported by 70% of Katai's nobility, the Prince of House Khatou became the new emperor. Immediately, as demanded by tradition, he turned his might on his enemies and broke the power of Dzhamou and Howao. To escape the vengeance of Khatou Chunrey declared its independence. The resulting war lasted until the year 3379KA. It ended with the death of the first Khatou emperor, leaving Chunrey as an independent, tributary state, owing fealty to Katai. (*In fact, they pay their tribute and owe nothing more.*)

During the second Khatou's reign (3379-3417KA), the Duke of Coasa attacked the Kingdom of the East. He was defeated and lost his lands. The emperor allowed this defeat to stand for three reasons:

1) The Duke attacked without permission and thus deserved no aid.
2) A cartel of Fomorian merchants gave the emperor a gift of 45,000SC and convinced him that, by allowing Coasa to fall, he would set a precedent that would strengthen the dynasty.
3) Coasa was one of House Howao's supporters.

During the next six reigns (3417-3595KA) the Khatou ruled with an iron hand. The caste system became the law of the land and, beneath the Emperor, the military and Old Nobility achieved total dominance.

In the year 3591KA L'p'nth invaded Katai through the western desert. The Katai garrison, under the command of General Jin'sha (*a common soldier who rose from the ranks*) repulsed the invaders, even though his forces were outnumbered four to one. The next year, with the arrival of 10,000 reinforcements, Jin'sha shattered L'p'nth's army and drove them out of Katai. Due to the nature of the enemy, and the fact that they were descended from expelled Black Heretics, Jin'sha became a national hero. In the year 3593KA he was recalled to the city of Katai, given the title of Count and made both the commander of the Imperial Guard and the champion of House Khatou. Later (3598KA), in the reign of the ninth Khatou (3596-3602KA), he married a niece of the Emperor and was given the title of Grand Duke. At this point he was, after the emperor, the most powerful man in Katai and the hated enemy of the Old Nobility (*because he began as a common sergeant and through "sheer luck" became a Grand Duke and Marshal of the Empire by the age of 40.*). In truth, Jin'sha Tara'Khatou was one of the greatest men in the history of Katai.

In the year 3603KA the Emperor Mocama (3602-3631KA), an insane mystic and fratricide, issued the Writ of Divine Seclusion. By this writ the imperial family sequestered itself in the City of Iron—to preserve their mortal subjects from the sublime light of imperial divinity. The emperor affirmed and ordained that he, and his descendants, were gods and beyond mortal ken. He appointed Grand Duke Jin'sha Tara'Khatou Master General of the empire and ordered him, and his heirs, to serve as the intermediary between god and man. Thus, Jin'sha became the de facto ruler of Katai.

During his reign (3603-3620KA) Jin'sha smashed fifteen revolts by the Old Nobility and military elite. Under his son, Yuan'jin (3620-3649KA), the nobles and the military were welded into a single class and forced to swear fealty to the emperor and the master general. Through iron-fisted tyranny and subtle political maneuvers, Yuan'jin established the power of the Master General as temporal ruler of Katai and sole spokesman of the emperor.

Since the reign of Yuan'jin Katai has been stable. The descendants of Jin'sha rule harshly, but well. With the ascent of Sha'yuan as Master General (3897KA), the nation defeated the Shaghut in a massive pre-emptive raid (3897-3898KA) and replaced the corrupt ducal house of Pamau (3899KA) with a new ruling family (*an action unprecedented in the history of Katai*). There is strong sentiment in the nation for wars to reconquer lost portions of the empire (*Chunrey, the Coasa Peninsula and parts of the Cerulean Empire*). Sha'yuan and most of the nobility are opposed to this policy. The merchant class and many young nobles, including Yuan'chou (*Sha'yuan's heir*), favor such an adventure.

POPULATION

Katai is the world's most populous empire. It has 7,400,000 citizens. Its urban population alone (1,050,000) is more than the total population of most empires. Katai has 20 major cities. Its capital, Katai (206,000), is the largest city in the known world. Its other cities are Shantou (103,000), Sangsao (99,000), Qimou (80,000), Choundeu (78,000), Li'jian (70,000), Jiuquo (53,000), Kodao (50,000), Koi'lan (41,000), Scaloo (38,000), Tiansar (30,000), Koulou (29,000), Si'chava (27,000), Pamau (25,000), Da'qaid (24,000), Ci'jian (22,000), Musdao (20,000), Ul'liaou (18,000), Dzhamou (15,000) and Tirat (12,000).

NOTE—*The City of Iron is located in the city of Katai. Its population* (28,000) *is included in that given for Katai. Its residents, the imperial family and their servants, are permanently sequestered within its walls.*

The army of the empire is divided into three groups. The Iron Guard (*household troops of the Master General*) are responsible for sequestering the City of Iron and administering the city of Katai. It contains 1,600 elite footmen and 800 elite cavalry. Its members are some of Katai's finest young warriors. To be selected for service in the Iron Guard is a great honor for a young noble.

The Imperial Army has active forces and fortress militia. The active forces serve as the army of Katai province. They are commanded by the Master General, his heir, members of the noble houses of Katai and lesser nobles who have proven their ability to lead. The total strength of this force is 16,000 footmen and 4,000 cavalry. Each fortress in Katai has its own militia unit (*referring only to those fortresses that are marked on the maps*). Each unit is commanded by the Warden of its fortress. Militiamen live in the area around their fortress. They are responsible for protecting the area from invasion, bandits, etc. (*Each fortress is a military colony with approximately* 400 *footmen*). The total strength of the fortress militia is 24,000. The total strength of the Imperial Army is 44,000.

The final group is the empire's provincial forces. They are subject to call by the Master General in time of war. At all other times they are controlled by the noble that they owe fealty to. As a general rule, the total strength of the army present in each province, excluding Katai province, equals 10% of the population of the province's capital (*Each city in Katai is a provincial capital. The empire has 20 provinces, including the imperial province of Katai.*). Ten percent of these troops, rounded off to the closest 100, are elite.

EXAMPLE—The province of Pamau has 2,200 men-at-arms and 300 elite troops. The province of Shantou has 9,300 soldiers and 1,000 elite troops.

EXCEPTION—The province of Dzhamou has a military reserve system which gives it a larger army than other provinces. Dzhamou has a standing army of 1,300 and 200 elite. In addition, the Duke can call 6,000 trained militia to his banner from the rural areas of the province.

The total strength of the provincial armies is 76,000 men-at-arms, 8,400 elite and 6,000 Dzhamou militia. Approximately 15% of this force is cavalry. The total strength of Katai's armies is 154,400.

Katai's has an Imperial fleet and nine provincial fleets. The Imperial fleet has 20 warships and 40 river patrol ships. Their strengths are as follows:

PROVINCE	WARSHIPS	RIVER PATROL
Imperial	20	40
Tiansar	10	0
Koi'lan	0	5
Si'chava	15	0
Musdao	5	0
Choundeu	0	15
Scaloo	0	10
Sangsao	10	0
Jiuquo	15	0
Ci'jian	5	0
TOTAL	80	70

NOTE—*Each river patrol boat has* 40 *soldiers in its crew. These soldiers are not elite.*

ECONOMY

Katai has massive agricultural regions along its rivers. Its cities are manufacturing centers that equal any western nation in the production of luxury items and common goods. The hills and mountains of the empire contain rich deposits of metal and minerals (*largely untapped because of lack of need and the difficulty to reach them*). Katai imports quality metal and other goods from the "barbarian" nations. Their iron work is inferior to that of the west. In other areas, except ship construction, their goods are superior.

RELIGION

The emperor of Katai is considered to be a god. Worship of the Emperor is the only approved religion in the empire. Any other religious practice, use of magic or heresy against the divine emperor is punishable by death. (*The actual punishment varies with the attitude of the local ruler.*)

PERSONALITY

Katai's culture is based on personal honor and loyalty. Their basic family unit is an extended family. An individual's status is derived from his position in his family and the size and station of that family. Especially in the noble classes, most citizens can trace their ancestry back at least 500 years.

People of Katai tend to be logical, pragmatic and fatalistic. Loyalty is paramount in this culture. Among average citizens, the following order of loyalty applies:

1) Loyalty to the Emperor.
2) Loyalty to family.
3) Loyalty to your liege lord.
4) Loyalty to caste, associates and friends.

NOTE—*In many noble families loyalty to family is number one and the emperor is number two. Honorable citizens resolve conflicting loyalties with the loyalty that has the highest priority (lowest number in the table above) taking precedence. Thus, if a friend asks you to betray your liege, you betray your friend. If the offer is made such that your family profits greatly, you betray your liege.*

Nobles of Katai are hedonistic, cunning and honorable. Most are skilled warriors and cultured individuals. Persons whose status is a function of their wealth, rich merchants for example, are often greedy and ostentatious. Profit is of great importance to them. (*In Katai, a man's wealth is measured by the size of his family, the extent of his lands, the number of men who owe him fealty, the beauty or value of the things that he possesses and the power that he wields in his village, city or nation.*)

In the lower classes land, money and family size are the measure of success. Peasants fear authority. They obey orders from their lord without question or hesitation. Most Katai peasants are industrious, cunning and treacherous, when cunning and treachery will not hurt their family. Unless a peasant serves a kind master he is without rights, unless he is property-owner.

NOTE—*Except for citizens of Chunrey, all foreigners are classed as barbarians. Unless they are of some value, and have a Katai patron, they have no station. People of Chunrey are considered to be civilized. Most citizens of Katai consider them to be treacherous, amoral, barbarian-loving fools.*

LEGAL SYSTEM

Katai is ruled by its emperor. His will is made known by the Master General—his only contact with the outside world. The Master General rules the Iron Guard, the Imperial Army, all branches of civilian administration, the Imperial Fleet and the imperial province of Katai.

NOTE—*A network of imperial administrators operates throughout the empire. They are responsible for seeing to it that the government operates smoothly. Their official authority is restricted to tax collection and public works. Within each province they report to the reigning Duke or Grand Duke but do not owe him fealty. Any conflict that arises between them and the local ruler is resolved by an Imperial Judge (appointed by the Master General).*

Except where the Master General or his administrators rule, local nobles are supreme. Local nobles control their provincial forces, administration and day-to-day affairs in the province. The local ruler can also levy a head tax, collected by his army, on each person in the province.

NOTE—*A "Head Tax" is a fixed charge levied on each person in the province. The amount set is due to the reigning noble each year. It must be paid in cash. The amount, per head, does not vary with the station of the individual. The average head tax in Katai is* 2CC *per person per year.*

Two legal codes exist in Katai. The first is a precisely defined code that details the proper conduct of the noble class. It is administered by nobles for nobles. Under this code the penalty for illegal conduct is verbal reprimand, corporal punishment, demotion in status or banishment. When the crime is serious enough to warrant demotion or banishment it is considered to be honorable for the felon to kill himself (*thus removing the stain from his family's honor*).

The Code Imperial applies to non-nobles. Minor cases are resolved by Imperial judges or village elders. The penalties that they can levy are small fines (*not more than 2GC*), short-term forced labor and minor corporal punishment. All other crimes are judged by the local nobility. Unless the convict can escape, and reach a higher noble or another province, the penalty is imposed without hope of appeal. Under this code nobles have the power of life and death. They can judge an infraction on the spot and slay the felon immediately, if they choose to do so and the crime is severe.

In addition to these codes, secret societies and criminal groups in Katai have their own codes to live by. When these codes are violated, the penalties are mutilation and death. In general, the "sentence" is carried out in an ostentatious and flamboyant manner (*to enhance the reputation of the society and engender respect and fear in those who might oppose it*).

ALLIES

Chunrey is an undependable tributary ally. Choshai has trade relations with Katai and is friendly (*especially towards the Duchy of Dzhamou*).

ENEMIES

Chunrey is an enemy of Katai. The Kingdom of the East, the Cerulean Empire and Regis Baya dislike Katai. None of their neighbors have the courage to risk war with Katai.

LANGUAGE

Lower Katai		Middle Katai		Upper Katai	
Katai	100%	Katai	100%	Katai	100%
Chunai	30%	Chunai	15%	Chunai	10%
Fomorian	15%	Fomorian	5%	Sarghut	10%
Cerulean	10%	Cerulean	5%	Bayan	10%
Taolisan	5%	L'p'nth	5%	Zen'dali	5%
Teosan	5%	Bayan	5%	Kll'maun	5%
Lemasan	5%	Sarghut	5%		

NOTE—*Areas within* 400 *miles of the city of Katai are Middle Katai. Areas south of this are Lower Katai. Areas to the north are Upper Katai. Most people in Katai fall into the Middle Katai category.*

SPECIAL NOTES

PROVINCIAL ORGANIZATION

Each province is organized along the following lines:

PROVINCE TYPE

NORMAL		IMPERIAL	
Duke or Grand Duke	1	Master General	1
Counts	4	Dukes	4
Barons	32	Counts	16
Knights	512	Barons	64
TOTAL	549	Knights	512
		TOTAL	597

NOTE—*The only imperial province is Katai. Title holders from an imperial province have the same status as a person with the same title from another province, i.e. a Duke of Katai is the equal to any Duke in the land.*

With few exceptions, only Ducal rank or higher is hereditary. Lesser titles are gained by appointment from the hereditary noble of the area. This noble may grant an existing title of his province to any noble or worthy officer. He may remove the appointee, for cause, at any time. Only the Master General has the authority to create a new title. If someone wishes a new title to be created it requires a Writ of Entitlement bearing the seal of the Master General.

As a rule, Dukes and Grand Dukes appoint Counts and Barons. Counts may appoint Barons if the Duke or Grand Duke approves. A Baron may appoint Knights with the approval of the Count that he serves. In the Imperial province, the Master General appoints all nobles except for the four, hereditary Dukes.

The normal operation of fealty in this system is that a title-holder owes fealty, first, to the lord who appointed him and, second, to the noble that he is required to serve by that title. He does not owe fealty to any other noble except the Master General and the Emperor. In most provinces the holders of the best fiefs are the relatives of the reigning Duke or Grand Duke. Where this is a large family, such as house Jian, all of the Counts and Barons could be members of this family.

EXAMPLE—A noble is appointed Baron of Low Marob by the Duke of Koi'lan. First, he owes fealty to the Master General and the Emperor. Next, he owes fealty to the Duke of Koi'lan. Finally, he owes fealty to the Count of Marob because his lands are within that noble's fief.

IMPORTANT—It is possible for a person to wield noble status without being of noble blood. Military officers may acheive high rank due to merit. The relative status of these leaders is:

Full General	= Duke
Lesser General	= Count
All Colonels	= Baron
Major	= Knights
Captain and lower	= Untitled nobility

CURRENT NOTABLES IN KATAI

Certain provincial nobles wield great power or are of special importance. The notes below detail some of these nobles and give an insight into "modern" politics in Katai.

***House Choundeu is the most loyal family in the empire. They are cousins of the royal family. The current Grand Duke is married to the niece of the Master General.

***In Scaloo province, piracy on the waterways is endemic. The Duke of Scaloo is a fat and wealthy old man. Many suspect that he gets a cut from the pirates as his patrols rarely arrest any of them. (*His son is an honorable soldier. He feels dishonored by his father but can do nothing against him because he is his father.*)

***The Duke of Kodao (Chou'lan Maraseri) is a brilliant general with great influence in the nation. He is opposed to the Master General system and has no belief in the divinity of the emperor. His goal is to overthrow the Master General, execute the imperial family and take the throne for house Kodao. (*Though the name of this family is Maraseri they are called house Kodao. Hereditary lines take their name from their lands for official lineage terminology.*)

***In Pamau, the Master General has executed the reigning Duke and 60% of his family and replaced them with a new house Pamau, led by a famous General. Pamau is the center of a powerful criminal organization that the former Duke aided. The new Duke is trying to establish his power in the province by smashing this group. He is hated by the old nobility and the criminal element.

***The Grand Duke of Sangsao is a direct descendant of the imperial line. His forebears abdicated their imperial rights to retain Sangsao and their freedom of movement. The current Grand Duke is an intelligent man who considers the current system to be a farce. He is loyal to it because it works and no one has proposed anything better. Grand Duke Lian sa'Khatou, according to gossip obviously begun by his enemies, is a wizard of no mean talent. He denies this categorically and has slain men who were foolish enough to make the accusation in public.

***The Grand Duke of Shantou is the head of house Howao and the direct descendant of a second cousin of the emperor. Many believe that he wishes to re-establish the Howao dynasty and is working with the Duke of Kodao to overthrow the Master General.
***The Duke of Qimou recently celebrated the wedding of his heir to the eldest daughter of the Duke of Kodao. A close tie exists between these families.
***House Jian, rulers in Ci'Jian and Li'jian, have evidence of a deadly plot to overthrow the empire. They are a loyal family who are working to uncover enough evidence to alert the Master General.
***House Dzhamou has never accepted the Master General system. Its nobles give lip service to the Master General and the Emperor, but owe them no fealty in their minds. They are loyal to their Duke and house Dzhamou. The Duke of Dzhamou is a pragmatic man with the soul of a mercenary. He is dedicated to the rebuilding of his family's power and has developed close ties with the nation of Choshai.

HOUSE CHAMPIONS

Each hereditary house in Katai has a house champion, signified by his use of the honorific "tara" before the family name. His duties, as champion, are to defend the honor of the family and see to the military education of the Duke's household. In some cases, this man also commands the Duke's personal guard. The champion is a duelist, weapons instructor and master of the finer skills that a cultured warrior should know. Only rarely is he a great military leader. (*It is very rare for the house champion to also be the leader of the province's army.*)

THE KAZI

Map Location—6

The Kaz (*the area where these tribes live*) is a hard land. The Kazi are harder men. They are among the most blood-thirsty warriors on the continent. Due to blood ties, and the efforts of the Caldans, they are allied to Caldo. Throughout their history, they have lived as quick-striking and deadly raiders. By reputation, they are a people who do not know the meaning of compassion, mercy or fear.

POPULATION

The eight Kazi tribes are the Shamira (20,000), the Kado (16,000), the Meirido (15,000), the Riora (15,000), the Gazdo (12,000), the Haido (11,000), the Kirra (11,000) and the Shara (10,000). Their total population is 110,000. They can field 22,000 warriors, including 800 warriors who belong to the Society of the Dagger.

NOTE—*The Society of the Dagger is open to any Kazi warrior who has killed at least three men in battle and who succeeds in defeating a society member in a dagger duel. These duels are conducted with formal ritual. The first warrior to be unable (or unwilling) to continue, due to his wounds, loses. The winner becomes, or remains, a member. The loser returns to his tribe when he is healed.*

The leader of the Society is the Kazi warrior with the greatest reputation as a fighter and chief. The current leader, Walain a'Gilyan, has killed 142 men in battle and defeated 13 challengers in duels since he became the leader of the Society. He is one of the deadliest men in the world.

ECONOMY

A barter system is standard among the Kazi. The people survive by hunting and gathering. Much of their support is derived from successful raids on each other and enemy tribes. In this harsh land, there is little margin for error if a man wishes to stay well-fed and healthy.

RELIGION

Kazi religion is shamanistic. It seeks to placate the hostile forces of the badlands (*Chaos and the Kotothi*) and to worship, and seek protection from, the beneficient forces. They are fond of Dwarfs and other humanoid races who do not interfere in the lives of men.

PERSONALITY

To a Kazi the only occupations fit for a man are fighting, hunting and husbandry. Other tasks are performed by women, children and slaves. Towards other men, i.e. proven warriors, the Kazi are generous, hospitable and kind. Towards enemies and non-warriors, they are domineering, merciless and obstinate. If they have personal cause to hate someone, they are deadly and vicious.

The Kazi torture captive warriors. Only captives who show themselves to be warriors, by fighting well before they are captured, are honored by torture and death. Others are enslaved. Life as a Kazi slave is a short and painful existence.

LEGAL SYSTEM

The culture's unifying force is the Society of the Dagger. Its members lead the tribes in war. At all other times, warriors obey their tribal chiefs. Warriors who do not belong to the Society of the Dagger consider themselves to be members of their tribe first and Kazi second. Society members are Kazi first.

Crime against men or the taboos of the Kaz are punished by tribal Shamans and the Society of the Dagger. Other crimes are ejudicated by a tribal consensus of opinion. The majority decide on a penalty and it is imposed on the felon at the first opportunity. When a major crime is committed, and the felon is not immediately apprehended, vendetta is the rule. A single warrior from the Society of the Dagger is set to hunt the felon down and kill him. A warrior on vendetta hunts his quarry until he or the felon is dead.

ALLIES

The Kazi are allies of Caldo. They respect those who show courage in the face of death.

ENEMIES

The Kazi dislike the tribes around them, especially the Zen'da. They hate Kotothi creatures. When possible, they kill either on sight.

LANGUAGE

Kazi	100%	Zen'dali	20%
So'reas	10%	Caldan	40%
Dirllaran	10%	Djani	5%

KIRAZAN

Map Location—4

A permanent tent camp was established at the oasis of Kiraza in the year 316K. It was used as a base for Kacili raids into Ro'babza. When most of the raiders left, after forty years of raiding, those who stayed behind built the city of Kirazan (354-362K).

Until the reign of Ahmed the Just (428-451K) Kirazan's masters fought a constant battle against peasant uprisings and Ro'babza. Under Ahmed peasants and slaves were given rights (431K). The nation formed peaceful ties with Ro'babza when Ahmed married a Ro'babzan princess (437K). After this, Kirazan prospered for more than two centuries.

In the year 701K the Great Mufti Muji ala'Morii came to Kirazan (*after being banished from the great desert*). He preached the power of the Sand Claw and led the people into a fanatical worship of the dark forces of the desert. When he died his successor, Grand Mufti Ali Nasabawa (744-754K), led a bloody coup and took control of the nation. During his short and violent reign Ali led jihads against Shestar and Ro'babza. In the year 753K Ro'babza retaliated. Their royal army, with a contingent of Kirazani loyalists (*including the rightful Emir*) sacked Kirazan and captured the Grand Mufti. In the year 754K, Ali Nasabawa was impaled in the royal enclosure at K'lza'babwe. For six years after the conquest, Ro'babza occupied the realm and scoured it to exterminate the Sand Claw faith. In the year 761K Kirazan's rightful Emir took the throne and Ro'babza's army withdrew.

Since the dark days of the Sand Claw, Kirazan has been a trading center. It is valued by both Ro'babza and Shestar as a neutral place where enemies can trade in peace. It plays an important role in this part of the world.

POPULATION

The city of Kirazan (21,000) rules a nation with a total population of 94,000. Its army contains 2,400 footmen and 800 cavalry. It also has an 800 man City Constabulary responsible for administering the law and defending the city.

ECONOMY

Kirazan's craftsmen are renowned for their brilliance. The nation produces craft goods, horses and fine textiles. It trades for metal goods, food, slaves and stone. The existence of the city is dependent on trade. Its people have a reputation as deadly bargainers.

RELIGION

Kirazan does not tolerate any religion. They have no desire to repeat their experience with the Sand Claw faith.

PERSONALITY

These people are suave, cultured and amoral. They are concerned with profit and survival and will take any action that ensures either. Kirazani have a fanatical fear of religions, especially those that seek to gain converts. They go out of their way to persecute people who are religious.

LEGAL SYSTEM

Kirazan is ruled by a hereditary emir. He is an autocrat. The penalty for crime in Kirazan is a fine. The greater the crime, the more the felon must pay. Any criminal who can not pay has all of his property confiscated and is enslaved. When a fine is paid, 30% goes to the Emir. The rest goes to the victim. When a felon is enslaved the victim receives 50% of the proceeds from his sale as a slave plus 70% from the sale of his property.

NOTE—*If an enslaved man has a family, the family must try to pay his fine. If he is taken, they are included as property and are enslaved.*

ALLIES

Kirazan has close ties with Ro'babza and the Kingdom of Shestar.

ENEMIES

The A'ha'kacili dislike Kirazan because of their intolerance. They trade in the city when they must and often raid the area. Under their next leader they will try to conquer Kirazan.

LANGUAGE

Kiraza	100%	Nylasa	15%
Fomorian	10%	Ro'babzan	40%
Rogizini	10%	Gomese	10%
Sair'a'cili	25%	Ma'helan	10%

THE KLL'MAUN

Map Location—21, 22, 25 and 26

The Kll'maun are fanatics, skilled fighters and deadly trackers. As enemies, they are dedicated and tenacious. In their lands, war is a way of life.

POPULATION

The tribes of the Kll'maun are divided into four groups by their religions. The SHAMANIC tribes are the Asiramaya (18,000), the Pomaya (14,000), the Riakaya (12,000) and the Risilya (11,000). They have a total population of 55,000 with 11,000 warriors.

The CHAOTIC tribes, followers of the Sorceress (*see the Dark Lands*), are the Araun (16,000), the Mourun (15,000) and the Soraun (14,000). Their total population is 45,000. They can field 9,000 warriors.

The LAWFUL tribe of the forest is the Kll'auna (30,000). They have 6,000 warriors.

Two tribes in the forest follow the lawful faith of REGIS BAYA. They are the Sri'yaun (19,000) and the Banayaun (16,000). Their total population is 35,000 with 7,000 warriors.

The total population of the Kll'maun is 165,000 with a total of 33,000 warriors.

ECONOMY

A simple barter system operates in the forest. Where money is accepted, it is of limited value.

RELIGION

As specified in the population section, religion is all important in this area. If you do not follow the same type of faith, you are an enemy. The Kll'maun worship their gods fanatically.

PERSONALITY

If a person follows a similiar faith, and does not violate local taboos, he is treated as a brother. Towards brothers, the Kll'maun are kind, understanding and helpful. Persons who are not brothers are enemies. Enemies are killed. (*Atheism is viewed as a strange faith in these lands. All of the tribes hate those who believe in no gods at all.*)

LEGAL SYSTEM

The tribes are theocratic. Their priests or shamans rule serving as judge, jury and executioner in all criminal proceedings. They also lead the faithful when they war on non-believers. The greatest crime for a Kll'maun warrior is to allow a priest or shaman of his faith to be harmed when he can prevent it. This crime is punishable by death. Other than major crimes (*which carry a death penalty*) all crimes are punished by mutilation. All heretics, blasphemers and taboo-breakers are executed by ritual sacrifice to the local gods.

ALLIES

None.

ENEMIES

The tribes near the Sarghut often fight them. The tribes near Choshai are the enemies of that nation and spend a great deal of time raiding that land.

LANGUAGE

Kll'maun	100%	Katai	5%
Sarghut	5%		

THE KOLARI

Map Location—2 and 3

The Kolar Peninsula is harsh and ruggedly beautiful. The Kolari are the same. They love war and accept any chance to fight. Their history is drenched in the blood of their wars. They are raiders who refuse the advantages of civilization when the cost is their personal freedom and independence.

POPULATION

The Kolari are divided into two major groups. The first spells their tribal name with an "i." The second uses an "o" They are all part of the same cultural stock but, in the recent past, have suffered a cultural schism on religious and political grounds.

The six tribes in the first group (the Kolari) are the Kolavassi (14,000), the Vanaddi (12,000), the Ghavasi (10,000), the Roanni (7,000), the Umeri (7,000) and the Usetti (6,000). They have a total population of 56,000 and 11,000 warriors.

The three tribes of the Kolaro are the Madralo (20,000), the Worro (14,000) and the Covo (12,000). They have a total population of 46,000 and can levy 9,000 warriors.

NOTE—*The Kolaro are partially civilized. They have ties to the Fomorians of Xan and Atler. The Kolari resist such ties. The "learned perversions" of the Kolaro and, as the Kolari see it, their fawning over foreigners are two reasons why the Kolari hate the Kolaro.*

ECONOMY

A barter system is used by both groups. The most valued commodity is iron weapons and metal armor. The Kolar Peninsula is poor in iron. Both Kolari groups trade "valueless" things like gold and silver, which are plentiful, to get good iron.

RELIGION

The Kolari believe that god, the King in Iron, lives on White Mountain (*a tall peak located in Kolavassi territory*). He is a warrior god who takes the souls of honorable warriors to dwell with him after they fall in battle. From that day, they are privileged to spend eternity warring in the clouds against his enemies.

The Kolaro believe that god is the Lady in Red. She dwells at the bottom of Lake Madra in Madralo territory. Those who prove

their worth in battle, and their worth as men, spend eternity as her guardsmen and companions. They live an eternal life of combat and pleasure.

This religious schism is the chief reason for the hatred these groups have for each other. Unless it is resolved, they will continue to war on each other.

NOTE—*The Kolari have a sodality called the White Mountain Society. It contains* 800 *warriors with battle-axe, dagger and scale-mail. They are the guardians of White Mountain and allow no man to desecrate it and live.*

The Kolaro Red Warriors number 400. *They are outfitted in red leather armor and have sword, dagger and longbow. They defend the lake in the same way that the Kolari sodality defends the mountain.*

PERSONALITY

The Kolari believe that all a man really needs is a weapon and a place to use it. They enjoy combat above all else. Among their own people they are gentle and kind unless angered. When they are angry they are murderous. When dealing with strangers, especially non-Kolari, the Kolari allow no margin for error. If the stranger does or says anything not approved by Kolari custom, he courts death. This is especially true if he has items that the warrior in question would like to have, but cannot honorably take.

The Kolaro have the basic tendencies of the Kolari. Their aggressive natures have been tempered by exposure to civilized ways and the gentler nature of their religion. Among the Kolari a man attains heaven by being a great warrior. Among the Kolaro being a great warrior is something to be desired, but a man must be much more if he is to reach the "Lady's Palace."

NOTE—*A woman's access to the afterlife varies as well. Among the Kolari she joins her husband as a shield-maiden and companion if his valor entitles him to serve god. The Kolaro believe that any woman who leads a moral life, and is a good wife and mother, becomes a Handmaiden of the goddess when she dies.*

LEGAL SYSTEM

The Kolari believe in trial by combat. Where one of the participants is helpless (*a woman, an injured man or a child*) a member of the White Mountain Society serves as champion for the duel. In all cases the winner of the duel is right. The loser, if he does not surrender and accept judgement first, is dead. The only penalty among the Kolari is a weregild. All weregilds are a specified weight of iron that must be paid within one year. Any person who fails to make good this debt is banished.

The Kolaro are more civilized. The Peace Chief of the clan acts as judge in all disputes. His decision is law. The penalties that he can levy are a weregild and death. If the penalty is death, or the weregild is not paid within a year, the felon is banished unarmed into Kolari lands. If, at any time after that, he is found in the lands of the Kolaro he is killed.

Both groups have a dual clan chieftainship. The Peace Chief rules during peace. The War Chief rules during war. In situations where an entire tribe, or group of tribes, is involved a council of the appropriate type of chiefs decides what to do.

NOTE—*Among the Kolari a warrior may refuse to accept the decision of his chief and do what he wants (which can lead to duels and other difficulties). Among the Kolaro, warriors forfeit this right once they agree to join in a war or communal effort that a chief is leading. They cannot honorably refuse to obey him at this point.*

ALLIES

The Kolaro trade with the Fomorians of Xan and Atler. The Kolari have no allies but are friendly towards Dirllaran traders and Goidanese raiders.

ENEMIES

The two Kolari groups detest each other. The Kolari hate the Korchi and distrust the Fomorians. The Kolaro kill Climans on sight, but do not go out of their way to find Climans to kill.

LANGUAGE

Kolari	100%	Goidanese	10%(5%)
Climan	0%(10%)	Korchi	15%(5%)
Fomorian	5%(20%)		

NOTE—*The values in parentheses are used for the Kolaro. Both groups have a 100% chance of speaking Kolari as a native tongue.*

LEMASA

Map Location—23

Until the year 443LE Lemasa dominated the Eastern Seas. In the year 444LE, responding to Fomoria's challenge in the area, Lemasa invaded Tyan and executed 13,000 people (*including 1,800 Fomorians*). Following this atrocity the Kings of Fomoria attacked Ma'tan (446LE) and killed every Lemasan they could find. Thirteen years of war followed the Ma'tan atrocity. When the war ended (459LE) the Lemasan fleet was shattered, Ma'tan and six islands were lost, the Fomorians held Lema, on the sacred island (*Lemara*) itself, and the empire was broken. Lemasa entered a dark age that lasted more than 300 years.

In the reign of Yyast XI (811-863LE) the situation changed when imperial traders discovered the Eastern Lands. For the rest of Yyast's reign he expanded trade with these lands. During the reign of Yyast's fifteenth son, Kshka III (863-885LE), the holy city of Sscavhi formed alliances with Atla (866LE) and A'khara (874LE). After rebuilding imperial authority in these kingdoms Kshka conquered Kai'cera (877-880LE) and Vasa (879LE). In the year 880LE Aurisia re-joined the empire rather than face the might of Kshka's host. For the next 100 years, the empire rebuilt, made treaties with Dawana and Taolisa and increased the size of their forces.

In the year 1002LE, during the reign of Yymab IV (984-1012LE), the Kingdom of the East invaded. Lemasa's fleet was badly mauled, the Fomorians in Lemdan expanded their holding and a Fomorian army was nearly annihilated when it landed near Atla. Since this war ended (1006LE) Lemasa's rebuilding has continued. The empire is dedicated to trade and the destruction of the Kingdom of the East.

POPULATION

The holy city, and seat of the Emperor, is Sscavhi (17,000). The controlled cities on the island of Lemara are Yymab (53,000), Khara (41,000), Atla (32,000), Kai'cera (27,000), Aurisia (19,000), Vasa (16,000) and Lilini (11,000). The empire also controls eastern colony cities, Yyast (12,000, founded in 861LE), Kshka (8,000, founded in 898LE) and Na'Yymab (5,000, founded in 1011LE). In addition, they control the islands of Dagha (3,000) and Tiama (2,000). The total population of the empire, including the islands and 130,000 subjects in the east, is 1,200,000.

NOTE—*Sscavhi is the holy capital while Yymab is the imperial capital. The emperor is the supreme authority in both areas of the government. After winning the crown he spends most of his time in Yymab. The emperor only travels to Sscavhi when his presence is needed for a ceremony of some kind. The islands of Dagha and Tiama are imperial property.*

The three kingdoms in the eastern colonies (*each city is the capital of a kingdom*) are on three islands. Two of the islands, Kshka and Na'Yymab, are in sight of the eastern continent.

The armies of Lemasa are divided into two groups. The Imperial Army is based in Yymab, Sscavhi and the Imperial islands. It contains 3,200 elite footmen and 12,000 militia. Each kingdom, including those in the eastern colonies, fields a regular army equal to 5% of the urban population of the kingdom (*round off to the closest 100 men*) and a militia force three times as large.

IMPORTANT—There is no cavalry in Lemasa. The horse is not native to the island of Lemara and has never been imported successfully.

EXAMPLE—The Kingdom of Atla (32,000) has an army of 1,600 footmen and 4,800 militia.

The total strength of Lemasa's armies is 3,200 elite footmen, 8,000 footmen and 36,000 militia, i.e. 47,200 men-at-arms. The militia is only used on its home island.

The Lemasan empire and kingdoms have nine fleets. Their strengths are listed in the table below. The empire has a force of 2,400 marines, organized into 480 five man units, who serve as pilots for vessels headed east. (*No vessel can legally head east without a pilot team.*)

KINGDOM	WARSHIPS	TRIREME SIZE	TOTAL
Imperial	32	12	44
A'Khara	20	10	30
Atla	15	1	16
Aurisia	10	0	10
Vasa	5	3	8
Yyast	6	0	6
Kshka	3	1	4
Na'Yymab	3	0	3
Kai'cera	2	0	2
TOTAL	96	27	123

ECONOMY

Lemasa's unity is dependent on trade and control of the sea. Lemara produces spices, drugs and fine goods and trades for metals, finished goods and textiles.

RELIGION

The Emperor is the supreme patriarch of the Lemasan faith. He is considered to be a god by about 40% of the Lemasan people. The faith worships hedonistic and conniving gods regardless of alignment. The favorite gods are Kototh and Sammael.

PERSONALITY

Lemasans are independent, greedy and treacherous. They only work for another person when it is to their advantage to do so. The unifying forces that binds the kingdoms into an empire are a common tongue, the Fomorian threat and mutual profit. As history shows, mutual profit is the most critical of these factors.

When possible, Lemasans are cunning and ruthless. They are domineering and inconsiderate towards people who depend on them. They tend to be kind, affectionate and subtly conniving with people who have power over them or from whom they expect a profit. Many Lemasans (40% *of the population*) have a tendency towards religious fanaticism. These people consider any religious slur to be a personal attack on them. Lemasans always seek to create opportunities for vengeance when they are attacked.

LEGAL SYSTEM

The emperor controls foreign policy and trade. He is Patriarch of the Faith and hereditary King of Ymab. Each Lemasan king is an absolute despot in his realm. Except for the trade monopoly, he cannot be forced to abide by any imperial decision. No King can negotiate with a foreign power, but neither can he be forced to support the emperor's foreign policy.

All non-religious crimes fall under the jurisdiction of the kingdom where they occur. Unless it is to their advantage to do so, no kingdom cares what a person does in another kingdom. They only extradite felons if they can find them easily and are paid to do so. Every kingdom has a network of agents in the other kingdoms who are used to find, and return, escaped felons. Most agents are paid a monthly retainer plus a set amount per felon they capture (*usually* **1D10SC**. *Many of these agents are trained thieves and assassins.*). The penalties for civil crime are mutilation, mutilation and slavery, mutilation and imprisonment, and death.

Religious crime is any statement or action against the faith or the emperor. Persons who commit these crimes are hunted by imperial agents and priests. Depending on the severity of the crime, the penalty is slavery, death or ritual sacrifice.

ALLIES

Lemasa has treaties guaranteeing the sovereignty of Taolisa and Dawana in exchange for their silence about the east.

ENEMIES

Lemasa is dedicated to the destruction of the Kingdom of the East. When that kingdom falls, the Lemasans will spit on its grave with consummate joy.

LANGUAGE

Lemasan	100%	Dawanese	20%
Katai	10%	Fomorian	25%
Eastern*	15%	Chunai	5%
Taolisan	20%		

*The languages of the three nations that Lemasa has trade ties with. Lemasa restricts knowledge of the existence of these people and very little is known about them, except by Lemasan scholars and traders.



"and from the bowels of the earth, the Emperor comes; and his people name him God."

SPECIAL NOTE

IMPERIAL SUCCESSION

When an emperor dies his sons are walled into the Sacred Caves (*an ancient labyrinth near Sscavhi*). Twenty four hours later the exit is opened. The first one to find this exit is the new emperor. Immediately after his exit the cave is re-sealed. Any other son who is seen after this is killed. (*It is considered to be a great omen when the only survivor is the new emperor.*)

At his coronation, five days after he exits the cave, the new emperor marries his sisters and one princess and ten virgins from each kingdom in the empire. (*Most emperors have about 100 brides on the day of their coronation. The number of children that he fathers in the first year of his reign is watched closely as an omen.*)

IMPERIAL FUNERALS

When an emperor dies he is buried in the burial vaults of the empire with his wives (*living and dead*), his personal property and 50 volunteers from the Sacred Guard. The location of the vaults is only known to the High Priest of Sscavhi. All members of the burial party, except the High Priest, are entombed with the dead emperor or killed after they close the tomb.

The average imperial grave holds the royal cadaver (*draped in silver and gold*), more than 100 wives, 50 soldiers and up to 20,000GC worth of grave goods. According to legend, the vaults have a powerful guardian and each tomb is warded with magic.

L'P'NTH (*LEPANTH*)

Map Location—14. 15, 19 and 20

The city of L'p'nth was founded in the year 3000KA by cultists from Katai. From 3000-3090KA they worked to subjugate the barbarians in the area. With the conquest of the final tribe the first Insatiable Mistress was crowned. During her reign (3074-3100KA), the Code of Nobility and the Sacred Rites of Blood became law.

In the reign of Ch'b'r (*Chaibor,* 3100-3146KA) the rule of the royal priestesses became a feature of the nation. The Code Militaire defined the obligations of the army, a precise civil code imposed duties on all citizens and the Great Temple of Lilith was completed (3113KA) in the city of L'p'nth. Under Ch'b'r, the nation expanded to the west. She subjugated the desert tribes (3118-3139KA) and built the city of B'z'b' (*Baizouba*) in the year 3141KA.

During the next two reigns (3146-3220KA) L'p'nth founded the city of L'd'm' (*Lidaema*) at the foot of Mt. H'ss'r (*Heissur*), near the ruins of an ancient city (3172KA). In the year 3196KA the nation celebrated the arrival of a new era (*a calendrical event that happens every* 198 *years on L'p'nth's calendar*) by sacrificing 10,000 captives to Lilith in a two day festival, i.e. about one person killed, every 20 seconds, for 48 hours.

NOTE—*L'p'nth's calendar is divided into fourteen* 14*-year cycles. Each group of* 14 *cycles has a beginning year and an ending year. Each year, cycle, month and day is named after a deity in the Court of Lilith. The total length is termed an era. It is a period of* 198 *years. The Celebration of Blood is held in the end of each era to celebrate the progress made and to insure the arrival of a new era (by feeding the insatiable lust of Lilith and her court). The current year (*3900KA*) by L'p'nth terms is the year of Lemashtu in the cycle of Princess Naamah of the first era of Molikan.*

Following the Celebration of Blood (3196KA) the Insatiable Mistress ordered the desert tribes to raid the southern plains. In the year 3206KA the nation founded K'p'ch' (*Keupacha*) and the raiders entered the Cerulean Empire. In the war that followed the tribes were shattered by the Ceruleans. Forty percent of their number were slain. The remainder were driven north or enslaved. The southern debacle ended the nation's expansion for almost 200 years. To fuel the Celebration of Blood in 3394KA L'p'nth drove into the western mountains and badlands, making major gains. At the end of this advance (3389-3395KA) the city of S'ph'nth (*Sophainth*) was founded. For the next 160 years the nation consolidated her gains and waited.

In the year 3591KA L'p'nth invaded Katai and was repulsed. When they tried again (3592KA) their army was shattered. Following this defeat L'p'nth raided the eastern steppes to gain the captives necessary for the Celebration of Blood(3592KA).

In the year 3761KA L'p'nth was attacked by Marentia and the city of S'ph'nth was sacked. In the war that followed (3761-3765KA) the Marentians were driven out of L'p'nth. For the next twelve years, L'p'nth built her army and planned a major campaign in the west. In the year 3778KA she invaded Marentia and Ba'Rual. This war was a mobile bloodbath. In the year 3790KA, L'p'nth's army was broken on the gates of Cholchara. In the same year, the Celebration of Blood was held and peace returned to the area.

Since the great war with Marentia, L'p'nth has begun a diplomatic effort to gain control of the steppes and has formed a tributary aliance with the Noya Bova. (*A large number of these tribesmen have been converted to the worship of Lilith.*)

NOTE—*As a prostelitizing nation L'p'nth is concerned with conquest and conversion. Her next celebration is in the year* 3988KA. *If history serves, she will make her next attack sometime within* 20 *years of this date—to begin collecting victims.*

POPULATION

The capital of the nation is L'p'nth (27,000). Its other cities are L'd'm' (31,000), K'p'ch' (17,000), B'z'b' (14,000) and S'ph'nth (11,000). The total population of the nation is 600,000 including the Qa'indi (25,000) and Ra'indi (20,000) tribes who can field 9,000 warriors.

L'p'nth's army, excluding barbarians, is divided into two groups. The Blood Guard is an elite force led by eunuchs of the royal blood. It contains 2,000 footmen with polearms and 1,000 with heavy crossbows and axes. Members of this corp are armored in chainmail. L'p'nth's main army is called the Host. It contains 12,000 footmen and 4,000 cavalry. It can levy an additional force of 9,000 barbarians and 20,000 militia for major wars. The total strength of L'p'nth's armed forces is 48,000 men.

NOTE—*Legend states that L'p'nth uses vampires and other supernatural creatures, who serve the Insatiable Mistress and the priestesses, in her army. It is a fact that soldiers of Marentia said that they fought such creatures during the war with L'p'nth.*

ECONOMY

L'p'nth is a dry and barren land. Her major products are salt and copper. She imports food, textiles and other metals through the Cerulean Empire or the black market. In general, L'p'nth is a poor nation that is shunned by its neighbors.

RELIGION

L'p'nth serves the Court of Lilith. Her faith is fanatical, ecstatic and bloody. A sub-cult in the land worships Slidranth and is working to overthrow Lilith's followers.

PERSONALITY

Citizens of L'p'nth are venal, perverse, narcissistic and amoral. They are unable to feel guilt for any action that benefits them. When threatened or frightened, the average citizen will do anything to save himself.

When acting en masse for religious reasons, citizens of L'p'nth are different. They become fanatics with no regard for personal safety. The faith stresses that those who die in its service win everlasting pleasure in the gardens of Lilith. In a perverse way, soldiers feel that death benefits them by replacing the pain of mortal existence with a life or eternal pleasure. The survivors of a battle are often depressed, envious of the dead and anxious to fight again.

LEGAL SYSTEM

L'p'nth is a theocratic matriarchy. Females of the royal line are trained as priestesses. The eldest of them is the Insatiable Mistress. Males of the royal line are castrated at birth and raised as soldiers. They command the Blood Guard and the army as a whole during a war. In L'p'nth all responsible posts, except for army command, are held by women. Men have limited access to power and few rights once they attain it.

Two justice systems operate in this land. Females are punished severely for crimes against other women. The penalties are fines, temple servitude and death. They are rarely punished for crimes committed against a freeman. At worst they are fined.

Males are subject to punishment for any crime. Common punishments are mutilation (*usually castration*), slavery, imprisonment, death, ritual sacrifice, death by slow torture and, for crimes against women of the royal blood, death with an eternal curse laid on the felon's soul.

L'p'nth is not a man's world. Parties without a woman who speaks the language must be very careful. The slightest mistake can be fatal for men. To achieve any status in this land a man must be well-born, wealthy or the favored concubine of a powerful woman.

ALLIES

L'p'nth has an alliance with the Noya'Bova. They plan to use this tribe to conquer the steppes when the time is right.

ENEMIES

Marentia is L'p'nth's major enemy. The nation is hated by Katai, Bhamotin, most of the Zen'da tribes and, to a lesser extent, the Cerulean Empire.

LANGUAGE

L'p'nth	100%	Cerulean	10%
Marentian	5%	Zen'dali	10%
Katai	5%	Bhamoti	5%

MA'HELAS

Map Location—4 and 8

Matan was founded by Lemasa in the year 136LE. For the next 100 years the colonists traded with, and subjugated, the local tribes. At the end of this period of growth the city of Hele was founded (132LE) to block an important pass.

Until the Great War (446-458LE) with Fomoria Matan was a Lemasan kingdom. It came under heavy attack in this war, losing its islands, its fleet and sizable enclaves around its capital. After these losses Leman the Rebel (434-453LE) betrayed Lemasa (449LE) and joined Fomoria's side in the Great War. As part of this change the name of the nation became Ma'Helas and the Lemasans left in the land were turned over to the Fomorians (450LE).

For the next 350 years Ma'Helas stagnated under the "advisory" rule of Vahear and great wealth was bled from the land. In the year 807LE the people tried to better their lot through military action and met defeat at every turn. When Xagh the Great took the throne (1094LE) the nation was bankrupt and on the verge of collapse. During his reign (1094-1150LE) Ma'Helas turned on the Fomorians. In a lightning coup (1116LE) Xagh shattered Fomorian power in the land. After this victory he expanded the army, improved its training level and stabilized the economy. On his death, Ma'Helas was on the road to recovery.

Xagh the Great was succeeded by Xagh the Builder (1150-1193LE). This ruler began an extensive fortification program, urban renewal projects and fostered massive economic growth. When he died, Ma'Helas, economically, was nearly the equal of Vahear.

The current ruler of the land is the daughter of Xagh the Builder, Mata the Beautiful (1193LE-present). Her rule has brought increased prosperity to the land. As she is 30 years old, and unwed, her councilors worry about the future. They feel that, even if she is a talented mage, she must be wed soon.

NOTE—*For the last four years a yearly contest has been held in Matan. The winner of this contest, if there is one, will marry Mata and become the King of Ma'Helas. So far* 43 *men have tried and failed. Only great warriors, with experience and learning, can hope to survive "Mata's Challenge" (the name of the contest).*

POPULATION

The capital of Ma'Helas is Matan (31,000). Its other city is Hele (23,000). The nation's total population is 300,000. The Royal Army has 400 elite footmen in platemail, 6,000 common footmen, 1,200 cavalry and 6,400 militia. Its total strength is 14,000 men. The fleet has 25 warships, 5 trireme size or larger.

ECONOMY

The economy is based on craftsmanship, mining and herding. The mines produce fine metal and gems. Matan's craft goods are prized for their beauty and durability. The majority of the nation is hilly and steep. Ma'Helas lacks arable land and must import certain types of food. They are a major producer of wool and have large sheep herds.

RELIGION

Ma'Helan's worship Tehuti. They are tolerant of other faiths, as long as the practioners of those faiths do not upset public decorum.

PERSONALITY

Ma'helans are dependable, kind, generous and fair. When they have just cause, they are unforgiving to enemies. Few things are more sacred than friendship in this culture. When a Ma'Helan calls someone "friend," he is calling him brother. They are equally powerful relationships. Friendship is never given quickly. Once it is, it is viewed as a familial attachment.

LEGAL SYSTEM

Ma'Helas is a hereditary monarchy. The monarch rules lightly. Individual citzens have a great deal of personal freedom. The punishment for all crimes in Ma'Helas is imprisonment. No death penalty, corporal punishment or torture is allowed. Where a crime is particularly heinous the case is tried by the ruler of the nation. If the suspect is found guilty, he is sentenced to Oblivion for up to 400 years followed by a 2-20 year prison term when he returns. (*This penalty is also possible if the felon is important or greatly feared.*)

NOTE—*The worst sentence in Ma'Helan history was given to Vahear's Resident in the year 1116LE. He was sentenced to* 380 *years in Oblivion followed by* 18 *years at hard labor. He will not be free until the year* 1514LE.

ALLIES

Ma'Helas has good relations with the Robari tribes. They consider the Robari to be allies.

ENEMIES

Ma'Helas is hated by Vahear. She returns the favor. Fomorians must be careful in this realm. This nation is raided by Shurikal. They dislike the Shurani because of their perverse cruelty.

LANGUAGE

Matan	100%	Sair'a'cili	10%
Fomorian	5%	Robari	30%
Shurani	5%	Cerulean	5%
Dechan	15%	Ro'babzan	5%
Rogizini	5%		

MARENTIA

Map Location—9, 10, 14 and 15

Marentia's lands were part of the Thaliban Empire until the year 842TH. They were divided into 107 separate domains, from small baronies to large duchies, when the Thalibans freed their empire. It remained divided until the year 1001TH.

From 1001-1047TH, sixty-three different domains were conquered by Malnon, Cholchara and Ba'Rual to form their kingdoms. In the year 1047TH Cholchara founded the city of Asichi as a base for its conquest of the Zen'da. From 1047-1052TH she tried to pin down various Zen'da tribes and conquer them. In the year 1053TH the Zen'da retaliated and carried the war into the Plains of Cholchara (*after first sacking Asichi* 1052TH).

Until the year 1133TH the Marentians suffered almost yearly raids by the Zen'da and Ba'Rual. Many cities, Asichi (1052TH), Cholchara (1053, 1055, 1065, 1075 and 1112TH), Sivas (1079TH), Malnon (1102 and 1124TH) and Valeu (1120TH) were sacked. After the last raid two Zen'da tribes settled on the Plains of Cholchara and held its citizens in thrall for more than a century. During this period (1134-1264TH), Sivas replaced Cholchara as the area's dominant city. In the year 1237TH, without the backing of Sivas, the Society of Malnon was formed. From 1242-1251TH this society warred on the barbarians. As a result, the cities of Cholchara (1243 and 1251TH), Malnon (1246 and 1248TH) and Valeu (1249TH) were sacked. After the cities paid a crushing tribute, the war ended.

In the year 1251TH the kingdoms took a loan from Sivas and hired mercenaries from Gom, Bhamotin and La'Ced. After a decade of defending against the barbarians, the mercenaries founded Fort Maren (1263TH) to serve as their base of operations. For more than a century they maintained the balance of power and kept the barbarians in check. In time, they settled at Fort Maren and became permanent residents. During this period, the nation had four major power groups (*the old kingdoms, Sivas, the barbarians and the mercenaries*) and no single ruler. In the year 1386TH this changed.

Jhamal Karestian took command of Fort Maren in the year 1386TH. He was the bastard of a simple soldier who rose from the ranks to become the General of Fort Maren. During his first seven years in command Jhamal built friendly relations with the barbarians and Sivas. In the year 1394TH he married the daughter of a barbarian chief and guaranteed Sivas a monopoly on grain sales to the south. In the year 1395TH he crowned himself King of Marentia and ordered the nobility to swear fealty to him (*earning the name Jhamal the Pretender*). The Duke of Sivas immediately did so. By the year 1401TH only Cholchara and Malnon still refused. In that year Jhamal attacked Cholchara, burned the city to the ground and annexed its lands into his kingdom as a duchy (*which he gave to*

his brother). While he was fighting this war Malnon attacked Fort Maren and were held at bay until his main army could return. In the war that followed (1402-1404TH) Malnon received the same treatment as Cholchara (*and the commander of Jhamal's garrison became a Duke*). King Jhamal I, now known as the Terrible, was in solid control of his kingdom by the year 1408TH.

In the year 1412TH Jhamal was assassinated by friends of his son (*who were all executed when his son took the throne*). During the reign of Jhamal II (1412-1434TH) the kingdom consolidated and expanded to the west. He died (1434TH) breaking a rebellion in Valeu. For the next three years, various claimants sought the throne and the old nobility attempted to reassert its power. Finally (1437TH) Jhamal's son Jha'ced won out and seized the throne. His reign (1437-1472TH) saw major advances in Marentia. He formed the nation's first regular army, forcibly civilized the tribes, married into the ducal line of Sivas and abrogated the right of the nobility to field private armies. He is known to history as Jha'ced the Wise. On his death the Marentian church, whose growth he fostered throughout his reign, made him a saint.

Maros I, called Fire-arm, succeeded Jha'ced I. Maros was an active and militant man. During his reign (1472-1487TH) the kingdom expanded into the eastern hills, rebuilt Asichi (1478TH) and invaded Thaliba (1483-1487TH). After a four year siege of Thalib, Maros died of cholera at its gates. With his death the army accepted a yearly tribute and retired from Thaliba.

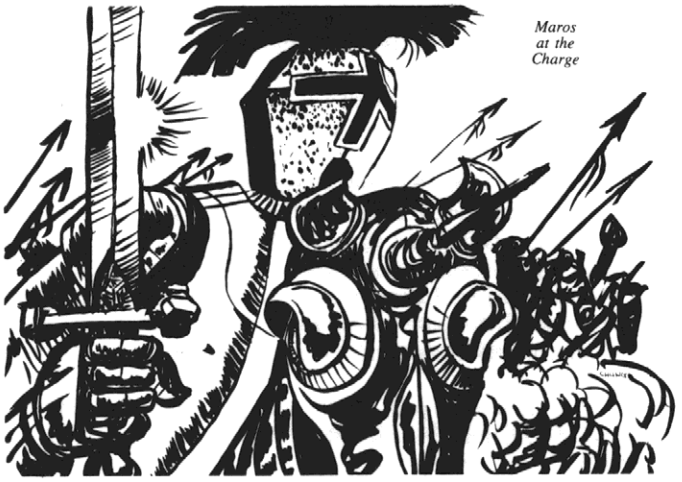
Jha'ced II succeeded Maros Fire-arm. During his reign (1487-1519TH) Marentia discovered a major enemy to the east—L'p'nth. Most of Jha'ced's reign was spent fighting this nation (1494-1499TH and from 1511TH until his death at the hands of a demon in the year (1519TH). His successor Jhal I continued to prosecute this war until the year 1524TH.

Jhal I was a depraved, sadistic and brilliant man. In the year 1523TH he encouraged his army to loot Ba'Rual, forcing them to become Marentia's tributary ally. In 1525TH he put down revolts in Scortsi and Valeu and, as a penalty, executed every tenth man and enslaved every tenth woman. Elsewhere in the realm, he tripled taxes and made a mockery of the rites of the Marentian church. In 1525TH the nation revolted. The civil war that followed nearly destroyed the kingdom. In the year 1529TH Jhal was slain by his brother Jha'baras at the Battle of Malnon and the war ended.

Jha'baras I, called Brother-slayer, reigned from 1529-1559TH. He was a stolid, uncompromising man with great experience in combat. He instituted the doctrine of "King by Right." Under this edict, heirs to the crown were required to serve as private soldiers in the army. By proving their ability to survive at this low station, they proved their right to rule. This doctrine remained in force during the reigns of Jha'ced III (1559-1576TH), Jha'baras II (1576-1605TH) and Jhal II (1605-1627TH).

All of these rulers obeyed the law and were good soldiers. The heir of Jhal, Prince Maros, took to it as well. However, after a few years, he became bored with routine drudgery and demanded a better assignment. After he was flogged for his presumption, he deserted and left Marentia (1609TH. *He was 14 years old at the time.*). Over the next 18 years Maros earned fame as a swordsman, pirate and thief. In the year 1619TH he was captured by a Rogizini warship. He spent the next five years as a slave in the salt mines of the Rogizini Empire. In the year 1623TH he escaped and made his way to Dechat. There, within two years, he became a Captain of the city and (1626TH) married a cousin of the Emir. In all ways, he was a respectable pirate with great expectations.

Back in Marentia Jhal took ill (1627TH) and ordered his agents to find his son. They found him in Dechat but he refused to return. After months of argument, and an under the table deal with his wife, he was convinced to take the crown. In the year 1628TH Maros II, called the Reaver, became the King of Marentia. Thusfar in his reign he has annulled the King by Right doctrine, improved the Marentian army and worked to better the living conditions of the poor. He is an active and talented monarch with a subtly hidden streak of generous kindness and almost overwhelming charisma.



Maros at the Charge

POPULATION

The capital of Marentia is the city of Maren (30,000). The nation's other cities are Sivas (41,000), Malnon (25,000), Cholchara (22,000). Valeu (15,000), Scortsi (9,000) and Asichi (6,000). The total population is 900,000.

Marentia's army is divided into three groups. The King's Guard is composed of 2,400 footmen and 800 cavalry, all heavily-armed and elite. The Royal Army contains 12,000 footmen and 4,800 cavalry. The militia is organized, by county, into a levy of 16,000 footmen and 4,000 cavalry. The total strength of Marentia's army is 40,000 men.

NOTE—*The members of the guard are hand-picked veterans and mercenaries who owe fealty only to the King. Some were his friends in his days as a pirate and are loyal to him, not the nation.*

The Marentian fleet has two groups. The Ocean fleet, based in Maren, Sivas and Malnon contains 40 warships, 15 trireme size or larger. The Lake fleet, based in Cholchara, Asichi and Ba'Rual has 10 warships, one of which is a trireme.

ECONOMY

The Plains of Cholchara support fine herds and crops. Maren and Sivas are industrial centers. Maren specializes in fine weapons and luxury goods. Sivas produces large quantities of common goods. The other cities in the nation are poor places with very little industry.

Marentia has a central position in land trade from east to west. They import gems, precious metals and textiles (*much of which is crafted into luxury goods*). Other than these imports the nation is self-sufficient.

RELIGION

Marentia is a lawful land with undercurrents of both Elder and Chaos traditions. The state religion worships Ashur, Vahagn and Inanna. It suppresses all other faiths.

PERSONALITY

Marentians combine the qualities of a mercenary with those of many barbarian warriors. They are aggressive, easy to anger, disposed to seek violent solutions to their problems and loyal to those who they choose to serve, if treated well. When they are not angry Marentians are hospitable, compassionate and generous. When angered they are tenacious and violent.

LEGAL SYSTEM

Marentia is a feudal kingdom with a strong king and weak nobles. Its military is powerful. Most soldiers, especially the guard, are loyal to Maros the Reaver above all else. What he orders, they do (*often without question*).

Marentia's legal system has two tiers. Minor cases are heard by local magistrates. Penalties are fines and imprisonment for not more than five years. Major crimes are heard in the Royal Court at the closest city or fortress. No sentence for a major crime may be appealed unless the judge, the ranking officer present, the local priest or the noble of the area directs that an appeal be allowed. The sentences possible for major crimes are imprisonment for more than five years and death. (*Unless the evidence is damning, felons are usually allowed to appeal. The King hears all appellate cases.*)

NOTE—*Marentia has one of the best run justice systems in the world. No corruption is allowed. The penalty for official corruption is death. Maros reads the transcripts of all major trials. He takes great pains to assure that only the guilty suffer and that any punishment given fits the crime. Maros, an ex-convict himself, demands this. He has gone to great lengths to improve the Marentian penal system.*

ALLIES

Marentia is allied with Ba'Rual and has a treaty of neutrality with Thaliba. They are friendly towards Bhamotin. Maros, personally, has the respect of the Zen'da and is a close friend of Karistos Sierva (*see the Zen'da*).

ENEMIES

L'p'nth is Marentia's major enemy. Maros hates Clima, would attack the Rogizini Empire if he could and has no love for Fomorians.

LANGUAGE

Marentian	100%	Rogizini	10%
Gomese	10%	Zen'dali	25%
Ba'Rual	10%	L'p'nth	5%
Bhamoti	15%	La'Ced	10%
Donaran	5%		

THE MOPAZI

Map Location—1 and 2

The Mopazi were a client state of the Nylasi Empire until 520SA. As their tribute they provided the empire with fine craft goods. In the year 521SA they began to suffer from plague. When it ended (525SA) more than 40% of them were dead. Since this time they have suffered from slave raids and lost a great deal of their homeland. The Mopazi lose about 5% of their population each year to slavers, disease and the jungle. (*Their birth rate barely stays even with this loss.*)

POPULATION

The total population is 30,000. They have a 400 member warrior society and can field 6,000 warriors.

ECONOMY

The Mopazi trade spices and fine wood carvings. They are among the world's finest wood carvers. They most desire metal weapons from traders.

RELIGION

The Mopazi have an animistic and shamanistic faith. The main element of their faith is sky worship.

NOTE—*The Mopazi warrior society is the Lion Claw Lodge. Its members wear a lion claw on their left hand and carry a club. Entry into the society is gained by killing an adult, male lion in one-on-one combat.*

PERSONALITY

The Mopazi are friendly and gregarious towards friends and strangers. They are vicious and unforgiving to their enemies. By choice they would be quiet and friendly craftsmen. Out of necessity they have become warriors and trackers as well.

LEGAL SYSTEM

The Mopazi are ruled by the eldest member of each clan's Lion Claw lodge. A council of these elders rule the tribe. In war the Lion Claw warriors lead the tribe into battle. Membership in this lodge is an elite position that every Mopazi warrior wishes to attain.

Any enemy who the Mopazi catch is killed. Any stranger who knowingly violates a taboo, commits a crime or aids an enemy is killed. Friends who commit a crime, or strangers who do so unknowingly, are castigated for their immorality. If the crime is serious, or they repeat it, they are mutilated (*nose-slitting*) and banished. The judges in all cases are the members of the Lion Claw Lodge who are present. (*Banishing a friend is a hated last resort among the Mopazi.*)

ALLIES

The Mopazi consider the Ga'Nylasa to be friends.

ENEMIES

The Izza and Ghazai are blood enemies of the Mopazi. The war between these tribes will continue until one side or the other is exterminated.

LANGUAGE

Mopazi	100%	Izza	15%
Fomorian	10%	Nylasa	40%
Ghazai	10%		

NERID

Map Location—6

Nerid has been tied to the Empire of the Ced for centuries. In the year 782LA it won its partial independence from the empire and became a tributary ally. It has retained this status ever since.

Nerid has been the focus of many wars. In the year 807LA it was sacked by Salaq. In 1086LA the Climans sacked it. Most recently, it fell to the Confederacy (1456LA) and was pillaged extensively. Despite this evil luck, the people remain and rebuild after every catastrophe.

POPULATION

The capital city, Nerid (6,000), is a river port. The total population of the nation is 45,000. Nerid's army contains 400 footmen. The city will also be defended by the crews of **2D6** pirate vessels who are in port at the time. (*The people of Nerid call them "visiting traders."*) The fleet of Nerid has 2 warships. They are usually outnumbered by the pirates and do little except show the flag.

ECONOMY

Nerid's main source of revenue is ship repair and catering to the pirates who base in the city. It is a poor realm that imports food, finished goods and weapons.

RELIGION

As for the Empire of the Ced. The people of Nerid are tolerant of other people's religions.

PERSONALITY

The people of Nerid are pragmatic, tenacious and malleable. They will do anything for the right price. Most citizens are suave, calculating and unpredictable. Survival and the accumulation of wealth are their main concerns.

Most of the pirates in Nerid hail from D[illegible]ra, Aratad and the Empire of the Ced. Most of the "Donarans" [illegible] Salaqi. The pirates are hedonistic and cruel in seeking pleasure [illegible] shore. They are an arrogant group who "know" that they own Nerid.

LEGAL SYSTEM

Nerid is ruled by a hereditary Duke. It has an organized justice system that makes no pretense about its corruption. Whatever the crime, the right price will buy innocence. Penalties in this realm are severe. The minimum penalty for any crime is severe mutilation, i.e. the loss of a hand, an eye, etc.

ALLIES

Nerid's citizens are loyal to the Empire of the Ced, supported by the pirates and connected with various criminal groups. As often as not, the city is run by the meanest pirate crew that is in town at the time.

ENEMIES

The Donarans, the Confederacy and Clima hate Nerid. (*Trading nations have no love for a land that harbors pirates.*) Except for the fact that they despise each other more these powers would unite to burn Nerid to the ground.

LANGUAGE

La'Ced	100%	Aratad	10%
Rogizini	5%	Portan	30%
Climan	10%	Dechan	5%
Salaqi	20%	Donaran	10%
Zarunese	5%	Marentian	15%
Shandar	5%	Kolari	5%
Fomorian	10%	Gomese	5%
Bhamoti	5%		

NO'MAL

Map Location—8

No'mal's early history revolved around piracy. They were allies of Dechat at this time. When the flight of Dechat's fleet allowed Vahear to sack No'mal (1752RE) the people of No'mal began a blood feud with the Dechans. To this day, their ships only prey on Dechan vessels. Only Dechat's connection to the Cerulean Empire stops No'mal from invading Dechat.

POPULATION

The city of No'mal (19,000) controls a nation with 80,000 citizens. The Emir's army has a 400 man Iron Guard (*cavalry in chainmail*), 3,600 footmen and 4,000 militia. His fleet has 20 warships, three of which are triremes.

ECONOMY

The economy is based on the sale of spices and ceramics. No'mal is a cultured city with an undercurrent of violent emotion and barbarism. It trades for metal and other raw materials.

RELIGION

As specified for Dechat.

PERSONALITY

The people of No'mal are quiet and reticent with others. Beneath this calm veneer they are a passionate people with inexhaustible tempers. Once angered by a crime, especially one of cowardice, their fury becomes an ageless vendetta that carries through the generations until it is resolved. They are a generous, kind and aloof people, except when they are on vendetta.

LEGAL SYSTEM

The Emir is an absolute monarch. All crimes are resolved in his court, if the felon reaches trial without being killed by friends of his victim. The standard penalties for crimes serious enough for the Emir to judge are mutilation, slavery and death.

NOTE—*No'mal's current emir is young, energetic and competent. He has formed close ties with Vahear, to balance the Cerulean presence in Dechat, and favors war in the near future. He is a talented general, with experience on the sea, who has lost his left arm (It was amputated to save his life after an assassin hit him with a poisoned dart. There are those in Dechat who want him dead.)*

ALLIES

No'mal has a defensive alliance with Vahear allowing either to use the other's ports in time of war. They have strong relations with the Bal'boni and could enlist their aid in a war. (*In* 2209RE, *the Emir married the sister of a Bal'boni chief. He is now a relative of the Bal'boni.*)

ENEMIES

No'mal dislikes the Ceruleans because of their support of Dechat. They hate Dechat. No Dechan is safe in No'mal.

LANGUAGE

Dechan	100%	Bal'sa	20%
Fomorian	20%	Cerulean	25%

NOVARASK

Map Location—17

Novarask was founded by refugees from the Empire del'Nord in the year 1609*. Until the year 1625* they were repeatedly attacked by the Rhuselska. Under the direction of Avang Ironfist, who lived from 1597*-1699*, they built the Crystal City (1621*-1624*) to repel their attackers.

**Dates marked with an asterisk are in the calendar of the Empire del'Nord. Subtract 1400 to get the reference year.*

Avang Ironfist was a natural magician, mage and blood relative of the northern emperors (*a second cousin*). His power, and the city that he designed and help fashion, filled the Rhuselska with dread. After they lost hundreds of warriors in futile attacks on it they withdrew into the waste and left Novarask to itself.

Gradually, after some 30 years, the barbarians came to the city to trade. In the year 1665* Avang issued the edicts of purity forbidding non-Novarischi within the walls of the Crystal City. In the year 1672* he ordered the building of a lesser city for the comfort of barbarians and traders who chose to visit Novarask.

In the last years of his life Avang became a senile megalomaniac. He declared himself to be the Emperor of the North (1696*), renamed Novarask the Empire del'Nord and began to whip his subjects (*all 3,000 of them*) into a fighting force for the conquest of the world. In the year 1699*, just before his scheduled invasion of the tundra, he was assassinated by his apprentices.

Avang was succeeded by a ruling council. In the first years of their reign they modified the traditions of del'Nord to minimize the danger of another conqueror rising in Novarask and began a new calendar to mark the passing of Avang Ironfist. Since these changes were instituted Novarask has become a stable center of mystic power. They have a peaceful culture and little love for the outside world.

POPULATION

The Novarischi population, resident in the Crystal City, is 6,000. The population in the Lesser City is 5,000. Tribesmen who have chosen to live in the area number 14,000. The total population of the nation is 25,000.

Novarask has no standing army. The Crystal City has 1,200 militia (*the entire adult male population*). About 5% of them are magic-users. The Lesser City is controlled by 400 constables. The other areas of the "nation" are wild lands where the strong rule as they will.

ECONOMY

The Lesser City relies on trade goods from the Crystal City and furs brought in from the tundra. The goods are sold to Djani merchants who visit the area yearly. (*All of the Djani traders are under oath not to reveal the location of Novarask to anyone except, on their deathbed, their heir.*)

RELIGION

The religion of the Lesser City varies with the individual. No religious worship exists in the Crystal City. They are a community of wizards and craftsmen dedicated to mastering the powers, not worshipping them.

PERSONALITY

Residents of the Crystal City are convinced of their superiority over all other humans. They are intelligent, suave, eloquent and condescendingly arrogant. They treat non-Novarischi as lesser creatures or benighted children. For their own good, to preserve them from being dazzled by the wonders within, outsiders are forbidden from viewing the arcane magnificence of the Crystal City.

The Lesser City is a polyglot of mixed cultures. Its citizens are chiefly concerned with personal survival. They tend to be conniving and unpredictable. Except for the rule of the constables, the Lesser city is a total anarchy.

The "wild-landers" are simple barbarians. See the Rhuselska.

LEGAL SYSTEM

The absolute monarchs of the Crystal City are the Council of Five (*the five most powerful wizards in the city*). Each member rules until he is displaced, in magical combat, by a more powerful wizard or until he dies. Crime is rare in the Crystal City. The penalty for any crime is banishment from the city for life, a fate worse than death for a Novarischi.

The Lesser City is governed by its Lord Constable. He is a well-paid, senior artisan from the Crystal City. He selects the most amoral and/or intelligent killers in the Lesser City as constables. Backed by this force, he rules with an iron hand. By Novarischi custom, the "children" can do as they wish as long as they do not interfere with the Crystal City or cause trouble. If they do, the penalty is death. The only crime in this city is attracting the attention of the constables to yourself. Anyone who does so is either killed or made a constable, depending on his competence as a killer and the attitude of the Lord Constable.

IMPORTANT—The person of the Lord Constable is sacrosanct. The penalty for harming him is death. As an example, in the year 765NO a barbarian killed the Lord Constable. The felon was tracked down by the Council of Five. Somewhere in the Crystal City, his soul still screams in agony.

ALLIES

The Rhuselska and Yapanza trade in Novarask.

ENEMIES

None. To most nations Novarask is a foolish legend. Many scholars, who believe in its existence, have spent a lifetime searching for it. It is thought to be the repository of all knowledge.

LANGUAGE

Novarischi	100%(5%)	Yapanza	10%(30%)
Rhuselska	15%(60%)	Djani	5%(20%)

THE NYLASA

Map Location—1, 2, 4 and 5

Until the year 317FO the Nylasa dominated the jungles and mountains between the Ghazai and Ro'babza. Their imperium was devastated by a period (318-397FO) of civil war, plague and raiding. By the year 399FO, the empire was a memory.

During the next 240 years the Nylasa discovered pain, fear and death in a terrible dark age. They warred on themselves and suffered severe losses to foreign enemies. In the year 640FO (*the first year of the She-tiger*) a great leader, known as "the Holy One" or "the Mistress of the Tiger," rose among the Ga'Nylasa. By the year of her death, the 59th year of the She-tiger (699FO), the Nylasa were again a power to be reckoned with.

Just before the death of the Holy One, a Pa'Nylasa Shaman found the Dark City and was lost to its power. Under the sway of the Dark City the Pa'Nylasa became an evil culture whose terrible rites blighted the land. Soon after the rise of darkness, the other Nylasi tribes came to call them enemy.

Since the Dark City split the tribes, the Ga'Nylasa, Kizand and Ko'nal have formed a solid coalition. The Pa'Nylasa haunt the hills and jungles serving their dark masters and raiding Port Doman. They are feared by the Izza and detested by all others. Currently, in the 249th year of the She-tiger, they are without friends in the area.

NOTE—*The Nylasa tribes have a warrior society called* the Society of the Tiger. *It is composed of veteran warriors and led by female tiger shamans. Its members are dedicated to the end of slave raids into their lands, the eradication of Port Doman and vengeance against the Izza. It is an elite guard for a re-emerging empire.*

POPULATION

The Pa'Nylasa are pawns of the Dark City. Their total population is 20,000. They can field 4,000 warriors in addition to the Dark Band (300 *fanatical warriors dedicated to the death of all whites and the service of the Dark City*).

The Nylasa Coalition has three tribes, the Ga'Nylasa (35,000), Ko'nal (15,000) and Kizand (10,000). Their total population is 60,000. They can field 12,000 warriors including the Society of the Tiger (800 *members, 30 of them are female tiger shamans*).

NOTE—*Of the warriors in the Nylasa Coalition* 2,400 *Ga'Nylasa,* 800 *Ko'nal and* 400 *Kizand are trained to operate as organized units. The Society of the Tiger also operates as a unit in war.*

ECONOMY

The economy of these tribes is based on mining, hunting and trapping. They have some agriculture and no contact with the Fomorians. Their trade is handled by Kacili and Kirazani traders. Pa'Nylasa trade is handled by any smugglers or Gomese traders who have the courage to risk trading with them. The items that the tribes trade for are metal weapons, fine goods and, for the Pa'Nylasa only, liquor and drugs.

RELIGION

The coalition tribes follow the path of the tiger. Their faith is animistic and shamanistic. The Pa'Nylasa worship the master of the Dark City who serves the god Ba'en'kekon.

PERSONALITY

Ga'Nylasa, Ko'nal and Kizand:

These tribesmen have faith in their religion and their shamans. They hate the white race and never give a white man their full trust (*except in exceptional cases*). They are a stoic and fatalistic people with a strong attachment to their families. They are kind and understanding when dealing with relatives and are capable of great self-sacrifice in defending them.

Pa'Nylasa:

Pa'Nylasa males are magically dedicated to the service of the Dark City on reaching puberty. Any that refuse are killed. After this ritual is performed they can not resist the Dark City. Pa'Nylasa warriors hate mankind, especially the white race. They are cannibals who enjoy torture, the mental punishment of their captives and total, preferably humiliating, domination of inferiors. They are cruel, barbaric and evil warriors who are incapable of fear. (*The women of the Pa'Nylasa are deemed unworthy to serve the Dark City. They are chattel with no rights whatsoever. Their lives pass quickly and are a nightmare of pain and terror.*)

LEGAL SYSTEM

Ga'Nylasa, Ko'nal, Kizand:

The absolute ruler of each clan is its female tiger shaman. Shaman training includes Nylasa history, shamanic lore and combat training. Among these tribes the only capital crime is sacrilege. For other crimes the felon is mutilated (*ear-nocking*) and forced to serve the family that his crime affected until their loss is repaid.

Pa'Nylasa:

The Pa'Nylasa are ruled by the Dark Elder (*the master of the Dark City*). His edicts are enforced by the Dark Band and those enlisted to serve them. The penalty for any crime is slavery, for members of the Pa'Nylasa, and death for others. Those sentenced to death by this culture are eaten or taken to the Dark City for sacrifice.

ALLIES

Forces of Chaos, sent by the Dark Elder, sometimes aid the Pa'Nylasa (*a rare occurence*). The Mopazi are allies of the coalition. It is likely that they will join sometime in the future, if worship of the tiger is not held to be mandatory.

ENEMIES

Both groups despise Port Doman. The coalition is hostile to the Pa'Nylasa. They are fanatically hostile to the Izza. The holy plan of the coalition is to conquer Port Doman and break the power of the Izza.

LANGUAGE

Nylasa	100%(80%)	Fomorian	5%(0%)
Mopazi	20%(0%)	Sair'a'cili	5%(40%)
Ro'babzan	10%(0%)	Dark Tongue*	0%(20%)
Gomese	5%(15%)		

*The tongue of the Dark City. It is used by men of the Pa'Nylasa when they speak to another initiate. At other times they use sign language, Nylasa or Sair'a'cili.

THE OMAVOR

Map Location—11 and 16

The Omavor are hunters. Since the wars with the Empire del'Nord brought them into the area they have sought to live in peace. They are often invaded but manage to hold what is theirs. Of the peoples who surround them, only some of the Kameran can be called friends.

POPULATION

The Omavor tribes are the Boubor (20,000), the Omaga (18,000), the Burga (15,000) and the Pyaor (12,000). Their total population is 65,000. They can field 9,000 warriors for war.

ECONOMY

A simple barter system operates in this area.

RELIGION

The Omavor worship the forces of Balance, especially those that govern fertility.

PERSONALITY

The Omavor are a shy people. They exist by hunting and have little to do with outsiders—often preferring to hide rather than encounter them. Unless the omens demand battle they avoid war. When they must fight they are fast-striking and active warriors who live by the ambush. The Omavor are a friendly, kind and generous people. If a stranger earns their trust, they extend this hospitality and affection to him.

LEGAL SYSTEM

The Omavor are organized into small clans. Each is ruled by a chief who is advised by the clan's shaman. Unnecessary aggression and violence are immoral in Omavor society. Crimes are judged, with the advice of the Shaman, by the clan as a whole. The penalty for any major crime is banishment. In other cases, the felon is castigated for his immorality and asked to refrain from continuing his evil ways. If he fails to abide by this, and change, he is banished when the total of his criminal actions equals a major crime.

ALLIES

The Omavor trust some Kameran warriors. Many radicals of the Kameran (*currently about* 400 *warriors including* 10 *chiefs*), against the will of the mystical societies, have taken Omava brides. This familial connection has brought the tribes closer together, though it has also earned the Omavor the hatred of Kameran's women.

ENEMIES

The women of Kameran dislike the Omava. Other tribes who border on the Omavor despise them for the unmanly way that they fight. They are viewed as cowards without the courage to fight a real battle.

LANGUAGE

		The Primal	
Omava	100%	Tongue	ALL Shamans
Kameri	50%	Assiran	10%

REGIS BAYA

Map Location—25

The Bayan temple was founded by a mystical society that was expelled from Katai in the year 3007KA. Over the years a city has grown up around it and a great wall has been completed to defend the faith from its enemies. With the support and conversion of Kll'maun tribesmen to the north, the nation has prospered. It is currently a center of culture in the north.

NOTE—*Prior to its expulsion the cult had many followers in the provinces of Li'jian, Ci'jian and Jiuquo.*

POPULATION

The city of Regis Baya (9,000) is the capital and a holy shrine to true believers. The civilized population of the nation, within the wall, is 50,000. Outside the wall, 25,000 barbarian believers are camped in semi-permanent villages.

The Interior Army (*inside the wall*) consists of 800 footmen, 400 cavalry and 4,800 militia. The Exterior Army (*barbarian warriors*) fields 5,000 Sarghut and Kll'maun warriors.

ECONOMY

Regis Baya is an agricultural and religious center. Most of its citizens live on the subsistence level, devoting all of their extra wealth and finest goods to the temple. Bayan craft work and art is good, but not exceptional.

RELIGION

The Bayan faith is fanatically lawful. It demands adherence to dogma and approves of the violent conversion of non-believers. There is little room for imagination in this society.

PERSONALITY

Bayans are a staid and moral group. They are devout, uncompromising and dogmatic people who make no allowance for ignorance. They are frenetically active in all areas associated with, or that benefit, the faith. Fellow believers are treated with passionless camaraderie. Those who refuse to convert are often beaten severely or killed.

LEGAL SYSTEM

The nation is ruled by the High Priest of the Bayan Temple. The priests are the creators, judges and enforcers of the law. Their decision is always based on religious dogma and is not subject to appeal at any time.

In this society, no crime committed against a non-believer (*read animal*) is criminal. Any criminal act (*defined as any action that is forbidden by religious dogma*) is punishable by death. There are no exceptions to either rule.

ALLIES

The Banayaun and Sri'yaun are believers. They will defend the nation of Regis Baya against any attacker.

ENEMIES

The Sarghut regard Regis Baya as a festering boil whose presence pollutes the plains and corrupts the young. Katai and Choshai consider the Bayans to be dangerous fanatics. Neither nation has much to do with Regis Baya. Legally, their citizens are forbidden from trading with them, though some citizens do anyway.

LANGUAGE

Bayan	100%	Katai	20%
Sarghut	10%	Kll'maun	40%

THE RHUSELSKA

Map Location—12 and 17

The Rhuselska are a peaceful people who defend their land against any invader. Periodically, population pressure forces them to migrate. The last time that this occurred, it led to the barbarian invasions that destroyed the Empire del'Nord. They are a dangerous people who prefer to live in peace.

POPULATION

The tribes in this group are the Rhuselska (28,000), the Miriska (23,000) and the Moeska (15,000). The total population is 66,000. They can field 13,000 warriors.

ECONOMY

Barter is the rule in this land. Some tribesmen trade in Novarask. Those who do reserve their best furs for trading in that city. The people survive by hunting. Where it is possible, they have permanent villages and have taken the first steps towards forming an agricultural society. The most civilized tribe of the three is the Miriska.

RELIGION

The faith centers around the worship of a holy range of mountains located in Rhuselska lands and an island across the water that is said to be the home of the gods. Their faith is shamanistic.

PERSONALITY

The Rhuselska are kind and generous stoics. As friends, they are jovial, helpful and considerate. During war they are cunning, tenacious and dedicated to victory at any cost. As long as an enemy is in their land they never completely surrender. They are a stubborn people who are willful and highly pragmatic.

These people dread the supernatural. Their morale can be shattered when magic is used against them. Magic-users in this culture are rare and dreaded individuals. The "cowardice" of the Rhuselska when faced with a magical threat is the only reason that Novarask exists. Without its magic it would have fallen centuries ago.

LEGAL SYSTEM

The tribes are hereditary chiefdoms. They are ruled by a council of three chiefs chaired by the chief of the Rhuselska. When a chief dies, one of his sons or brothers is elected to replace him by the warriors of his tribe. If the chief has no male relatives a new royal line is elected and the new chief marries all of the women of the

old royal line. Each chief is the absolute ruler of his tribe. During war the chief of the Rhuselska is the paramount chief of the three tribes.

NOTE—*Each chief commands a warrior society, equal to 1% of the tribe's population. It serves as a tribal police force and the chief's personal guard.*

Penalties for crime are mutilation, servitude and death. The chief sets the penalty as he sees fit. It is not subject to appeal.

ALLIES

The Rhuselska tribe trades with the Ipanza and Novarask. The Miriska and the Moeska trade with their neighbors, where possible.

ENEMIES

The Rhuselska view the Novarischi as invaders. They would love to destroy them but fear their magic. Given a way to defeat, or bypass, these magics they would destroy the Crystal City.

LANGUAGE

Rhuselska	100%	Yapanza	10%
Djani	5%	Novarischi	20%

THE RIZEELA

Map Location—14

The Rizeela are peaceful men well-versed in the ways of war. They prefer a life of hunting and farming but are always alert for the approach of enemies. In the past, they have fought many skirmishes with the Qa'indi and have provided invaluable assistance to Bhamotin in her wars against the Cerulean Empire.

POPULATION

The Rizeela tribes are the Rozola (32,000), the Azer (24,000), the Qazela (22,000) and the Kirzela (17,000). Their total population is 95,000. They can field 19,000 warriors.

ECONOMY

The Rizeela prefer a barter system. Due to their ties with Bhamotin, they accept money (*at 1/2 its normal value*). They prefer an honest trade to cash.

RELIGION

The tribes follow Bhamotin's faith (*see Bhamotin*). Historically, they have supported the Primate of Bhamotin when he asks for their aid. (8,000 *warriors fought with Bhamotin in their last war against the Cerulean Empire*)

PERSONALITY

The Rizeela are fiercely independent. Nothing is more important to them than personal freedom and tribal independence. They resist efforts to deprive them of either with tenacious and sustained ferocity. As a people, they are almost impossible to enslave.

The Rizeela are aloof in their dealings with foreigners. Once they trust a stranger this coolness melts and he is treated with brotherly concern and affection. With their own people, and friends, the Rizeela are kind and compassionate.

LEGAL SYSTEM

Clan chiefs control the tribes. When it is necessary, for the common good, they enlist the aid of other clan members. At all other times each member of the tribe does as he wishes as long as his actions do not violate the laws of the Rizeela.

Shamans control the legal system. They decide all religious questions, decide when a law or custom has been violated, determine whether a violation is serious enough to punish and protect the tribes from the supernatural. The only punishment for crime among the Rizeela is death. When a person's total crimes, if he continues to offend, create enough guilt in the eyes of the Shamans, they order his death (*regardless of the severity of the crime that "broke the camel's back"*). The only crimes that warrant death for a first offense are murder, heresy or any tie to Chaos.

ALLIES

The Rizeela have a strong tie to Bhamotin. They trade with Marentia and Ba'Rual.

ENEMIES

The Rizeeli detest the Cerulean Empire and L'p'nth. People from these lands are watched carefully when they are in this land. The penalty for any crime that they commit is death. (*It is a capital crime to be Chaotic in these hills.*)

LANGUAGE

Rizeeli	100%	Marentian	20%
L'p'nth	5%	Bhamoti	30%
Cerulean	5%		

RO'BABZA

Map Location—4

Before the year 80SA the Ro'babzan Plain was home to many bands of hunters and gatherers. In the year 81SA a charismatic leader (*Havaka Silver-arm*, 81-129SA) forged some of them into the Zimmali, the area's first tribe. The threat presented by the Zimmali forced other bands to unite, forming the tribes that rule the plain to this day. During the years of Havaka's reign disciplined, purposeful warfare made the Zimmali the dominant force in the area.

Shortly after Havaka's death (0R) a Zimmali raiding party discovered a hidden ravine near the great lake. They entered and found K'lza'babwe (*the Sleeping City*). Through their actions, they broke the curse on this city and woke its inhabitants. As their reward, they were slain.

For five years after their awakening, the city people under Marrani a'Babza prepared their forces and scouted the plains. In the year 5R, they conquered the nearest tribes. By the year 13R, with their final victory over the Zimmali, all of the tribes of the plain were subjugated. For the next 300 years, a time called *"the Golden Age of the Sleepers"* in Ro'babza, the city ruled the plain. Throughout this period, the city people were viewed with awe and reverence. The tribesmen were unlettered vassals with few rights.

In the year 294R major raids from the desert, lasting more than 100 years, wounded the empire. On the verge of total ruin, fate brought the city a brilliant ruler who ended the raids. The reign of Ro'mabazai a'Babza (408-480R) saw an end to the Kacili raids and the first good relations with Kirazan. In the year 460R he changed the city's policy and granted tribesmen citizenship. (*The small revolt that this caused in the city was ended with some well-placed executions.*) These reforms spurred economic growth in Ro'babza. The land remained at peace until the year 718R.

In the year 718R, Movai a'Babza became emperor. In his three month reign his sadistic cruelty split the empire, caused his assassination (*by an angry relative of one of his victims*) and led to a civil war that ended both the Bazai dynasty and the total dominance of the city in Ro'babza.

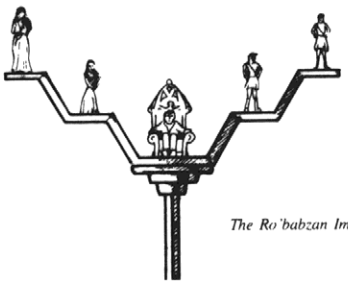
In the year 724R K'bab Moballi seized the throne and exterminated his enemies. Soon after, Shestar invaded. When K'bab led his army against them Shestar was badly mauled and forced to retreat in disorder. K'bab devoted his reign (724-739R) to building Ro'babza's army and defeating foreign enemies. Under his leadership the army was a powerful force. In the wars against the Sand Claw, it captured Kirazan and destroyed their fanatics. After this victory, it marched on Shurikal, destroyed the army of that nation, sacked its royal city and returned with a great deal of loot. K'bab the Conqueror was slain in this great victory, much to the sorrow of his army.

K'bab was succeeded by his grandson Ha'k'ba'baza the Unlamented. During his reign (739-802R) the love of the tribes for the emperor weakened. His perversity, favoritism and obvious dislike of barbarians weakened the empire. Those who suffered his reign lived in constant terror of his anger and his armies were often defeated by Ma'helas and Shurikal. On his death his body was thrown into the plain to be eaten by hyenas, his heirs were killed and a guard captain usurped the throne. For the next eleven years civil war wracked the empire. In the year 813R the captain was overthrown and a new emperor, Ali Lorca, was crowned.

Ali Lorca, called the Pale Lord, ruled with an iron fist. He reformed the kingdom and brought the tribes and the army under stricter control. During his reign (813-842R) he worked to break down the barriers between city and tribes. Ali was a demanding autocrat who people disobeyed at their peril.

The Pale Lord was succeeded by his son Mahomet a'Zimmala Lorca. In his reign (842-874R) Mahomet continued his father's work, while ruling with a lighter hand. As a deathbed edict he formed the Council of Nobility to serve as royal advisors and empowered them to rule until his successor could be crowned. Since the creation of this council the Lorca dynasty has been stable. The current ruler, Ali a'Zimmala m'Baza Lorca has reigned since the year 959R. He is dedicated to economic growth, the creation of an agricultural society and peace.

NOTE—*The Council has a more subtle function. It is composed of the relatives of the major tribal chiefs and city leaders. If these groups revolt during a transfer of power their relatives are slain. The councilors serve as valued advisors and hostages.*



The Ro'babzan Imperial Standard

POPULATION

The capital of the nation is K'lza'babwe (40,000). The suburban areas around this city (*within about ten miles*) contain another 60,000 citizens. The total civilized population is 100,000. There are eight tribes in this nation. They are the N'yetali (26,000), the Zalazibabwe (23,000), the Hobali (22,000), the Zimmali (21,000), the Kunni (16,000), the Zuiassa (14,000), the Niballa (13,000) and the Zi'gzaba (10,000). The total tribal population is 145,000. They can mobilize 29,000 warriors for war. The total population of the nation is 245,000.

Ro'babza's army has two groups. The Guard is composed of civilized citizens and Kacili mercenaries. It has 800 elite footmen (*the emperor's own*), 3,200 footmen (800 *at each fortress*), 4,000 militia and 1,000 horse mercenaries (200 *in the city*, 200 *at each fortress*). Its total strength is 9,000. The Barbarian Guard is composed of 1,000 warriors, an elite unit who serve for life, and 5,000 warriors who are levied each year for one year of service to the empire. The elite and 1,000 warriors are stationed in the city. The others are stationed, 1,000 men each, in the border fortresses. Its total strength is 6,000. The total peacetime strength of the army is 15,000. During a war 23,000 warriors can be raised.

NOTE—*Barbarian warriors in this nation are dedicated to victory. Once they are committed to an attack they will not retreat unless ordered to do so. If a thousand charge, and all but one is killed, that one continues the attack.*

ECONOMY

A barter system is used by the tribes. The city has a monetary system. Under the current ruler the monetary system is being expanded to embrace the entire nation. There is some resistance to this. The tribes do not understand the need for it.

The heart of Robabza's trade is cast iron. They are masters of a lost technique for casting iron. The tribesmen are herders and hunters who have begun to master agriculture. Ro'babza is a poor nation but it is very powerful in its part of the world.

RELIGION

The city was once cursed by an ancient god. Because of this experience city people try to appease potentially hostile gods—to the exclusion of those they do not fear. In general, they worship the forces of Chaos. Tribesmen have a shamanistic religion with a great deal of animism. They worship animal spirits as an aid in hunting and herding.

PERSONALITY

Both peoples are friendly and hospitable. The people of the city are often arrogant and domineering, especially towards barbarians. When survival demands it they can be cunning and treacherous.

Most tribesmen are kind. They revere their leaders and are generous towards the needy. All are happy to help when they can. In war tribal warriors are wholly dedicated to victory. They fight until the enemy is destroyed or they are. Tribesmen are noted for their tempers but have a great deal of self control. When angered they can be berserk killers who will do anything to reach, and rend, the target of their fury.

LEGAL SYSTEM

The nation is ruled by its emperor, the Council of Nobility and the leaders of the Guard. The emperor is advised by the others. His word is law. Except for his edicts, the nation is an anarchy. The commanders of the Guard rule the city, the chiefs rule the tribes. The emperor is the lynchpin of this society. To be successful, he must be harsh and gentle, kind and cruel, generous and miserly, as the individual situation demands. It is not a position where a stupid man can hope to succeed.

Penalties for major crimes in this nation are harsh. For minor crimes they are non-existent. The more heinous a crime, the longer the punishment takes to kill the felon responsible. Among the tribes, vendetta is the rule in criminal cases. It is up to the family to avenge the wrongs its members suffer. Where the felon is a city man, he is punished by the Iron Guard or their agents. Controlled anarchy is the rule in this nation. This is especially true on the plains.

NOTE—*The elite forces of the Guard, the Barbarian Guard and the Kacili mercenaries (A total of* 1,800 *footmen and* 1,000 *cavalry) are commanded by the emperor. Other troops are controlled by their commanders and chiefs.*

ALLIES

Ro'babza has close ties with Kirazan.

ENEMIES

Ro'babza dislikes the people of the Shurani Mountains. Hoping for war against Shurikal is a popular activity in this nation. Ro'babza has little love for Shestar because she feels that Shestar seeks her destruction.

LANGUAGE

The Old Tongue	60%*	Native Dialects	80%**
Kiraza	30%	Sair'a'cili	5%
Fomorian	5%		

*The tongue of the city.

**Each tribe has its own dialect of Ro'babzan. They are related to each other and are not related to the old tongue. The dominant native dialects are N'yeta, Zalaziba and Zimmali.

THE ROBARI

Map Location—5, 8 and 9

The Robari are hunters and miners who have lived in their mountains for an unknown length of time. (*They were there when the Rogizini first found the area. Their calendar dates back more than 6,000 winters.*) The Robari name for their mountains, Chovani Schis'ta, means "the Pillow of the Dead God." The current year is the 6,319th winter of the Dead God. Their legend states that a great god, sorely wounded by his enemies, laid his head on the mountains when he died. Where his head was caressed by the mountain, a great treasure came into being. Where his blood struck the earth, the Robari were born. If the legend is true, the treasure is yet to be found.

POPULATION

The Robari tribes are the Roban (18,000), the Aravan (14,000), the Khelan (10,000) and the Ullan (8,000). Their total population is 50,000. They can field 10,000 warriors.

ECONOMY

A simple barter system operates in this land.

RELIGION

The Robari worship the spirits of their mountains and the god Vahagn.

PERSONALITY

Personal honor is important to the Robari. They enjoy war but seek peace. They are noted for strong family ties and a total distrust of foreigners. They despise the Rogizini and never trust a man from that nation for any reason. They are a suspicious people with no capacity to forgive or forget.

LEGAL SYSTEM

Robari families are ruled by their elders. They control day-to-day affairs and lead in wartime. Where a man's personal honor is questioned, or assaulted, he is his own judge and does what his honor demands.

The Robari use trial by combat (*to first blood only*) to resolve minor crimes and trial by fire for major crimes. In trial by combat the first one cut is guilty. He must pay a weregild or be banished until he can. In trial by fire the suspect thrusts his hand into a flame and slowly states his innocence. If he pulls his hand out, or makes a sound other than his declaration, before he is done he is guilty. The penalty for guilt in these cases is death. (*The ritual statement of innocence takes ten seconds to recite. The warrior may choose which hand to thrust into the flame. Politeness requires that it be the right hand. It is considered to be gauche to use the "hand of evil," i.e the left hand, in this trial.*)

NOTE—*The statement of innocence is:*

By Vahagn, by the dying blood, by the treasure that cannot be seen, I (name), child of the (clan), am as guiltless as the dying god.

ALLIES

The Robari, especially the Ullan, like Ma'helans. They are quick to trust people from this nation that are worthy of it.

ENEMIES

The Robari consider the Rogizini to be swine. They dislike the A'ha'kacili and Fomorians. These enemies rarely survive a journey into Robari lands.

LANGUAGE

Robari	100%	Sair'a'cili	5%
Fomorian	5%	Matan	20%
Rogizini	5%		

THE ROGIZINI EMPIRE

Map Location—5, 8 and 9

This empire is one of the most ancient in the world. At its height it controlled the lands from the western borders of modern Gom through most of modern Bhamotin and all the way to the borders of Dechat. In the past millenia, the empire has suffered major reverses to Gom, Bhamotin, Clima, Fomoria and the Cerulean Empire. They have had major victories, the conquest of the pirates of Shazizan (1462-1464RE), and have defeated Clima in minor naval skirmishes.

The empire is in a period of decadence which has lasted for 800 years. The emperor is weak. The emirs are virtually independent. Except for the power of the imperial army, and the people's devotion to the royal house, the empire would have split into nine different nations long ago.

The current emperor, Maoun LXXVII, is 63 years old. He is an old lecher with little interest in the affairs of state. His heir is a 22 year old, somewhat retarded, man whose only interest is the army. The true ruler of the realm is the Emir of Acghiza, the emperor's Grand Vizier. He gives the emperor and his heir the "playthings" that they like best and rules the nation while they take their pleasure.

POPULATION

The seat of the imperial family, and capital of the nation, is Rogh'sa (81,000). The other cities, each the capital of an emirate are Acghiza (51,000), Tilal (30,000), Maoun (25,000), Musci (21,000), Shiazi (19,000), Shiea (17,000), Araou (14,000), Zirinava (12,000) and Assin (11,000). The province of Rogh'sa has 6 rural citizens per city dweller. The other provinces have 8 rural citizens per city dweller. The total population of the nation is 2,367,000.

The army is divided into three groups. The Imperial Army contains 1,600 elite footmen, 400 elite cavalry, 4,000 footmen and 2,000 cavalry. The elite forces are the Royal Janissaries. Their sole duty is to protect the person of the emperor. The entire Imperial Army is based in Rogh'sa. It is commanded by the Grand Vizier (*under appointment by the emperor to serve in his stead*).

The Army of Rogh'sa is the commanded by the heir. It has 800 footmen and 200 cavalry, all bedecked in fancy uniforms and carrying beautiful weapons. They are incompetent as a fighting force.

NOTE—*The heir's two elder brothers were poisoned in the years* 2206RE *and* 2211RE *by his father and the Grand Vizier respectively. As an option, the heir can be a cunning man who realizes that his only hope for survival is to pretend that he is harmless and stupid.*

The regular army of each Emirate has a strength equal to 10% of the city population. All cities, including Rogh'sa, can levy a militia force two times this size. The composition of regular forces is 40% foot and 60% cavalry. The militia is 80% foot and 20% cavalry. The total strength of the Emirates, including Rogh'sa's militia is, 56,200 militia, 12,000 cavalry and 8,000 footmen. The total strength of all Rogizini armies is 85,200.

The fleet is divided among the various nobles. The eight fleets of the Rogizini Empire are as follows:

EMIRATE	TOTAL WARSHIPS	TRIREME OR LARGER
Imperial*	40	7
Acghiza	25	10
Shiazi	25	5
Tilal	14	3
Assin	11	2
Musci	9	2
Maoun	5	0
Araou	5	1
TOTAL	134	30

*Commanded by the cousin of the Grand Vizier, under appointment by the Emperor.

ECONOMY

The Rogizini Empire is noted for fine craftsmanship, luxury goods, exquisite spices and poor-quality metal goods. The river basins of the nation are irrigated, agricultural zones. The hills produce good quantities of most metals and high-quality stone. The empire imports textiles, slaves, drugs and forged metal. (*Rogizini weapons are beautiful items that are effective and fragile in combat. To simulate this, increase the* **WSB** *for all Rogizini weapons, except bows, by* 1 *and decrease their fatigue value by* 2.)

RELIGION

The religion of this land, especially among the elite, is hedonism. The Rogizini worship gods who promise pleasure and power to their followers. Most of the gods worshipped are chaotic.

PERSONALITY

The Rogizini are dedicated to the pursuit of wealth and sensual pleasure. They are cunning, treacherous and undependable as a rule. The higher the station of the individual, the more pronounced this is.

The unifying factor in this realm is the reverence of the lower classes for the royal family. Commoners will fight fanatically for the Emperor. In all other cases, when a Rogizini must fight, he fights for personal survival and easily surrenders if doing so will not endanger his life. When possible, a Rogizini warrior would rather stab an enemy in the back then face him in honest combat. (*Missile weapons are greatly favored in this land.*)

LEGAL SYSTEM

Legally the Emperor is omnipotent; his word is sacred. This power has eroded in the last 500 years due to a string of incompetent and insane rulers. The current Emperor does not concern him-

self with governing the realm. This is left to his Grand Vizier. The only duty that most Emperors retain is command of the Imperial army and fleet. Everything else is in the hands of the Grand Vizier and local rulers. Short of armed force, or cunning political action, the Emperor is virtually powerless.

Death is a minor punishment in this empire. It is awarded in cases where imprisonment or slavery would not profit the empire more. For major crimes that are especially heinous, or that effect the powerful, the penalty is Torture for Life. (*The criminal is confined in a cell. Until the day that he dies, he is tortured, allowed to heal and tortured again. The torture does not end until he dies a natural death. The record duration anyone has lasted under this sentence was the assassin of a reigning emperor's son in the year 1893RE. He lasted 23 years before death freed him. His executioners were the best in the land.*)

ALLIES

The empire is friendly towards the Cerulean Empire and Dechat. They have trade ties with the Kacili and employ Kacili warriors as mercenaries (*especially in guard units*).

NOTE—*Major nobles use Kacili mercenaries as the core of their personal guard. They are more dependable than Rogizini soldiers.*

ENEMIES

The Rogizini detest the Robari. They consider Gom to be a rebel nation and hate Bhamotin and Vahear with a passion. Finally, they have an ancient feud with Clima over the small islands that lie between them.

LANGUAGE

Rogizini	100%	Salaqi	10%
Donaran	5%	Cerulean	20%
Dechan	10%	Fomorian	5%
Climan	15%	Bhamoti	5%
Marentian	5%	Sair'a'cili	10%

THE SARGHUT

Map Location—20, 21, 25 and 26

The Sarghut are the most feared and hated nomads on the continent. Their raids have been a catalyst for many migrations to the west in the last 1,000 years. Their hordes are noted for mobility, their ecstatic love of battle and extreme cruelty.

POPULATION

The Sarghut tribes are the Raut (50,000), the Shaghut (45,000) and the Tsashut (25,000). Their total population is 120,000. They can field 24,000 warriors plus an additional 12,000 unblooded warriors and elders.

ECONOMY

A barter system operates in this area. The Sarghut prize gold and silver. Coins made of these metals may be used in trade at normal value.

RELIGION

The Sarghut are shamanistic and animistic. They worship the sun and the wind above all other forces.

PERSONALITY

The Sarghut are stoic, cruel and merciless. They seek combat with others and are very possessive. Their society measures a man's worth by the number of enemies that he kills in battle and the size of his herds. Sarghut warriors often take the right hand of fallen enemies and nail it to their lodge pole. They also eat selected portions of their enemies—if he impresses them with his ferocity or valor.

Only blooded warriors have any status among the Sarghut. All others are chattel. For non-warriors life as, or with, a Sarghut can be hell.

LEGAL SYSTEM

From the smallest family to the largest tribe, the most powerful warrior rules. Within the area of authority that he carves for himself he is a despot who must be obeyed. The ruler of each family owns all women, children, animals and other property. They are used by family members, and others, at his sufferance.

Major crimes are resolved by clan and tribal chiefs. Other crimes are resolved through vendetta. Punishments other than death are uncommon among the Sarghut. In special cases, with the support of their chief, Shamans can levy penalties against those who violate sacred taboos.

Unblooded males have a special status in this society. Until the age of 13 or 14, they are treated with kindness and taught the ways of a warrior. If they are not blooded within a year after puberty they are treated cruelly, serving as the butt of many sadistic jokes, until they blood themselves. Among the Sarghut, a man is not blooded until he has taken an enemy's life in battle.

ALLIES

None.

ENEMIES

The Zen'da and Katai despise the Sarghut. The Sarghut, especially the Raut, hate Regis Baya and wish to exterminate that nation. The fanaticism of its defenders, and the Bayan Wall, have proven to be a great obstacle to the Sarghut.

LANGUAGE

Sarghut	100%	Katai	10%
Zen'dali	15%	Helva	10%

SHIBEN

Map Location—6

When Shazizan fell to the Rogizini (351SA) many of its pirates and other citizens fled to escape Rogizini justice. Many of them landed in Salaq (352SA), as invaders, and met defeat. Aghast at their plight, and desiring a stronger buffer in the east, the King of Salaq allowed them to settle in Shiben. In return the Shazi swore fealty to him and his heirs until "the sun rises black in the morning." Over the next ten years, the Shazi population in the hills quintupled as more of the homeless came to the new homeland. In the year 368SA, a new King was crowned in Salaq. During his reign he took a Shazi wife and proclaimed the leader of the Shazi to be the Duke of Shiben. His actions set the alliance of these cultures in stone.

In the year 1000SA, after the "Rape of Salaq," the Donarans entered Shiben. Their invasion began a guerilla war that lasted until the year 1039SA. In that year the Donarans accepted a small yearly tribute from Shiben and withdrew their army, except for 400 footmen that the treaty allowed them to keep in the city. Since the peace, Shiben has served Donara hesitantly (*anti-Donaran riots are a common occurence*). The people retain a quiet reverence for their old masters, the royal house of Salaq.

POPULATION

The capital of the duchy is Shiben (6,000). The total population is 80,000. The armed forces in the duchy are a 200 man Ducal Guard (*made up of Shiben's best warriors*), a 400-man Donaran garrison (*footmen*) and 8,000 militia the Duke can call when he needs them. The quality of the militia varies from poor to excellent. All are good hill fighters.

ECONOMY

Shiben's economy is based on mining iron, copper and silver. They produce high quality wool and import finished goods, food and textiles from Donara and the Confederacy.

RELIGION

Shiben worships the Elder Gods, especially Manannan and Dvalinn.

PERSONALITY

The Shazi are boisterous, exuberant and violent. They make no effort to hide their true feelings about anything. Their hatreds and loves are deeply felt and rarely forgotten. The Shazi are a fiery people who are friendly, generous, charming and loyal to those that they like. When they have cause to hate they are devils who can, and will, strike without warning. (*When a Donaran thinks of hell, Shiben could well come to mind.*)

NOTE—*There is a sizable Salaqi minority in this Duchy. See Donara for personality details on the Salaqi.*

LEGAL SYSTEM

Shiben is ruled by its Duke and the Donaran Resident. The Resident, except when Donaran property is threatened, leaves the government to the Duke, who is the absolute ruler of the land. The Resident is an adviser whose opinion is backed by 400 footmen.

Officially Shiben is subject to Donaran law. In fact, their code of family justice, as modified by the Code of Salaq, remains the law of the land. Felons must repay the harm that they do to their victims. If they don't they are subject to trial. A fine is set if they are found guilty. If the felon can not pay the fine he is enslaved until his work clears the debt. Flight from this slavery, regardless of the severity of the original crime, is punishable by death. Fugitives who are caught are buried alive.

ALLIES

Shiben is the undependable ally of Donara. They are fond of the Salaqi and help them when they can. They have trade ties with the Confederacy and close ties to many citizens of the Duchy of Eured. They are also on friendly terms with Ticasi.

ENEMIES

The Shazi hate the Rogizini Empire. They resent the Donarans and detest the people of Chiros. Any citizen of Chiros found in this land is a dead man.

LANGUAGE

Shazir	80%	La'Ced	20%
Climan	10%	Salaqi	60%*
Aratad	15%	Rogizini	5%
Donaran	40%		

*There is a large Salaqi community in Shiben. Its total population is 15,000, 2,000 of whom live in the city. They are descended from the original inhabitants of the area and Salaqi refugees.

SHURIKAL

Map Location—4

The Shurani Mountains were inhabited by disorganized bands of barbarians until the Prophet Markav'Kotas unified them into tribes under a single faith. During his reign (268-310R) he directed the construction of the Holy City, Shurikal (273-292R), founded the Holy Servants of Shurikal (294R) and brought discipline to the mountains.

Markan the Bloody (310-327R), the successor of the Prophet, fanaticized the faith. Tribes who worshipped other gods, or whose worship of the true faith varied from Markan's rites, were bloodily shown the error of their ways. During his reign, to fix his tyranny on the tribes, Markan had the Holy Road and the Temple of the Great Serpent in Shurikal (311-326R) built. (*The Holy Road is a 2,000 foot long promenade leading to the Temple of the Great Serpent. It is constructed of basalt blocks and is lined, along its entire length, with human skulls set in obsidian. The Temple of the Great Serpent is dedicated to Kototh. It is one of the most-imposing structures in the world.*)

In the year 327R Markan had a liturgical dispute with the leader of the Holy Servants in which he proposed arguments that demeaned the omnipotence of Kototh. Three days later he was executed for Heresy and replaced by Khabla the Mystic, the leader of the Holy Servants. During his reign (327-373R), Khabla made the Holy Servants, renamed the Caste of Power, the ultimate power in the realm. He dedicated his reign to establishing temple dominance in Shurikal, mystic research and deadly journeys of discovery in the Lower World. In the last ten years of his life, he wrote the Tome of Kototh and discovered the Rite of Immortal Birth (373R). Three months after completing these works he died of exhaustion.

Ka'Khab the Immortal succeeded Khabla the Mystic. In his reign (374-501R) he refined the Rite of Immortal Birth, added to the Tome of Kototh, completed the suppression of the tribes and authored the Code of Shurikal (455R) (*the nation's legal code*). During the final years of his reign (498-501R) he created the nation's first standing army and cast the Rite of Immortal Birth on his great-granddaughter (*who was with child*). Six months later, two months after his death, the Immortal Master Shurikal was born.

At birth Shurikal was fully aware. Under his leadership (501-739R) the nation's knowledge of foul magics grew. Throughout his life, Shurikal was the personification of terror and the world's most powerful mage. He died in the year 739R at the hands of K'bab the Conqueror. His death, and Ro'babza's sack of the Lair of Secrets, threw the nation into decades of dynastic upheaval. Among the many tomes and artifacts taken by the Ro'babzan's were the Tome of Kototh and the Rite of Immortal Birth.

NOTE—*The Tome was lost to Kacili raiders by the chief who took it* (747R). *The raiders took it to the Rogizini Empire and sold it to the Emir of Maoun* (751R). *His descendant sold it to a Pelaran merchant* (912R) *who, in turn, sold it to a Marentian scholar* (920R). *It is currently buried in the archives of that scholar's son (who has no idea of what it is or how to translate it) in the city of Sivas.*

The warrior who took the Rite traded it to a Kirazani trader for a fine spear (741R). *This trader sold it to a Rogizini wizard* (744R). *The wizard, an evil man, took ship in Shestar, led a mutiny and headed north to A'korchu—intent on perverting the Rite to Chaos and giving birth to the gods of Death. Forty miles from Chau, after being blown to the west by a terrible storm, his ship was taken by Goidanese pirates. They took the Rite to their Druids. The Druids realized its evil and, finding it to be indestructible, sealed it in the Cave of Ancient Deaths in the western hills of Goidan* (748R). *They guard it from those who would return its evil to the world.*

Shurikal's dynastic wars ended in the year 778R when Kon'kie the White reformed the Caste of Power. During her reign (778-822R) she rebuilt Imperial Shurikal. In the year 822R she dueled Urazi the Invincible and was slain.

Under Urazi the Invincible (822-870R.) Shurikal's army grew. Urazi rededicated the Caste of Power to the mystic path charted by Khabla the Mystic and sent agents to find the Tome of Kototh and the Rite of Immortal Birth. Since his death, Shurikal has remained a militant nation. Her greatest priority is to find the lost tomes so that Shurikal can live and lead them to glory. So far they have failed in this endeavor.

POPULATION

The city of Shurikal (**Special Site 3**) has a population of 13,013. Another 17—18,000 people dwell in a large tent camp around the walls. The city is restricted to the Caste of Power, religious functionaries, the Shurani Guard and those who serve its elite. It is death for anyone else to be found in it. The tribes controlled by Shurikal (*the Shurani*) are the Kotobo (24,000), the Morkel (20,000), the Sabai (19,000), the Kel (17,000), the Dirani (16,000), the Khab (14,000), the Kotasi (12,000), the Apina (10,000) and the Kon (8,000). Their total population is 140,000 with 28,000 warriors. The total population of the nation is about 170,000.

Shurikal's standing army has two groups. The Shurani Guard is based in the Holy City. It is composed of 2,400 elite footmen. The main army consists of 3,600 trained warriors. They patrol the border, raid Shurikal's neighbors and keep order in the nation. The members of these units are drawn from the tribes. In addition to these units, Shurikal can levy 22,000 warriors.

ECONOMY

The Shurani Mountains are rich in metals, gems and game. The nation makes do with what it has or steals what it wants from its neighbors.

RELIGION

These people worship Kototh, Kotarl and Shurikal. They are dedicated to Kototh's eventual dominance over all existence.

PERSONALITY

The Shurani are vicious. They enjoy cruelty, mutilation of the helpless and all kinds of perverse, unnatural pleasures. Their rulers are arrogant megalomaniacs. Survival in this nation demands that a man be cunning, pragmatic and ruthless. The same applies for women and children, perhaps more so. The Shurani are a cruel and perverted people without the slightest decency towards themselves or others. They consider kindness to be the last refuge of the weak—and they never tolerate weakness.

LEGAL SYSTEM

The ruler of Shurikal is the **ONE** member of the Caste of Power who can dominate the others by defeating them in magical combat, intimidating them or manipulating them into obedience. As long as he maintains his dominance, he is an absolute despot. When he loses it, he dies at the hands of his successor.

NOTE—*Only ordained members of the Caste of Power, about 1% of the caste, can vie for the throne. Others are servants and acolytes who must obey until they are ordained.*

Criminal penalties in Shurikal are mutilation, torture and mutilation, or a slow death. For major crimes, the penalty is public mutilation followed by an agonizing death. The average execution of this kind, at the hands of Shurikal's expert executioners, takes about eight hours.

ALLIES

None. *(At times, especially during the reign of the Immortal Master, their armies have been aided by Kotothi creatures.)*

ENEMIES

Every neighbor despises Shurikal. Aredan's hatred is the most virulent.

LANGUAGE

Shurani	100%	Tongue of the Kotothi	5%*

*Members of the Caste of Power and the Shurani Guard speak this tongue. It is the tongue of the elite in this nation.

TAOLISA

Map Location—23

In their early history the Taolisans were the bloodiest pirates in the Eastern Seas. In the year 113LE they were invaded and conquered (113-128LE) by the Lemasan Empire. Until the year 206LE, the Lemasans occupied the island and forcibly civilized it. In the year 206LE a violent rebellion against Lemasa began. The rebellion (206-241LE) won Taolisa full rights as a Lemasan kingdom and freed them from direct imperial control.

Under its first kings (241-317LE) Taolisa broke the power of her warlords and became a unified land. When the Lemasan war with Fomoria began Taolisa stayed out of it. In the year 468LE, a decade after Lemasa's defeat, Taolisa declared its full independence and expelled all Lemasans. Afterwards (473-653LE) they returned to the old ways and, through raiding and piracy, levied a tribute on Aurisia, Vasa and Kai'Cera. They remained the terror of these lands until the growth of Dawanism turned Taolisa's eyes inward.

From 659-801LE Taolisa persecuted Dawanism. In the year 801LE this persecution led to a civil war that only stopped with the ascension of Taol the Bloodless (808LE). Taol, secretly a Dawanist, ended the persecutions and granted religious freedom in the land. During his reign (808-822LE), and that of the next two kings (822-885LE) (*a period known as the "Dawanese Monarchy"*) Taolisa's power waned. In the year 885LE, following the fleet's defeat by the Lemasans, Taol the Hermit, the reigning king, was assassinated by General Am Cho'vak who usurped the throne.

Am Cho'vak's reign (885-912LE) was marked by religious persecution, civil war, economic stagnation and military growth. He was hated by many. In the year 912LE a band of patriots fought their way into the royal palace, killed the usurper and placed the heir of Taol the Hermit (*Irwa*) on the throne.

The reign of Irwa the Juggler (912-937LE) changed Taolisa. He made the old faith the state religion, granted Dawanism the right to exist as a philosophy for living and allowed those who followed Lemasan gods to pursue their faith, in private, without harassment. Throughout his reign he maneuvered the various factions of the nation into working together and, by so doing, united the island. In the year 928LE, his agents stole Lemasan pilot maps and discovered the Eastern Lands. He used this information to buy freedom from Lemasan aggression and open trade routes to the east. When he died at the age of 60 he was mourned by the entire nation. He was succeeded by his son, Sirhva the Lustful, who would be mourned by none.

Sirhva's reign (937-943LE) was a stagnating and decadent period that almost destroyed the progress made by his father. He spent the riches of the nation on his own pleasure, ignored the army and allowed the navy to weaken through disuse. Twice, through foolishness, he almost forced Lemasa into declaring war. In the year 943LE he "accidentally" fell off a high balcony while visiting the Marshal of the Army with his wife, the Lady Tsiema. No one questioned his death (*he fell on a sword that just happened to be lying point up in the courtyard—a fluke accident indeed*).

The Lady Tsiema served as regent (943-959LE) for her son. During her reign, with the aid of the Marshal of the Army, she repaired the damage done by her husband, fostered stable growth and formed close friendships with members of the royal guard. Sirhva the Lawmaker, assumed the throne in the year 959LE. After his coronation Tsiema retired to an estate in the country with a select company of guardsmen. She died in the year 966LE of consumption.

During Sirhva the Lawmaker's reign (959-1000LE) the Code of the Dutiful became law, the Guard became the most potent force in the land and Taolisa dedicated itself to trade and neutrality above all else. Since his death, Sirhva's descendants have continued to abide by his policies and Taolisa has become strong and peaceful.

POPULATION

The capital of the nation is Taolis (32,000). Its other city is Irwe (20,000), which was renamed in the year 987LE in honor of Irwa the Juggler (*on the 50th anniversary of his death*). The total population of the nation is 360,000.

Taolisa's army has 1,200 elite footmen (*the Royal Guard*), 2,400 footmen, 4,800 foot reserves (*trained militia spearmen*) and 9,600 militia. Its total strength is 18,000 men. The Taolisan fleet has 60 warships, 20 trireme size or larger, and 2,000 trained marines (*the Sea Guard*). The marines are used in naval battles and to guard Taolisa's harbors.

ECONOMY

Taolisa is renowned for fine ceramics, clothing and stonework. Its fields produce rice, rare spices and usable drugs. The nation is dedicated to trade and has a large merchant fleet.

RELIGION

Most Taolisan's worship the old gods, Elder Gods of War and the Sea. A sizable minority is Dawanist. There is also a group who worship the Lemasan gods.

PERSONALITY

Most Taolisans have a suave and cultured veneer that thinly veils the ruthless cruelty of their past. The majority of the population (66%) follows the Old Faith. These people tend to be decent, kind and lusty people with a hidden streak of ruthlessness. They can be courageous, sadistic and vicious.

About 25% of the population are Dawanists. They have the basic personality above with much greater self-control. They try to avoid violent situations, for fear that they will be unable to restrain themselves and will do unholy damage to their enemy. These Taolisans are quiet, introspective and passive.

The remainder of the population (9%) retains their faith in Lemasa's religion. These people are completely evil, amoral and deadly. They combine the cunning, greed and amorality of Lemasa with the cruelty and ruthlessness of Taolisa's past. More than 80% of the criminals, pirates and slavers in Taolisa come from this small segment of the population. Their presence is felt in Taolisan society.

LEGAL SYSTEM

The King is the absolute ruler of Taolisa. His will is enforced by the Royal Guard. The guardsmen serve as an elite force in war, governors of the island, enforcers of the nation's laws and a noble elite. The Sea Guard has the same authority in coastal areas, maritime affairs and the operation of the fleet. After the King, the most powerful person in the kingdom is the Grand Marshal of the Combined Guard, who is supreme commander of the Royal and Sea Guard, Governor of Taolis and commander of the nation's army.

Taolisan trials are held before a panel of four judges. Each trial board has one judge from each of Taolisa's major religions, each with one vote, and a Royal Judge or guardsman with two votes. Three votes are required to convict or acquit a suspect.

Penalties in Taolisa have not changed since before the arrival of the Lemasans. They are severe. In all cases the penalty fits the crime in some ironic way and insures that the felon can never commit the crime again. In example, cutpurses lose both hands, rapists are blinded and castrated, murderers are killed in the same way that they killed their victim, etc.

ALLIES

Taolisa has good relations with the Kingdom of the East, especially their governor at Lemdan. They trade with Lemasa, Dawana, Chunrey, the Duchy of Musdao in Katai and a nation in the Eastern Lands that is unknown to the world at large.

ENEMIES

None.

LANGUAGE

Taolisan	100%	Lemasan	20%
Katai	10%	Dawanese	30%
Fomorian	15%	Chunai	10%

SPECIAL NOTE

THE GUARD

Any citizen may compete for a position in the Guard when a vacancy exists. Applicants must pass tests of their literacy, knowledge of etiquette and military competence. Those that pass the first battery of tests are set five tasks that they must accomplish before they can be considered for membership. If they complete these tasks, and the judges feel that they accomplished them in an efficient and imaginative manner, they are accepted.

NOTE—*To pass the initial testing applicants must have at least* **EL40** *Read an Write Taolisan,* **EL3** *Rhetoric,* **EL4** *City Survival,* **EL5** *in two different weapon forms and knowledge of at least three civilian skills (other than those commonly used by criminals, i.e. deftness, trailing, etc).*

Members of the guard are a social elite who are immune to prosecution by any civil authority. Only the King or the Grand Marshal can judge them. Members of the Royal Guard have a station of 6, members of the Sea Guard have a station of 4. All guardsmen must provide their own equipment. For the Royal Guard the minimum equipment required is platemail, a broadsword, a full helm, a fighting dagger, a bow and a warhorse II or better. Members of the Sea Guard need scalemail, a sword, a fighting dagger, a bow and a metal helmet. (*Among the wealthy, it is considered to be an honor to loan a guardsman money for his equipment, especially if he is filling a position in the local area. Rich trading families sometimes help new members of the Sea Guard, but they rarely loan them money for equipment.*)

Guardsmen have the authority to intervene in any situation that they feel requires their attention. Non-nobles are required to bow when guardsmen pass and address them as "noble sir." Nobles are required to nod their head. Only nobles of the royal blood may show no deference to a passing guardsman.

Guardsmen who abuse their authority are severely punished. They are publicly blinded, hamstrung and stripped of all rank. After this humiliation they are released to spend their days as beggars in the streets. As a rule, guardsmen are honest and incorruptible.

THE CODE OF THE DUTIFUL

This explicit code details the rights, obligations and privileges of the various social classes. Any violation of the laws that govern a given class is criminal. An example of this code can be seen in the excerpt that follows:

"And so, when the ignorant come among us, they are granted the right to live and the right to shelter themselves from the cold. And, for the sake of their ignorance, they shall be privileged to violate the rights of others if they make amends when their error is made clear to them. And, to repay our kindness, they shall be obliged to show deference to all citizens of the land, from the lowest to the highest of all, and, when they have learned the way, they shall be required to obey the Code in all things and refrain from noisome assaults on public harmony and social decorum..."

NOTE—*The section of the code that is cited above applies to ALL foreigners in Taolisa.*

TEOS

Map Location—13

Teos lies in jungles and hills south of the Cerulean Empire. It is an ancient land that ignored the growth of Cerul until the Ceruleans invaded them. Through luck and tenacity they beat the Ceruleans on the walls of Teosa (702TE) and remained independent. After the enemy withdrew Teos made an alliance with Lemasa, granting Lemasa free use of Teosa and Usec in exchange for Lemasan aid against the Ceruleans if they invaded again. In the year 858TE they transferred this agreement to the Kingdom of Vahear.

Teos prospered after the Fomorian alliance was made. In the year 1008TE they merged with Sa'ues as part of a wedding alliance. When a resurgent Cerulean Empire ordered them to pay tribute or be conquered (1208TE) they strengthened their ties with Vahear, expanded them to embrace the Kingdom of the East as well and opened embassies in the Katai duchies of Koi'lan and Tiansar. When the Ceruleans learned of these maneuvers (*Teos made sure that they found out*) they backed down and "left the rats to their warren." Since forestalling this threat, Teos has prospered.

POPULATION

The nation's capital is Teosa (36,000). Its other cities are Usec (16,000) and Sa'ues (12,000). The total population is 270,000.

The Teosan Army consists of 2,400 elite footmen. During a war the nation can levy 9,000 militia from the jungles and 5,600 from the hills. The Teosan fleet has 8 patrol barges on the river Inda and 35 warships, 3 triremes size or larger, on the seas. Most of the warships are built for patrol duties, scouting and outrunning enemies. They try to avoid battle.

ECONOMY

The economy is based on the spice trade, gems and exotic foods. Teos depends on the raw materials and income that trade provides to maintain its wealth and security. They are the world's largest emerald producer. (*Trade is important to support Teos's espionage and information gathering network. They spend more than 5,000GC a year on espionage and bribery.*)

RELIGION

Teos is a lawful land. Its ruler is also its High Priest and, according to religious doctrine, the "annointed son of Enki."

PERSONALITY

Teosan's prefer a sedate, luxurious life without stress—where only minimal effort is required to survive. Under pressure their slothfulness changes to frenetic, purposeful activity of amazing competence and ingenuity. They are clever and devious when their survival demands it. In normal times, Teosans are a calm and curious people who enjoy strangers, especially those who bring interesting tales from far away.

LEGAL SYSTEM

Teos is a theocratic monarchy. Their ruler, "*the annointed son of Enki,*" "*Master of the Word,*", *etc,* is worshipped by his subjects. Under this divine ruler, the government is run by a Council of Three Princes (*one ruling each city*) and a stratified system of

legates and judges. Nepotistic patronage and influence peddling are endemic. Legates and judges try felons and carry out their sentence if the felon is guilty. Standard punishments are imprisonment, slavery and death. The penalty for violating the known word of the "annointed one" is:

A) The felon is buried in the ground to his neck.
B) Over a seven day period the skin is flayed from his head.
C) On the afternoon of the seventh day starving dogs are let into the courtyard. They have not been fed since the flaying started, are trained to kill men and will eat the felon alive.
D) The felon's remains are ground into powder and scattered at least five miles out to sea. If his name is recorded anywhere, it is expunged from that record. To the Teosan's, a man who is convicted of this crime ceases to exist.

ALLIES

Teos has treaties with Vahear and the Kingdom of the East. They have trade ties with the Dukes of Tiansar and Koi'lan.

ENEMIES

The Cerulean Empire is dedicated to the conquest of Teos.

LANGUAGE

Teosan	100%	Cerulean	25%
Taolisan	10%	Fomorian	50%
Katai	10%	Dechan	5%

THALIBA

Map Location—9 and 10

Until the year 842TH Thaliba ruled an empire that stretched from the river Zara to the badlands of modern S'ph'nth. In the reign of Timas the Enlightened (842-895TH) feudalism was instituted and the construction of Fortress Thalib began. By the time of his death the Thalibans had nearly divorced themselves from their empire. They, in their view, were no longer interested in "civilizing barbarians." With the completion of Fortress Thalib (1016TH) and the defeat of their battle fleet by Clima (1020TH), they withdrew into isolation and, with the issuing of the Edict of Daranian the Blinding, what was once an empire became a patchwork of 319 noble domains.

Since this edict, Thaliba has concentrated on the mystic sciences and isolated itself from the world. In the year 1226TH they closed their land to all foreigners, except for the Thaliban Road and the city of Porta. What invasions they have faced they have bought off or broken on the walls of Thalib. They have faced siege by the Don Host, assault by Nilgeranthrib and attack by Marentia. They pay yearly tributes to the Thaliban tribes and Marentia, the first to serve as a buffer and the second to assuage that nation's ambition for conquest. The Thalibans view themselves as a superior race. With their invulnerable fortress and mystical power, the actions of barbarians are unworthy of notice.

POPULATION

The capital of the nation is Thalib (34,000). Its suburbs (*city margins*) have 59,000 citizens. The total Thaliban population is 93,000. The southern part of the Thaliban Peninsula is occupied by the city of Porta (14,000). It is a wide-open city whose citizens come from many places. In Porta, survival is the only law. Another 13,000 citizens dwell in the margins outside the city. The total population of this area is 27,000. The total population of the Thaliban Peninsula is 120,000.

The KNOWN army of Thaliba is the Golden Guard (600 *footmen and* 200 *crossbowmen with arbalests*) which garrisons the Thaliban Road. In addition to this force, but unknown to the world at large, Thaliba has three other units. The Society of Light contains 400 elite agents who are trained assassins and magic-users. The Silver Guard contains 1,600 footmen and 3,200 trained militia who guard the fortress. The White Riders are a 400 man cavalry force who patrol the land to keep out barbarians. The nation also fields 4,800 untrained militia. Of these forces, some or all of the Golden Guard, the Society of Light and the White Riders are magic-users.

Porta is ruled by ten gang bosses. Their total strength is 650 gang soldiers and 1,300 gang militia. Porta's fleet, owned by two of the city's gangs, has 4 warships. Thirteen other ships, controlled by pirates, also base out of the city. The Porta-controlled area outside of the city is run by 3 bosses. Their total strength is 150 soldiers and 700 militia.

ECONOMY

Thaliba's economy is based on road tariffs and fine goods that they release to the world through selected merchants in Porta.

Porta's economy is based on its status as a free port and a criminal haven. It is a center for piracy and a clearing house for stolen goods. If something of great value is stolen in the western nations it is likely to surface in Porta.

RELIGION

Thaliba's religion is unknown to the world at large (*they have a law-oriented faith that concentrates on the worship of light*). Religion is of little importance in Porta. There are few areas in Porta where religious authorities have the power to force their beliefs on others. A man's faith is his own in Porta, especially if he has the wisdom to keep it to himself.

PERSONALITY

The Golden Guard is the only group of Thalibans that the world has experience with. This being the case, Thalibans are viewed as haughty, conniving and greedy people who are infuriatingly condescending. They always try to collect as much money as they can get. If faced with a physical threat, or shown that a person is unable to pay, they back down. If attacked, they fight implacably until the "barbarian" who had the effrontery to lay his hands on a Thaliban is dead.

Portans are a cold, calculating people with a criminal mentality. They value profit and power above all else. As a situation warrants, they are violent, helpful, treacherous, flattering, etc. At all times, they have the potential to be ruthless killers. Their leaders tend to be textbook examples of amoral pragmatism in action.

LEGAL SYSTEM

Thaliba's legal system is unknown. No one has ever, to their knowledge, seen the face of a Thaliban. No one who has entered their land, except on the road, since the year 1226TH has ever been seen again.

NOTE—*Thaliba's emperor is an absolute monarch. It has a strict caste system. Each caste has a precisely defined task in life. By performing this task well its members earn a place in heaven. It is a disciplined and orderly society. (Foreigners who are found off the road in Thaliban lands are hunted by the White Riders and enslaved for life. There are no exceptions to this rule.)*

Porta is ruled by its bosses. Each boss is a despot in his own area. Unless a person's actions interfere with the local gang he can do what he wants. If he interferes, the threat is met with violence. Porta is a closed and hostile environment for foreigners until they make connections in the city, or show themselves to be so strong that others try to make connections with them. (*Taking the second course can be dangerous. Bosses are often paranoid about up-and-coming competition. They have a tendency to "swat a cub before it can become a bear."*)

ALLIES

Thaliba has a treaty with Marentia and an understanding with the Confederacy. Neither is of any importance to the Thalibans. Thaliba pays the Thaliban tribes to close the forest passes to all outsiders, especially the Zen'da.

Porta has no allies. Its people have close ties with criminal organizations in nations on the Sea of Tears. They also have ties with pirate captains from as far away as Dechat.

ENEMIES

The major enemy of Thaliba is Nilgeranthrib. The Great Lich is dedicated to their destruction and plans to use Porta as a pawn in his master plan. Beyond this, Clima would like to conquer Thaliba but believes it to be impossible. The Confederacy wants to clean out the pirates and criminals in Porta but fears Thaliba's reaction to such an attack.

NOTE—*For more information on Thaliba, Porta and Nilgeranthrib, see* **Tower of the Dead**, *an adventure module for Powers and Perils.*

LANGUAGE

Thaliban	100%(0%)	Portan	5%(60%)
Rogizini	(5%)	Fomorian	10%(0%)
Aratad	5%(15%)	Shandar	(5%)
La'Ced	5%(10%)	Gomese	5%(10%)
Salaqi	(10%)	Marentian	5%(15%)
Donaran	5%(5%)	Zen'dali	(10%)
Zarunese	5%(20%)	Climan	5%(10%)
Kolari	(5%)	Bhamoti	5%(5%)
Thaban	5%(10%)	Cerulean	(5%)

NOTE—*The values in parentheses are used by natives of Porta.*

THE THALIBAN TRIBES

Map Location—10 and 15

The cities in this area became duchies as part of the Thaliban decentralization (842TH). In the year 1020TH they gained complete independence. Twenty years later (1040TH) the Duke of Alzira, maddened by his desire to recreate the Thaliban Empire under his leadership, was seduced into seeking power from Nilgeranthrib. Within two months after their bargain was struck, Nilgeranthrib ruled Alzira and the duke was a zombie. In the months that followed Nilgeranthrib desecrated Alzira. More than 13,000 of its citizens fled or were sacrificed to Nergal. The remainder became servants of Chaos.

With Alzira in hand Nilgeranthrib began a campaign of diplomacy and terror against the forest cities. When he was ready (1067-1070TH) he moved against these cities and conquered them. During the next decade (1070-1082TH) he welded them into a nation subjugated to his will.

Throughout this period of consolidation, the Society of Light interfered with Nilgeranthrib's plans. Finally (1082TH) he tired of their interference and his armies, living and dead, marched on Thalib. For a full year he besieged Thalib and used his mightiest magics to punish its defenses. (*At one point he breached an inner wall and endangered the city proper. No other force has ever succeeded in doing this.*)

In the campaign of 1083TH, Thaliban agents gained the support of Zarun and the mountain cities. These forces struck Nilgeranthrib from the rear while the elite forces of Thaliba, led by the Zarunese hero Melanius Zendar (*the first bearer of Life Sword*), fixed his host in a battle to the death. In the battles that followed Nilgeranthrib was slain, his host was routed and the city of Alzira was completely destroyed. (*Its entire population was killed or enslaved by the victors.*)

For ninety years the mountain cities ruled the forest and grew decadent from their wealth. In the west, Zarun became a nation. Elsewhere, Nilgeranthrib achieved human form and he was reborn. In the year 1172TH he led legions of the dead against the mountains and the forest, slaying their people whereever he found them. The few who survived sought refuge in the wilds and began a barbarious fight for survival. To give permanence to their fate, Nilgeranthrib laid terrible curses on their cities and hunted them mercilessly for years.

Since Nilgeranthrib's victory the descendants of these cities have become barbarians who fear cities and dread the power of Chaos. Their days as a civilized culture are a faint and terrible memory to them. To these people, the true name of the Devil is Nilgeranthrib.

POPULATION

The Thaliban tribes are the Batani (20,000), the Woumai (18,000), the Ursmai (17,000), the Tilini (14,000) and the Bumai (11,000). Their total population is 80,000 with 16,000 warriors.

ECONOMY

A barter system operates in this area. The tribesmen shun money, a product of cities, as a cursed talisman of doom.

RELIGION

The tribes worship Law, especially forces committed to perpetual combat against Chaos. Their faith has degenerated into a shamanistic version of the original Thaliban faith.

PERSONALITY

Thaliban tribesmen are paranoid, defensive and hostile. They suspect all strangers, especially civilized people (*who they believe to be cursed*). They have an aversion to cities and a virulent hatred of Chaos. Among their own they are kind, generous and trusting. Outsiders who enter their land, civilized or not, are hunted down and killed. Only rarely, and then only for a good reason, will they make any exception to this rule.

NOTE—*The Tilini allow people to travel through their land on the road. They sometimes demand food and drink from these travellers. Only rarely will they attack them. They will kill anyone who they find off of the road. (The Thalibans give the Tilini a yearly tribute in trade goods to allow this small part of their territory to be defiled by the civilized. Otherwise, they would attack all travellers who enter their land.)*

LEGAL SYSTEM

Clan war chiefs rule the tribes. Within the code that the tribes follow the chief's word is law for his clan. Only chiefs are allowed to read, and interpret, the ancient writings that make up the code. The position of war chief is hereditary.

Criminal punishments are meted out according to the code. Common punishments are fines, servitude, slavery and death. The penalty for a non-chief who is caught reading, or touching, a volume of the code is:

A) The felon is nailed to a tree with nails driven through his hands, feet and stomach. (*The stomach nail is driven such that it will take days to kill the felon.*)

B) The felon is hooded and gagged. He is then left alone to be eaten by the creatures of the forest.

ALLIES

The forest tribes (*the Tilini and Batani*) are paid by Thaliba to allow travellers to pass on the road (*the Tilini*) and to prevent invaders from passing through the forest (*the Batani and the Tilini*). The mountain tribes have no allies.

ENEMIES

Nilgeranthrib is the perpetual enemy. The Zen'da often fight these tribes. They consider these warriors to be honorable enemies who are well worth fighting.

LANGUAGE

Thaban	100%	Zen'dali	10%
Marentian	5%		

TICASI

Map Location—6

In the year 206SA the Kingdom of Salaq took Ticasi from the Empire of the Ced. For the next 225 years Ticasi belonged to Salaq's king. In the year 431SA Armanthar, a great scholar, proposed that Ticasi could serve Salaq better as a scholastic center than as a royal fief. In the year 438SA the King of Salaq was convinced. He named Armanthar Royal Governor of Ticasi and authorized him to create a tax-exempt scholastic center with full internal independence. During his reign as Governor (438-496SA), Armanthar dedicated his life to this task. In the year 479SA he formed a Council of Scholars to rule after his death and received an writ automatically investing its chairman as the Royal Governor of Ticasi. When he died (496SA) his body was preserved, incorruptibly, and placed in the Royal Chamber to serve as an inspiration to the Council.

After Armanthar's passing the land was stable. In the year 702SA a plague struck the city and killed more than 12,000 people in the 18 years that it lasted. To counter its threat the Council of Scholars overcame their revulsion for interfering in the affairs of others and passed the Edict of Respite (720SA) by a 16-7 vote.

NOTE—*The Edict of Respite was a draconian measure. It established a firm code of cleanliness and order, banned the wearing of personal weapons in public, established curfews and created a constabulary to enforce the will of the council.*

The Edict of Respite stabilized the land until the year 1000SA. In that year the Donarans entered Ticasi. To forestall a large invasion the Council accepted a Donaran resident and began paying a yearly tribute, on the restriction that Donarans in Ticasi would be subject to Ticasi law. (*Because of their troubles in Shiben, the Donarans accepted.*) Soon after the Donaran presence became fact, the Council created the National Guard (1004SA) and the Coastal Patrol (1009SA) to protect their land. Since this time, they have been at peace.

POPULATION

The capital is the city of Ticasi (19,000). The nation's total population is 75,000. Ticasi's armed forces are divided into three groups. The Constabulary has 200 footmen in chainmail located in Ticasi as a garrison and a police force. The National Guard consists of 1,200 foot militia and 400 horse militia from the countryside around Ticasi. All of them are trained. The Donaran resident commands a force of 400 footmen camped outside of the city of Ticasi. Ticasi's fleet, the Coastal Patrol, consists of 10 warships including 1 trireme. No Donaran warships are based in Ticasi.

ECONOMY

Ticasi uses organized and efficient agricultural methods. They have a large fishing fleet. Their trade revolves around the exchange of knowledge for the raw materials and goods that they lack. Ticasi is one of the most important centers of learning in the world.

RELIGION

All faiths except those that practice "dirty" rites are tolerated in Ticasi. Law oriented religions are favored.

PERSONALITY

The people of Ticasi are devoted to logic and rational behaviour. Over 90% of their people are literate in *at least* one language. Most citizens strive towards the national purpose of scholastic excellence. Most of them are intellectuals with an aloof and passive nature. Violence is a last resort in this culture. Intellectual curiosity, especially within one's field of interest, is their life.

LEGAL SYSTEM

Ticasi is ruled by a 23-member Council of Scholars. All decisions of national importance are decided by this council. Its leader is called the Master Scholar. No meeting can be held without his presence. Council members are selected by scholastic competition in each of the recognized fields of knowledge, as defined in Ticasi.

Ticasi has a complex justice system. A full trial takes months in minor cases. In major cases it can take years. While awaiting the resolution of a case suspects are confined in private rooms in the Council's prison. Ticasi has no law that provides for bail or parole. Unless a suspect has influence with the judge, a council member or some other important person he remains in jail until his case is decided. (*If he is found innocent he is paid 1GC per month spent in jail to repay him for his time. All prisoners are allowed to study while they are confined if they choose to do so.*)

Criminal penalties in Ticasi are public service (*street cleaning, sanitation work, etc*), imprisonment and death. All major crimes are punished by death. Some things that are major crimes in Ticasi are murder, carrying a concealed weapon, excessive slovenliness (*after multiple offenses*) and the performance of "dirty" rites of magic (*Necromancy, Death, Disease or Plague spells, etc*). An actual sentence of death requires majority agreement by the Council of Scholars. If they disapprove, the sentence is changed to life in prison.

ALLIES

Ticasi pays tribute to Donara. They have harmonious relations with Shiben. They are loyal to the memory of Salaq and help citizens of Salaqara when they can.

ENEMIES

Ticasi dislikes Chiros, a land of wastrels, and detests Clima, a dirty land of evil magicians. They fight piracy and have nothing to do with those who harbor pirates.

LANGUAGE

Salaqi	80%
Any tongue within 200 miles	40%
Any tongue from 200-400 miles	20%
Any tongue from 400-800 miles	10%
Supernatural Tongues	5%

NOTE—*The distances above are measured from Ticasi to the border, for a civilized nation, or closest tribal center, for barbarians.*

SPECIAL NOTE

THE COUNCIL OF SCHOLARS

The recognized fields of knowledge, in Ticasi, are Agronomy, Art, Astronomy, Ceramics, Engineering, Geography, History, Husbandry, Jewel Crafts, Linguistics, Magic, Medicine, Metal Crafts, Military History, Music, Navigation, Physical Sciences, Politics and Law, Religion, Sanitation and Writing. There are 22 fields of knowledge. The council is chaired by the Master Scholar who is the ruler of the land.

Competitions for seats on the council are held every two years. The single person with the most knowledge in a given field wins its seat. It is his until he loses it.

To become Master Scholar a candidate must earn a seat on the council in two different fields of knowledge (*at different times*), must have served on the council for at least ten years consecutively and must be at least 40 years old. The Master Scholar is elected by acclamation of the council. Sixteen votes, out of a possible twenty-two, are required to elect a new Master Scholar. He holds the seat for life or until the council decides that someone else is more qualified.

NOTE—*The current Master Scholar, Hovan Vachera, won seats for Astronomy (4 years), Magic (12 years), Navigation (2 years) and Linguistics (4 years) in his career. He has also served as Ambassador to Donara and Grand Admiral of the Coastal Patrol. He is* 73 *years old and has been on the council, in varying posts, for more than* 40 *years. He has been Master Scholar since the year* 1082SA. *He is likely to retain the post until death.*

THE TIMBAZA

Map Location—2

The Timbaza are peaceful fishermen and hunters. They only fight in self-defense. They have never been known to invade another people and have suffered greatly as a result.

POPULATION

The Timbaza have a population of 24,000 with 4,000 warriors.

ECONOMY

A barter system operates in this area.

RELIGION

The Timbaza worship Omael and revere all life. They never take a life without apologizing to the spirits afterwards. A great deal of placatory ritual is tied in with hunting, fishing and warfare in their culture.

PERSONALITY

The Timbaza are a friendly people who are timid, but kind and generous once their trust is earned. Most of them are talented artists who prefer art to war as a vocation. When they must fight they are sneaky warriors. They fight from ambush when combat is unavoidable. (*Timbaza villages are concealed and camouflaged. When a village is threatened, it can, literally, pull up stakes and move on an hour's notice.*)

LEGAL SYSTEM

The Timbaza are ruled by the elder of their royal line. The penalty for minor crimes is ridicule, ostracizement or minor forms of mutilation. For major crimes the felon chooses between slavery and banishment. Most members of this culture choose slavery. All trials in this land are conducted by the shamans.

ALLIES

None.

ENEMIES

The neighbors of the Timbaza consider them to be cowards. In times when no manly adventure is available, they take pleasure in raiding the Timbaza and exhibiting their hatred most graphically. The Timbaza are often raided by Kakana and Ghazai slavers.

LANGUAGE

Timbaza	100%	Fomorian	20%
Kakana	10%	Sair'a'cili	25%
Ghazai	20%		

TREAUS

Map Location—6

In the year 1719AK A'korchu conquered the area and forced the natives to build a city for the Korchi and a large group of Trean hostages. Throughout the Korchi reign (1719-1845AK) the Treans learned civilized ways and resisted the Korchi faith. In the year 1845AK, with the help of the Elf Sidh, they drove the Korchi out of the land. Under Queen Rea, Mistress of the Wild Wood, they formed a civilized nation with a true monarchy.

In the year 2067AK, Chirea the Good and Albus the Beneficent, the dual monarchs of Treaus, formulated the Trean Mysteries. Since that time, Treaus has been a kind land with reverence for life and a close tie to the Sidh and other Elder races.

NOTE—*The Korchi calendar is only used as a reference point. The actual Trean calendar varies.*

POPULATION

The city of Treaus (9,000) is the capital of a nation with 73,000 citizens. Their army is divided into two groups. The Trean Guard has 200 elite footmen (*the Queen's Guard*), 600 footmen (*the King's Guard*) and 400 cavalry (*the Temple Guard*). The army contains 800 footmen and 6,000 militia. They have no fleet.

ECONOMY

Trean timber, craft goods and art are prized. The Treans also trade with the Sidh and gain wealth in doing so. Treaus is poor in metal, salt and spices. They import these commodities.

RELIGION

The Treans worship the Elder Gods, especially the Gods of the Sidh. Their religion features secret ceremonies in hidden groves and temples that are only for the eyes of the initiated. Any other person caught witnessing a secret ceremony loses his eyes and his tongue.

PERSONALITY

Treans are kind, generous and gracious. They go to great lengths to make strangers comfortable, and to convince them to stay in their city. (*This is especially true when the Queen is nearing the end of her reign.*) When their hospitality is taken advantage of, or a "new friend" tries to leave the city, they are offended. In such cases they are petulant and childish. If attacked or insulted, especially when they have already been offended, they can be very violent.

Visitors who violate the mores of Trean society, or the sanctity of the sacred rites, are treated with merciless hostility. If the visitor sees something that he shouldn't, he suffers the penalty in the Religion section. If he does something more serious, he will be (*literally*) torn to pieces if the mob catches him.

LEGAL SYSTEM

Treaus is a dual monarchy. The Queen is an absolute monarch in peacetime. She controls everything except the King's Guard. During a war the King rules the army and must be supported by the Queen. In peacetime, he is powerless.

Succession for the Queen is matrilineal. Daughters of the reigning queen are raised by the Priestesses of Treaus and are kept in total seclusion until they take the throne. All Queens ascend the throne between the ages of 16 and 25. Reigning Queens abdicate and "join the gods of the forest" when they begin to undergo menopause. (*The queen, and her king, are sacrificed to the wood.*) Daughters older than 25 when this time comes become Priestesses. Male children of the royal couple are given to the Faerry Sidh.

The King is selected by an athletic and literary contest. All men in the city, ages 20—30, must compete in the athletic competition. The ten best athletes are tested for their literary talents. The one who wins is the king. (*Non-finalists in the athletic competition are free to go. Finalists in the literary competition are sacrificed to the wood to sanctify the new Queen's reign.*)

There is no crime in Treaus. No Trean would steal and, by communal agreement, all foreigners are given what they want (*within reason*). What justice system does exist is administered by popular opinion or the Priestesses. In all cases, only the two punishments listed previously are possible.

ALLIES

None. Treaus has been aided by the Sidh in the past but they are not allies. They have an agreement with Dirllar for joint defense against the Korchi but neither nation is likely to honor it if only one of them is attacked.

ENEMIES

Both A'korchu and Dirllar want to conquer Treaus. They refrain from attacking because they are unsure of the significance of the Trean Mysteries and are unwilling to risk a war with the Sidh.

LANGUAGE

Trean	100%	Elf Sidh	20%
Tongues within 200 miles	40%	Faerry Sidh	20%
Tongues from 200-500 miles	5%	Other Elder tongues	10%

VALHEIM

Map Location—11

Valheim was a fortress of the Empire del'Nord until the year 143SA. In that year a barbarian host entered the plateau, sacked Nevarsa and put the fortress under siege. For the next thirty years the people in Valheim fought for survival. In the year 0VA, Norgal the Mysterious formed the Miracle of Valheim around the fortress and drove the barbarians into the mountains in fear. Following this victory, Norgal was named Marshal of Fortress Valheim.

During Norgal's reign (0-36VA) a city rose around Fortress Valheim. Under the protection of Norgal's magic, the people moved out of the fortress and repopulated the plateau. In the final years of his reign (30-36VA) Norgal formulated the Valhani Mysteries, as a faith for his people, and used them to gain friendly relations with the Assiran, the old barbarian enemy. By the year of his death many of the Assiran had converted to the new faith.

Lochan the Deliverer (36-52VA) succeeded Norgal. His reign saw the conversion of the Assiran to the new faith, the foundation of the Society of Tyr (44VA) and Valhani control over the nearest Assiran tribes. On his death, the Assiran controlled a solid ring of barbarians who protected them from discovery by the outside world. This remained the case for nearly 700 years.

Under Tholal the Foolhardy (733-736VA) Valheim experimented with conquest. Aided by the Assiran, they invaded the Kameran (733VA). After three years of fighting Valheim's army was broken on the walls of Ancient Moss Fortress and Kameri bands began to pillage the Valhani Plateau. In the final attack on the fortress, Tholal was slain. The new ruler paid the Kameran a 3,000 weapon weregild in exchange for peace and withdrawal from the Valhani Plateau.

Since this tragedy Valheim has sought isolation. In their eyes, Valheim's security lies in the fact that they are a legend to everyone except their friends. They have no desire to seek power. Tholal proved the foolishness of this course of action with his death.

POPULATION

The city of Valheim (15,000) controls a nation with 78,000 citizens. Their army consists of 1,200 footmen, 400 cavalry, 600 Assiran mercenaries, 1,600 militia (*drawn from the population of the plateau*) and 200 Warriors of Tyr.

NOTE—*The* 200 *members of the Society of Tyr are Valheim and Assiran's finest warriors. All of them have a wolf brand on their right arm and have had their left hand bitten off by a temple wolf*

as part of their initiation. Each wears a silver ornament that covers the stump of his left arm and can be used as a weapon. With the nation's nobility, these warriors are the masters of Valheim.

ECONOMY

Valheim is the only city within 200 miles of the Assiran and the Kameran. It receives raw materials, gems, metal goods and other items in exchange for its wares.

RELIGION

The Valhani Mysteries center around the worship of Odin and Tyr. Odin is the god of the elite and the educated. Tyr is worshipped by warriors and soldiers. Among devout warriors, especially the Society of Tyr, the worship of Tyr is fanatical.

PERSONALITY

Valheim's society is disciplined and orderly. City dwellers are obedient, loyal and orderly individuals. As a rule, they are a harsh, matter-of-fact people who are paranoid about the dangers of the outside world and those who live there. Citizens of the plateau are more independent. They are generous and kind towards strangers who do not threaten them. Most would give a traveller the shirt off of their back, unless he tried to take it.

All citizens of this nation are extremely protective of their families and property. They will defend either regardless of how badly they are outnumbered. They are a courageous, possessive and disciplined people.

LEGAL SYSTEM

The ruler of Valheim is its hereditary Marshal. He chairs a council composed of District Governors (*hereditary Generals*), army commanders (*Colonels*) and religious leaders (*Colonel Bishops*). Each social class has a fixed rank, depending on the power of the individual family or the job that it is responsible for. All are required to obey persons of superior rank as if they were in the army. (*Outside of the city, this system is very informal and can be ignored. In the city, it is important.*)

The most heinous crimes in Valheim are theft and murder. Of the two, theft is worse. A thief loses his hands and his eyes and is banished into the mountains. Murderers are branded on the forehead and banished into the mountains. People who are marked in either way are shunned by the Assiran. The penalties for lesser crimes in Valheim are corporal punishment and imprisonment (*at hard labor*). The nation has no death penalty, though banishment unarmed into the mountains is, if anything, worse.

ALLIES

Valheim is allied to the Assiran and has friendly relations with the Kameran.

ENEMIES

None.

LANGUAGE

Valhani	100%	Kameran	10%
del'Nord	5%*	Assiran	30%

*An archaic tongue spoken by religious elders and members of the Society of Tyr. It is a corrupted form of the native tongue of the Empire del'Nord.

THE VASSA

Map Location—16, 17, 21 and 22

The Vassa are peaceful hunters who have lived in their land since the great migration. Periodically, they are raided by their neighbors. Such raids are always returned with equal fury. They are a vengeful people.

POPULATION

The Vassa tribes are the Pavassa (25,000), the Nivassa (20,000) and the Voloravassa (15,000). Their total population is 60,000. They can field 12,000 warriors.

ECONOMY

A barter system operates in this area.

RELIGION

The Vassa are animistic and shamanistic. They give praise to Manu but reserve their greatest devotion for the spirits of the wood and hills.

PERSONALITY

The Vassa are skilled hunters and warriors. They prefer peace to war and enjoy trade, entertaining festivals and the solitude of the wood. They have a reputation as quick thinkers and generous friends. When angered, they are cunning adversaries who can be tenacious, brave and energetic. As a rule, once angered, they continue to fight their enemy until he ceases his depredations against them and they have been suitably avenged for the original attack.

The Vassa are a kind people with a core of steel. They do not interfere in the affairs of others and will not tolerate interference in their lives by outsiders. Trifle with the Vassa at your peril.

LEGAL SYSTEM

The Peace Chief of a Vassa clan is its greatest shaman, trader or artisan. He is the mediator of all disputes within the clan. The clan's most renowned warrior or hunter rules during war. He is the absolute master of the clan for the duration. When the war ends, he gives up his power and returns to peaceful pursuits.

The Vassa punish crime with ridicule (*minor crimes*) and banishment (*major crimes*). Any crime too serious to be resolved by ridiculing the felon requires that he be banished for ONE year. If he lives past the anniversary of his banishment he may return. In the eyes of the Vassa, it is not for them to decide a man's fate. If he lives and returns, fate has judged him guiltless or has exonerated him. If he doesn't return, that is fate's affair.

The Vassa are dedicated to peace. Unless they, their possessions or a member of their clan is threatened they will never raise a violent hand against another person.

ALLIES

None.

ENEMIES

The Vassa are raided by their neighbors. They do not consider themselves to be anyone's enemy.

LANGUAGE

Vassa	100%	Helva	10%
Omava	10%	Rhuska	10%
Assiran	10%		

ZARUN

Map Location—10

Eastern Zarun was part of the Thaliban Empire until 842TH. Its western areas were part of the Empire of the Ced. The west gained its independence (*which was later lost during the reign of Theosovius the Magnificent*) in the Irava Rebellion. Until the advent of Nilgeranthrib, the east was composed of independent fiefs, somewhat dominated by the Duke of Zara. The west was dotted with villages and family farms with little connection to each other. With the threat of Nilgeranthrib, and the Duke of Zara's participation in the war (1083TH), the fiefs and villages united to join in the war. In this great campaign the Zarunese sacked Alzira. After the war Duke Lochar Zomoza declared himself to be King and forced his will on all of Zarun. When his claim was supported by Melanius Zendar, the slayer of Nilgeranthrib, wielder of Life Sword and Zarun's greatest national hero, the other leaders complied.

The Zomozan dynasty, beginning soon after the poisoning of Melanius Zendar (1086TH), was a despotic regime. Under Lochar and two descendants the people were crushed by taxes and ground into the dirt. In the year 1132TH, with most of the nation on the verge of revolt, the army executed Lochar III.

After the coup the army formed a military council to rule the nation. When the hosts of Nilgeranthrib entered Zarun this council elected Priam Zendar (*the bearer of Life Sword*) Dictator of Zarun. Under his leadership the forces of the lich were destroyed. With total victory, Priam refused to step down. He proclaimed the rule of the Dictatorship. For two years he ruled the land with an iron

fist until, jaded by his power, he became overconfident. He returned to his family's farm to visit relatives. There, a mob of peasants trapped him and burned his manor house to the ground with him inside it.

The death of Priam Zendar led to 20 years of anarchy. Eventually, the military regained power and unified the land by promising complete freedom to its citizens. To enforce this, and lay a framework to insure its permanence, they issued the Duties of Power (*the basis of Zarun's legal code to this day*). Over the next 100 years this code made Zarun a nation.

In the year 1343TH the Don Host entered Zarun. While there, they raided many villages and always met stout resistance. Eventually the main host moved west and Zarun allowed those barbarians who chose to stay to become citizens. Since this time Zarun has fought wars against the forces of Nilgeranthrib, defeated Iravoy in a major war (1614-1626TH) (*instigated by agents of Nilgeranthrib*) and formed a defensive alliance with the Confederacy. Except for the perpetual war with Nilgeranthrib Zarun is a peaceful land with a gentle people.

POPULATION

The capital is Zara (13,000). The total population of Zarun is 98,000. Zarun's army contains 800 mercenary footmen, 400 elite cavalry and 10,000 militia. The fleet has 16 warships including 1 trireme. Five of these ships are mercenary vessels.

ECONOMY

Zarun is an agricultural land with fine herds. Its forest produces fine wood. The land is poor in metal. Most of the fine goods that they use are imported. Due to the high prices that this causes, and the nature of the Zarunese people, most citizens strive to be as self-sufficient as possible.

RELIGION

Except for a compulsive loathing of all Chaos practices, the Zarunese are tolerant. They fear magic-users. Superstitious citizens have been known to kill them at the slightest provocation.

PERSONALITY

The Zarunese are proud of their freedom, understanding when dealing with foreigners and friendly. Though they have a tendency to be miserly, they will aid others when they must. When their freedom or property is threatened they are stubborn adversaries. At other times, they are a kind and helpful people who hate anything that stinks of Chaos.

LEGAL SYSTEM

Zarun is a true democracy. Major decisions are made by a vote of all adult male citizens and property holders. During a major war the nation is ruled by a Dictator elected from the officers of the Horse Guard (*the elite cavalry*). He wields absolute power for the duration in areas where conflict is actually taking place. At all other times, and all other places, the nation is ruled by Councils of Elders at the county and national level. They are responsible for administering the law, acting as judges and seeking donations to support the government.

NOTE—*There is no taxation in Zarun. The government is supported by contributions from, and service by, its citizens. No non-felon can be compelled to give either if he does not wish to.*

Zarun's legal code is called the Duties of Power. It places the most severe penalties on those citizens who have the most power. Foreigners, unless they stress the fact that they are noble, are considered to have a station of ONE.

ALLIES

Zarun has an alliance with the Confederacy.

ENEMIES

Nilgeranthrib is the eternal enemy. They dislike the people of Iravoy and Clima but have little time to fight anyone except the Great Lich.

LANGUAGE

Zarunese	100%	La'Ced	20%
Marentian	15%	Zen'dali	25%
Thaban	15%	Donaran	10%
Aratad	20%	Portan	15%
Climan	5%		

SPECIAL NOTE

LEGAL PENALTIES IN ZARUN

Different social classes are subject to different penalties for the same crime. The table below lists the basic penalties under this system:

	CRIME LEVEL		
STATION	MINOR	MEDIUM	MAJOR
0-2	A Fine	Corporal Pun.	1D6 yrs. Service
3	Corporal Pun.	Mutilation	Life Service
4	Mutilation	2D6 yrs. service	Death
6	2D10 yrs service	Death	Death
10	Life Service	Death	Death

The standard fine is **2D10CC**. It is kept by the government. Corporal punishment (pun.) is a whipping, **2D10** lashes with a heavy whip. In mutilation, part of the felon's body is branded. Service indicates that the person is enslaved to the state for the duration indicated. Most people who suffer this penalty are put into an active militia force that fights the war against Nilgeranthrib. Whenever the death penalty is given the felon is drowned.

THE ZEN'DA

Map Location—6, 7, 10, 11, 15, 16, 20 and 21

The Zen'da are hunters, herders and raiders who rule most of the continent's largest plain. They have had a dramatic effect on the kingdoms of the west. Between the years 520-600SA a massive Zen'da host assaulted the Plain of Cholchara, sacking every city and village in the area at least once. At the end of this epoch two tribes, the Cho'mas and the Ea'brad, settled on the Plain of Cholchara and held civilization in thrall for more than a century. Later, they played a key role in the formation of the Kingdom of Marentia by Jhamal Karestian.

Later (800-830SA) a greater force formed in the western steppes—the Don Host. The host was led by Xalan Horse-brother, a powerful Bra'mani shaman, and "the son of the moon" Don (*The name Don is not native to the Zen'dali tongue.*). With Xalan's aid Don formed a pan-tribal religious cult with thousands of followers. In the later part of the eighth century (785-800SA) this group was persecuted by the tribes and driven into the forests of the south. At this point Don determined that a continuation of the struggle for the steppes would be foolish. His host moved south.

Over the next two generations, under Don and his son, the host burned its way through Thaliba, Zarun, the Empire of the Ced, Salaq and E'lici. At the end of their epic migration they conquered E'lici and began the formation of the Kingdom of Donara. This invasion altered the course of western history and brought a new force of law into the area to help balance the might of Clima.

Since this last migration the Zen'da Plains have been quiet. The tribes concentrate on their normal pursuits—raiding, hunting, herding and war. All is well in the eyes of the Zen'da.

POPULATION

The Zen'da divide themselves into three major groups. Each speaks a different dialect of Zen'dali that is understood by people who speak any of the other dialects. The divisions are the Western, Central and Eastern Zen'da.

The Western Zen'da have seven tribes. They are the Bra'mani (28,000), the E'ponischa (22,000), the A'giat (19,000), the Stel'gult (18,000), the Cu'truna (14,000), the Feir'paz (12,000) and the Lap'schi (7,000). Their total population is 120,000 with 24,000 warriors.

The Central Zen'da have four tribes, the Fel'oros (26,000), the Draca'epi (23,000), the Fel'masa (17,000) and the Otte'mas (14,000). They have 80,000 people and 16,000 warriors.

The three Eastern Zen'da tribes are the Ga'fel'ora (35,000), the Noya'bova (23,000) and the Ser'manda (17,000). Their total population is 70,000 with 15,000 warriors.

The total population of the Zen'da is 275,000. They can field 55,000 warriors.

NOTE—*The Lap'schi are a new tribe composed of Feir'paz, Stel'gult and Cu'truna tribesmen. It formed as a result of a major war among the western tribes. The tribe's "Ga'sha" is Vlad Stonehand. They are supported by the Bra'mani (They were allowed to occupy part of the Bra'mani range as a homeland and took the western part of their land from the Stel'gult.).*

ECONOMY

A barter system operates on the plains.

RELIGION

The Zen'da are shamanistic and animistic. They worship elder forces, especially animal spirits, the sky and the wind. Lately, the Noya'bova have begun to embrace the chaotic faith of L'p'nth. The Feir'paz have always had a chaotic cult of some size (*one of its priestesses died giving birth to Vlad Stonehand, whose father was a demon*).

PERSONALITY

Zen'da warriors are dedicated to combat and the acquisition of useful property, i.e. animals, weapons, tents, wives and children. They are brusque and straight-forward men. It is critical to Zen'da warriors that their honor be beyond reproach. They will go to any length to prove, or defend, their honor if it is questioned.

In dealing with other men, i.e. warriors and strangers who are spoken for by warriors, the Zen'da are honest and honorable. Once a Zen'da warrior gives his hospitality to a man, that man has it forever unless he violates that warrior's trust in some way. (*In such cases, the betrayed warrior will seek to kill the betrayer. To turn a man's trust into a lie is a great insult among the Zen'da.*)

The Zen'da can be domineering and amoral towards non-warriors. By their definition, non-warriors are foreigners who are not spoken for by a warrior, Zen'da men who chose not to fight, women who are not spoken for by a warrior and women who are not members of their tribe. All fit in the "non-warrior" class because they are viewed as either enemies or unclaimed property. They are without rights unless they win some by proving their valor in combat.

Savage treatment of enemies and people who violate their taboos is a Zen'da tradition. In both cases, a Zen'da warrior is expected to be merciless. In cases where his trust is violated or his family is injured, the honorable warrior will pursue the person responsible tenaciously. If he finds him, he will try to kill him painfully.

LEGAL SYSTEM

The Zen'da are governed by their war chiefs. The one chief who the most warriors choose to follow is the tribal chief. The other chiefs lead their warriors under his direction.

NOTE—*The Zen'dali word for chief is "Sha." A tribal chief, i.e the chief that the most warriors choose to follow, is a "Ga'sha." Rarely, a powerful chief gains so large a reputation that warriors from more than one tribe follow him. These rare leaders are called "Ho'ga'sha." The requirements to become a Ho'ga'sha are:*

1) *The chief must be a deadly warrior. (Total OCV, DCV and best combat EL greater than THIRTY-FIVE)*
2) *He must have a reputation for leading his warriors to victory. (Many years spent raiding and leading warriors into battle successfully, i.e. at least 5 to 1 success to failure ratio.*
3) *He must be charismatic or intimidating in the eyes of his fellow warriors. (Of the two, the loyalty given a charismatic chief is much greater.)*
   Currently there is a Ho'ga'sha on the plains. He is Karistos Sierva, Claw of the Bra'mani, Ga'sha of the Bra'mani and master of the Bra'mani Black Claw lodge. Claw is a charismatic chief whose ability is legendary among the Zen'da. He has been followed by many of the western and central Zen'da tribes, primarily the Bra'mani, the Lap'schi, the E'ponischa, the A'giat and the Fel'masa. He personifies the ideal that Zen'da warriors try to attain.

Among the Zen'da, a crime is ANY action that interferes with the rights or property of a fellow warrior unjustly. Depending on the severity of the crime, the penalties are ridicule, a weregild, corporal punishment, mutilation, death and banishment. Trials are conducted by the shamans. They can include magical trials, trial by ordeal, trial by combat (*always to the death*) and trial by the felon's peers (*if he is a member of the tribe's warrior society*). The Shaman determines the type of trial and presides over it while it is in progress.

Crimes committed by an outsider are not subject to this system. (*An outsider is any person who is not a member of the victim's tribe.*) These crimes are avenged by hurting the felon to the same or worse degree as his crime hurt the warrior or his family. Nothing less will do.

EXAMPLE—An A'giat warrior steals a horse from a Bra'mani. To retain his honor as a warrior, the Bra'mani must steal a horse from the A'giat (*if he can't do something more damaging*). If he fails to make this effort he is dishonored. If he tries, and fails, he may suffer ridicule for a time but, eventually, his failure will be forgotten.

ALLIES

The Noya'bova are tributary allies of L'p'nth. Their acceptance of this status, and their conversion to L'p'nth's faith, brought great laughter to the other Zen'da tribes. They consider the Noya'bova to be cowards and fools. The Ser'manda have close relations with Ba'Rual. It is a friendship that has grown over centuries. Many blood ties exist between them. Karistos Sierva is the blood-brother and friend of Maros Karestian, the King of Marentia.

ENEMIES

The western Zen'da despise the Kazi. There is almost constant warfare between these groups. Most tribes fight their neighbors, Zen'da or not. (*This, in most cases, shows a love of battle, not hatred.*) The eastern Zen'da, especially the Ga'fel'ora, hate the Sarghut, the Humagi and the Helva. They are always on the lookout for these enemies.

LANGUAGE

Zen'dali* 100% Neighboring tongues** 10%

*There are three dialects of this language, as explained previously. They are mutually-intelligible.

**Where a given Zen'da tribe borders on another culture, the members of that tribe will have a 10% chance of speaking that culture's native tongue. Roll once for each neighboring culture.

SPECIAL NOTE

ZEN'DA WARRIOR SOCIETIES

Each tribe has a warrior society. These societies vary from fraternal lodges that most warriors can join to elite societies that only the finest warriors can hope to enter (*due to strict entry requirements and/or severe initiation tests*).

The tribes with fraternal lodges are the Feir'paz, Cu'truna, Stel'gult, E'ponischa, Otte'mas, Fel'masa, Ser'manda, Ga'fel'ora and Noya'bova. Twenty to forty percent of the warriors in these tribes belong to the warrior society. Most of the others are young warriors who will probably earn the right before they die. The tribes with elite warrior societies are the Bra'mani, A'giat, Lap'schi, Fel'oros and Draça'epi. In these tribes less than 10% of the tribe's warriors will ever earn membership in the society. All have severe initiation tests or severe entrance requirements or both. Of these societies, the Black Claw Lodge of the Bra'mani is the most feared and respected. The Fire Lodge of the Draca'epi has the most severe initiation test (*the warrior must enter the Valley of the Dragon, find a dragon scale or tooth and return alive*).



The battle flag of the God-Emperor—A'Korchu

HUMAN LANGUAGES

There are 78 human languages. This section is intended to add some clarity to the relationship between these tongues. This section details the major linguistic families of the continent as an aid to your use of the language rules and this module. A linguistic family is a group of related tongues, i.e. tongues whose usages and rules are similiar enough to show a distinct relationship between the members of the groups.

LINGUISTIC FAMILIES

There are twenty-one linguistic groups. Group members marked with an asterisk are Barbarian tongues. The others are civilized. Where "associated tongues" are listed, these tongues are considered to be related, through borrowing, though they are actually members of a different linguistic group. In most cases, the presence of associated tongues is a result of conquest by a member of the linguistic group they are listed under. You will also find certain tongues listed after the group members that borrow from one or more member tongues but are not associated. In these cases, the player who knows languages in the group may be able to pick up key words and phrases used in the listed language because they are local corruptions of words that are native to his language. The various linguistic groups are:

ARMANI

No western tongue is related to Armani. It borrows from Goidanese. According to some Goidanese scholars, who managed to learn Armani, it is closer to Elf Sidh than to any human tongue. In fact, Armani is related to Elf Sidh, Faerry Sidh and the Tongue of the Sidh. It is a corruption of those languages (*it does not have any of the magical significance of the Sidh tongues*).

BHAMOTI

Bhamoti, Rizeeli*, Balas* and L'p'nth's Desert tongue**.
**Use of this tongue has been outlawed in L'p'nth for centuries. It survives as a secret tongue, most commonly used by bandits, rebels and assassins in L'p'nth. The penalty for speaking this tongue in public is death by slow torture.

CALDAN

Caldan and Kazi*. Speakers of the Fierazi tongues* borrow certain words (*especially commercial terms*) from Caldan.

CED

La'Ced, Aratad, E'lici and Salaqi. Associated tongues are Irava, Xianese, Zarunese and Shazir.

CERULEAN

Cerulean, Patani* and Dallazi*. Associated tongues are Dhalrani, Balas*, Dechan, Bhamoti and Rogizini. The desert tribes of western L'p'nth also borrow extensively from the Cerulean language.

FOMORIAN

Formorian, Shandar*, Kolari* and Goidanese*. An associated language, borrowing from Goidanese*, is Armani.

IRAVAN

Irava and Xianese.

KAKANA

Kakana*, Ghazai*, Kalem* and Timbaza*. In the recent past the Izza* have borrowed heavily from this group, especially for terms dealing with drugs, slavery, torture, etc.

KAMERI

Kameri*, Assiran*, No'reas* and So'reas*. Valhani*, Omava*, Dirlla, Kazi*, Djani and Zen'dali* borrow from various members of this group.

KATAI

Katai, Chunai, Bayan and L'p'nth. The Sarghut* borrow certain phrases from this group. The Fomorian dialect of the Kingdom of the East has also adopted many words from this linguistic group. Some Kll'maun dialects are associated with Bayan.

KORCHI

Korchi, Dirlla and Trean. Associated tongues are Fomorian, Djani and Goidanese*. The Fierazi No'reas* dialect, especially that used by the Nethagen, has begun to borrow extensively from the Korchi language in the recent past.

LEMASAN

Lemasan, Matan, Taolisan and Dawanese. Associated tongues are "the Eastern Tongues" and Robari*.

NORDIAN

Djani, Ghiam*, Valhani and Novarischi. Associated tongues are Assiran*, No'reas* and So'reas*.

NYLASA

Nylasa*, Izza* and Mopazi*. The Fomorian dialect of Port Doman borrows from this linguistic group.

RO'BAB

Ro'babzan* and Shurani*. Associated tongues are Kiraza and the old tongue of K'lza'babwe**.
**Under the Lorcan emperors the old tongue is out of favor. Ro'babzan has been the official language of the nation since the reign of Ali Lorca. The old tongue is still used extensively in the city by the noble and merchant classes.

ROBARI

Robari is the only member of this group. They borrow from Matan and take a few words from Sair'a'cili.

ROGIZINI

Rogizini, Gomese, Climan, Dechan, Kiraza, Shazir, Sair'Kacili and Sair'a'cili*.

RHUSKAN

Rhuselska*, Yapanza*, Kll'maun*, Djakschi* and Omava*. The Kameri* borrow some terms from Omava*.

SARGHUT

Sarghut and Helva. Helva is spoken by the Helva and the Humagi. Few languages borrow anything from this tongue.

TEOSAN

Teosan and Dhalrani. The Cerulean tongue borrows from Dhalrani.

THALIBAN

Thaliban, Thaban*, Zen'dali*, Portan, Ba'Ru, Marentian, Donaran and Zarunese. Associated tongues are Salaqi, E'lici and Xianese.

BASIC CHARACTERISTICS OF THE BARBARIAN NATIONS

This section takes a closer look at the barbarian nations. The sections that follow detail their average physical size, favored weapons, and "earth equivalent" to give the Referee an idea of what the people look like and other notes of interest.

The Referee should use this section to determine what equipment encountered barbarians have. It may also be used to give Players a better idea of what barbarian characters from a specific culture could be like. As with all sections, the Referee may expand this addenda as he sees fit.

THE A'HA'KACILI Height—66″ Weight—150lbs
Favored Weapons— Light Lance, Scimitar and Composite Bow.
Earth equivalent—North African Berbers.
Other Notes—The Kacili prefer peaked helmets and flowing robes. When they choose to wear armor, only in battles, it is light leather or scalemail. The only shields used by Kacili are bucklers.

THE ARMAGH Height—68″ Weight—160lbs
Favored Weapons—War Staff, Bow, Club.
Earth equivalent—Irish.
Other Notes—The Armagh wear banded ring or chainmail in battle. They always wear helmets and often carry shields. In peace they dress in finely-woven cloth, furs and jewelry.

THE ASSIRAN Height—72″ Weight—200lbs
Favored Weapons—Axe, Sword and Spear.
Earth equivalent—Scandanavian.
Other Notes—The Assiran prefer to wear fur and leather. They dislike helmets and favor the use of heavy shields. Fur-covered boots are a common piece of apparel in this culture.

THE BAL'SANI Height—67″ Weight—165lbs
Favored Weapons—Bow, Spear and Sword.
Earth equivalent—The Riffs of Algeria and Morocco.
Other Notes—The Bal'sani use scalemail as a common item of apparel. They dislike shields and helmets. They favor strategies that allow them to hit enemies without risking damage themselves.

THE DALYA Height—68″ Weight—175lbs
Favored Weapons—Scimitar, Bow and Spear.
Earth equivalent—Northern Afghans and people of Southern Turkestan.
Other Notes—The Dalya commonly use bucklers, leather armor and leather helmets in battle. For everyday wear they prefer soft leather, fur and woolen vests.

THE DJAKSCHIL Height—66″ Weight—170lbs
Favored Weapons—Spear, Short sword and Bow.
Earth equivalent—Lithuanians, Latvians, etc.
Other Notes—These tribesmen only encumber themselves with shields, helmets and armor when they go to war. At all other times they prefer to wear furs, soft leather and homespun cloth. In war, their common armors are leather and banded ring.

THE FIERAZI Height—70″ Weight—180lbs
Favored Weapons—Longbow, Heavy Axe and Spear.
Earth equivalent—Gallic (French/Spanish), Swiss.
Other Notes—The Fierazi rarely use armor, shields or helmets. They favor soft buckskin and have a fondness, when not at war or hunting, for brightly colored capes and fine jewelry.

THE GHAZAI Height—69″Weight—170lbs
Favored Weapons—Spear, Javelin and Fighting Dagger.
Earth equivalent—Zulus.
Other Notes—The Ghazai carry a shield, spear and at least two javelins into battle. They rarely use armor and helmets. As a culture, they make minimal use of clothing. What clothing is used is made of fur or leather.

THE GOIDANESE Height—70″ Weight—185lbs
Favored Weapons—Spear, sword and hammer.
Earth equivalent—Irish, Welsh.
Other Notes—The Goidanese carry shields in battle and often wear helmets. Their common form of armor is Ring Mail and Leather. When not dressed for war they wear woven cloth and leather sandals.

THE HELVA Height—66″ Weight—145lbs
Favored Weapons—Light lance, sword and bow.
Earth equivalent—Turks.
Other Notes—The Helva use quilted armor and bucklers. They dislike helmets. Their cloth is brightly dyed in purple, yellow and/or red.

THE HUMAGI Height—66″ Weight—145lbs
Favored Weapons—Scimitar, bow and sword.
Earth equivalent—Turks, Ugric peoples of Russia.
Other Notes—The Humagi prefer leather armor, leather helmets and bucklers. They are usually armed and armored. If not armored they wear a loincloth or other light garment.

THE IPANZA Height—64″Weight—140lbs
Favored Weapons—Spear, javelin and bow.
Earth equivalent—Laplanders.
Other Notes—The Ipanza do not use armor, shields or helmets. They prefer soft furs and leather as clothing and make extensive use of sleds and trained dogs. They are masters of survival on the tundra and can survive where few others can.

THE IZZA Height—66″ Weight—160lbs
Favored Weapons—Spear, fighting dagger, club.
Earth equivalent—the Ibo of Nigeria.
Other Notes—The Izza dislike helmets and shields. They wear scalemail on raids and in battle. For clothing, when they choose to wear any, they prefer furs and Fomorian cloth.

THE KAKANA Height—63″ Weight—140lbs
Favored Weapons—Daggers, javelin and bow.
Earth equivalent—Tribes of the Eastern Congo especially those near the Rain Forests.
Other Notes—The Kakana never use armor. Both sexes in this culture wear fur or cloth loin cloths. Clothing is minimal among the Kakana.

THE KALEM Height—65″ Weight—145lbs
Favored Weapons—Bow, spear and club.
Earth equivalent—Hottentots of Southwest Africa.
Other Notes—The Kalem commonly wear g-strings. They never use armor and make minimal use of clothing.

THE KAMERAN Height—73″ Weight—210lbs
Favored Weapons—Great Sword, other heavy swords and axes.
Earth equivalent—Northern Germanic groups.
Other Notes—The most common equipment is scalemail, metal helmet, banded shield and bastard sword. Great Swords are commonly restricted to chiefs and warriors who have earned the right to wield them. Young warriors commonly use axes. For everyday wear the Kameran favor leather and, when they can get it, woven cloth. Their elite are armored in chainmail.

THE KAZI Height—67″ Weight—165lbs
Favored Weapons—Sword, composite bow and fighting dagger.
Earth equivalent—Cossacks, southwest american indians especially Navajo, Apache and Comanche.
Other Notes—The Kazi favor leather armor, scalemail, bucklers and leather helmets. Most warriors are armed with all of the weapons listed above. For normal wear they prefer leather and durable cloth.

THE KLL'MAUN Height—69″ Weight—180lbs
Favored Weapons—Spear, broadsword and axe.
Earth equivalent—The Anu of Hokkaido Island.
Other Notes—The Kll'maun use bucklers and leather armor in battle. For everyday wear they prefer hardened leather and fur.

THE KOLARI Height—71″ Weight—185lbs
Favored Weapons—Broadsword, hammer and axes.
Earth equivalent—Scotch, Welsh, Celts of Brittany.
Other Notes—The Kolari use leather armor and scalemail. They always carry a shield in battle if they are not fighting as an archer. Their everyday garments are fur or leather. Among the Kolaro Fomorian cloth is used extensively.

L'P'NTH TRIBES Height—66″ Weight—160lbs
Favored Weapons—Light lance, sword and daggers.
Earth equivalent—Syrians, middle eastern Arabs.
Other Notes—These tribes use leather armor and bucklers in battle. They rarely use helmets. Their common wear is flowing robes, with concealing face cloths, dyed in yellow or brown.

THE MOPAZI Height—66″ Weight—155lbs
Favored Weapons—Club, javelin, spear.
Earth equivalent—the Ashanti, West African tribes.
Other Notes—The Mopazi carry small bucklers and never use armor. Most warriors prefer to fight in the nude, clothing is little used in this culture. When clothing must be worn, they prefer woven cloth.

THE NYLASA Height—68″ Weight—170lbs
Favored Weapons—Spear, sword and javelin.
Earth equivalent—the Hausa and Fulani of West Africa.
Other Notes—The Nylasa use shields in battle. Their elite fight in tiger skins. Other warriors wear different furs. Except for battle, and ceremonial occasions, they rarely wear much clothing. They never wear armor or helmets.

THE OMAVOR Height—69″ Weight—175lbs
Favored Weapons—Sling, bow and spears.
Earth equivalent—Poles.
Other Notes—The Omavor wear woven cloth and soft leather. They rarely use shields, armor or helmets.

THE PATANA Height—67″ Weight—175lbs
Favored Weapons—Tulwar, light lance and fighting dagger.
Earth equivalent—Southern Afghan tribes especially the Pathan.
Other Notes—The Patana wear leather. In battle they use bucklers, scalemail and helmets. With the rise of the new Cerulean dynasty, they have taken to wearing finely-embroidered cloth in fine robes and capes.

THE RHUSELSKA Height—71″ Weight—185lbs
Favored Weapons—Axe, Mace or Club and Polearms.
Earth equivalent—Great Russian.
Other Notes—Rhuselska warriors use shields, leather armor and helmets. In war the use of banded ring and scalemail is common. When they are not armored they wear homespun cloth and furs.

THE RIZEELI Height—68″ Weight—165lbs
Favored Weapons—Bastard sword, sword and bow.
Earth equivalent—Greek, Southern Italian.
Other Notes—Most Rizeeli carry shields in battle. Many of them are skilled archers. They rarely use helmets and often wear leather armor or ring mail in battle. Their common wear is woven cloth and leather.

RO'BABZAN TRIBES Height—69″ Weight—175lbs
Favored Weapons—Spear, club and javelin.
Earth equivalent—Northern Bantu stock especially the Matabele.
Other Notes—The Ro'babzan's prefer fur and leather clothing. They often carry shields and wear leather vests in battle. Elite warriors are outfitted in scalemail. Most warriors wear fur-covered helmets and gauntlets in battle.

THE ROBARI Height—67″ Weight—170lbs
Favored Weapons—Poleaxe, broadsword and spear.
Earth equivalent—Arabs of East Africa, non-Berber only.
Other Notes—The Robari use leather armor, helmets and shields in war. For common wear they favor simple robes with full face coverings and cowls.

THE SARGHUT Height—69″ Weight—170lbs
Favored Weapons—Tulwar or Scimitar, composite bow and light lance.
Earth equivalent—Mongols.
Other Notes—Leather armor, scalemail, helmets and bucklers are often used in battle. Most Sarghut warriors carry all of the weapon forms above into battle. For common wear they prefer leather armor and furs.

THE SHANDAR Height—68″ Weight—170lbs
Favored Weapons—Battle Axe, broadsword and spears.
Earth equivalent—Most are Basque, some are Berber, many are a mixture of the two.
Other Notes—Except for the A'chalani (*who outfit themselves like the A'ha'kacili*) the Shandar dislike helmets and shields. They wear leather armor and rarely use missile weapons in battle. Many of them feel that a victory is more honorable if they fight an enemy face to face.

THE SHURANI Height—66″ Weight—160lbs
Favored Weapons—Club, fighting dagger and spear.
Earth equivalent—Black Malay stock especially the Malagasi of Madagascar.
Other Notes—The Shurani rarely use armor. They wear very little clothing in the summer and furs in the winter. When available, they prefer woven cloth and other civilized niceties.

THALIBAN TRIBES Height—68″ Weight—165lbs
Favored Weapons—Sword, longbow and spear.
Earth equivalent—the Goths, southern France, northern Italian.
Other Notes—Most warriors fight in leather armor, carry a buckler and take two of the three favored weapons into battle. They dislike cumbersome armor and helmets because they are "civilized" evils. Their common wear is buckskin and soft leather.

THE TIMBAZA Height—76″ Weight—180lbs
Favored Weapons—Spear, bow and throwing darts.
Earth equivalent—Watusi in size, Pygmy in attitude.
Other Notes—Warriors wear a quilted vest into battle. Helmets and shields are not common. Their common wear is cloth g-strings when any clothing is worn.

THE VASSA Height—70″ Weight—180lbs
Favored Weapons—Spear, sword and bow.
Earth equivalent—Southern Slavs especially Serbs and Bulgarians.
Other Notes—Warriors favor scalemail. They often use shields and rarely wear helmets. Their common wear is soft fur and leather.

THE ZEN'DA Height—72″ Weight—190lbs
Favored Weapons—Composite Bow, scimitar and light lance.
Earth equivalent—American Plains Indians, Cheyenne, Sioux, Blackfoot.
Other Notes—Most Zen'da warriors carry bucklers and rarely use armor. When they are armored, they use leather or banded ring. They dislike helmets. In general, they prefer to have maximum mobility and unrestricted vision in battle.

CHARACTERISTICS OF THE CIVILIZED CULTURES

Like barbarians, the major civilized cultures have certain factors common to them. This section will detail basic factors about the various cultures to add more flavor to adventures in their lands.

A'KORCHU Height—65″ Weight 145lbs
Common Weapons—Short sword, bow, fighting dagger.
Ancestry—The Korchi are a unique and ancient people. They tend to be dark-haired with pale complexions and light-builds. Pure-blooded Korchi are often albinos.

ARATAD CONFEDERACY Height—67″ Weight 140lbs
Common Weapons—Spear, Sling, Sword
Ancestry—The people of Aratad are of La'Cedi stock. See the Empire of the Ced.

BA'RUAL Height—70″ Weight 170lbs
Common Weapons—Scimitar, Fighting Dagger, Composite Bow
Ancestry—Ba'Rual's ancestors are, primarily, Zen'da barbarians and Thalibans. See Marentia for details.

BHAMOTIN Height—68″ Weight 165lbs
Common Weapons—Broadsword, Pike, Sword
Ancestry—The Bhamoti are related to the Rizeeli and the Bal'sani. They merge the appearance of those peoples.

CALDO Height—67″ Weight 165lbs
Common Weapons—Pike, Short Sword, Javelin
Ancestry—Caldans are of Kazi stock. See the Kazi.

NERID AND THE EMPIRE OF THE CED Height—67″ Weight 140lbs
Common Weapons—Short Sword, Spear, Crossbow
Ancestry—These people are La'Cedi. Most have dark hair and dark complexions. They tend to be dexterous and agile.

THE CERULEAN EMPIRE Height—68″ Weight 175lbs
Common Weapons—Scimitar, Spear, Bow
Ancestry—The Cerulean people are kin of the Patana and the Dalya. See those tribes. The people in the east are kin of Katai, those in the west are Rogizini and Bhamoti kin. Residents of the south, around Dhalran, are related to the people of Teos.

CHIROS, TICASI, THE SALAQI AND THE E'LICI Height—68″ Weight 150lbs
Common Weapons—Fighting Dagger, Sword, Spear
Ancestry—These peoples are of La'Cedi stock. They follow the characteristics of that group but are a bit larger, heavier built and lighter skinned.

CHOSHAI, REGIS BAYA, KATAI AND CHUNREY Height—64″ Weight 135lbs
Common Weapons—Swords, Spears, Polearms
Ancestry—The Katai peoples are unigue. Most have black hair, oriental eyes and skin of a vaguely golden color. Citizens of Dzhamou, Choshai and Tirat vary somewhat. They have a paler complexion and are about 5% heavier, i.e. a 142lbs average.

DECHAT, GOM, JA'XON, NO'MAL, ROGIZINI AND THE SHAZIR OF SHIBEN Height—68″ Weight 155lbs
Common Weapons—Scimitars, Daggers and Bows
Ancestry—The Rogizini peoples, in the main, have sun-darkened skin and brown hair. Most are long-legged and agile. Rogizini dancers can be exceptional.

CLIMA Height—66″ Weight 140lbs
Common Weapons—Spear, Sling, Mace
Ancestry—The Climans are of Rogizini stock, though smaller with shorter legs.

DJANESBORG, VALHEIM AND NOVARASK Height—70″ Weight 195lbs
Common Weapons—Axes, Heavy Swords, Spears
Ancestry—Like the Ghiamem, these nations are descended from the Empire del'Nord. They are light haired and heavily built.

DAWANA, LEMASA AND MA'HELAS Height—62″ Weight 125lbs
Common Weapons—Javelins, short sword, daggers.
Ancestry—The Lemasan family are small and dexterous people with a good deal of stamina. They tend to have light complexions, oriental eyes and light brown or black hair. The Ma'helan's, due to centuries of inbreeding with local barbarians, are 5% larger and 10% heavier than other members of this group, i.e. 65″ and 138lbs.

DIRLLAR AND TREAUS Height—66″ Weight 145lbs
Common Weapons—Swords, daggers and bows
Ancestry—Both of these groups have been strongly influenced by the Korchi. Neither is native Korchi stock. They have the basic appearance of the Korchi except they are more robust and their complexion is more of a flesh tone.

DONARA AND SHANDA Height—69″ Weight 170lbs
Common Weapons—Swords, Maces, Bows
Ancestry—Most Donarans are a mixture of Zen'da and La'Cedi stock. Civilized Shandans mix Donaran with Bhamoti, Gomese, La'Cedi, Fomorian and Shandar. Though dark hair and average features dominate for both, there is considerable variation in appearance in both cultures.

FOMORIA Height—71″ Weight 185lbs
Common Weapons—Swords, Spears, Polearms
Ancestry—The Fomorians are of the same stock as the Kolari, Shandar and Goidanese. Their appearance is a composite of these groups. The Fomorians of Aredan and Shestar have interbred with natives. Most of them are mulattoes, though they do not vary in size. The Fomorians of the Kingdom of the East have bred with Katai and Lemasan stock. They are 5% shorter and 10% lighter, i.e 67″ and 166lbs. In both cases, their appearance merges Fomorian standard appearance with that of the culture they have bred with.

KIRAZAN Height—68″ Weight—160lbs
Common Weapons—Lances, Scimitars, Composite Bow
Ancestry—The Kiraza are descended from Ro'babzan barbarians and A'ha'Kacili raiders. They merge the appearance of these groups.

L'P'NTH Height—65″ Weight—145lbs
Common Weapons—Maces, Spears, Javelins
Ancestry—The people of L'p'nth merge Katai with the local barbarian stock. Only the elite retain a Katai appearance. The other citizens are almost indistinguishable from the locals, i.e the people who lived here before the Katai exiles arrived.

MARENTIA AND ZARUN Height—70″ Weight—170lbs
Common Weapons—Broadsword, swords, spears
Ancestry—Most of these people are descended from Thaliba and the Zen'da. They are tall, well-built people with dark hair and high cheekbones. Many of their citizens have aquiline noses and exceptional strength. Citizens of Western Zarun have La'Cedi blood instead of Thaliban. Their appearance is closer to that specified for Donarans.

RO'BABZAN CITY-MEN Height—74″ Weight—210lbs
Common Weapons—Swords, spears, javelins
Ancestry—These people are descended from the sleepers of K'lza'babwe. Over time they have interbred, to some extent, with the local barbarians. This has darkened their complexions and decreased their size (Their average height was once 78″. As an example of their size, history says that K'bab the Conqueror was eight feet tall and weighed three hundred and fifty pounds.). The city people have chocalate brown complexions and straight, thick, black hair. All have aquiline noses, wide faces and square jaws.

SHIBEN Height and Weight—Vary
Common Weapons—Vary.
Ancestry—There are two cultural groups in Shiben, the Shazir and the Salaqi. Statistics on height, weight and weapons will be as specified previously for these people. There is little mingling between these peoples, though they are on very friendly terms.

SHURIKAL
The civilized citizens of Shurikal have the same weapons and appearance as Shurani barbarians. Their clothing is much finer, and their use of cosmetics and perfumes make a major difference, but, essentially, they are the same.

TAOLISA Height—67″ Weight—150lbs
Common Weapons—Sword, daggers, polearms
Ancestry—Taolisans are kin to the Lemasans but are much larger with heavier builds. Other than this, their appearance is identical.

TEOS Height—60″ Weight—130lbs
Common Weapons—Javelins, bows and daggers
Ancestry—The Teosans are an ancient race, descended from subject peoples who survived the destruction of the area's previous empire and the creation of the Wasted Lands. Most have swarthy brown skin, fine-boned features and coal black hair. The can be compared to earth's Indonesian peoples.

THALIBA AND PORTA Height— 68″ Weight—150lbs
Common Weapons—THALIBA—Sword, Polearms, Crossbow
PORTA—Daggers, Clubs, Swords
Ancestry—The Thalibans are an ancient people who entered the area more than 2000 years ago as barbarian invaders. Their appearance is very close to that listed for the Thaliban tribes, though their fine clothing, coiffures and cosmetics make them appear much handsomer. The Portans are the "mutts" of the Sea of Tears. They have citizens from all of the nations washed by its shores. Porta is a melting pot for this area.

XIAN AND IRAVOY Height—68″ Weight—180lbs
Common Weapons—Bows, Axes, Spears
Ancestry—These people date from barbarians who lived in the area before the Ced conquered it. They are a robust, heavy-boned, red-haired people who tend towards stockiness.

CULTURAL VARIATION
(OPTIONAL)

Each culture in this book has height, weight and other statistics listed for it. This information may be used to add flavor to your game and modify Characters to fit the culture that is chosen for them, if such a choice is allowed. The basic ways that this can be done are described in the following sections.

WEAPONS
The Referee may insist that a Character's first weapon skill be one of those that is favored by his culture. Thus, if he is a Portan, his first weapon, and the one that a Skilled Master can train him in if he gets that Special Event, must be a dagger form, clubs or the sword.

ARMOR
Each barbarian nation has specific armor preferences listed for it. The Referee may compel Players to abide by these preferences in purchasing their Character's initial equipment. Thus, a Character from a nation that dislikes helmets and doesn't use shields may not start with a helmet, shield or any shield skill. If his nation's only preferred armor is leather, and he wishes to have armor, he will have leather armor. There are other examples of reasonable limitations that can be applied. How they are, if at all, is up to the Referee.

HEIGHT
Different peoples have different average heights. In the basic Powers and Perils system, the average height of a male character is 70″. The female average is 63″. Characters from specific cultures may use the height statistics from that culture to modify their determined height (or they may pick a culture based on the height that they roll, a second option).

IMPORTANT—The height figures given in this book are the average MALE height for the culture. The average female height can be determined as follows:

A) Where the male height is 66″ or more the average female height is **10%** less, rounded up.

EXAMPLE—The average Ro'babzan city-man is 76″ tall. The average woman has a height of 69″.

B) Where the male height is less than 66″ the average female height is **5%** less, rounded up.

EXAMPLE—The average male height in Katai is 64″. The average female height is 61″.

To modify a Character's height to take account of this factor, the following procedure should be used:

A) Subtract the average height in the Powers and Perils system, 70″ for males and 63″ for females, from the cultural average for the culture the Character belongs to.

B) Divide the difference by TWO and round to the highest whole number value, i.e. 4.5 becomes 5, −4.5 becomes −5.

C) ADD the result to the Character's determined height. The result is the Character's actual height.

IMPORTANT—Use the system for determining weight as normal once the actual height is determined.

EXAMPLE—Your Character is a swordsman of Katai. His determined height is 68″. His actual height, 68+((64-70)/2), is 65″. (*Characters are given an advantage in this because they are exceptional humans and are more likely to be large.*)

IMPORTANT—Changes in height from the system above do NOT affect any of the Character's Native Ability scores. He will retain the values determined by his rolls.

BARBARIAN WARRIORS


NYLASA


OMAVOR


RHUSELSKA


RIZEELI


ROBARI


SHURANI


GOIDANESE


TIMBAZA


VASSA


DALYA


IZZA


KAKANA


ASSIRAN


BAL'SANI


KOLARI


KALEM


MOPAZI

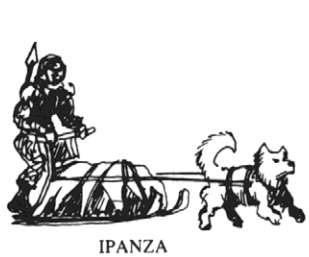

GHAZAI


THALIBAN TRIBES


GHIAMEM


RO'BABZAN TRIBES


FIERAZI


IPANZA


KAMERAN


KLL'MAUN


DJAKSCHIL


SHANDAR


KAZI


PATANA


ZEN'DA


L'P'NTH TRIBES


SARGHUT


A'HA'KACILI


HELVA


HUMAGI

CIVILIZED PEOPLES



A'KORCHU



ARATAD CONFEDERACY



BA'RUAL



BHAMOTIN



CALDO



NERID AND THE EMPIRE OF THE CED



CERULEAN EMPIRE



CHIROS, TICASI, THE SALAQI AND THE E'LICI



CHOSHAL, REGIS BAYA, KATAI AND CHUNREY



DECHAT, GOM, JA'XON, NO'MAL, ROGIZINI AND THE SHAZIR OF SHIBEN



CLIMA



DJANESBORG, VALHEIM AND NOVARASK



DAWANA, LEMASA AND MA'HELAS



DIRLLAR AND TREAUS



DONARA AND SHANDA



FOMORIA



KIRAZAN



L'P'NTH



MARENTIA AND ZARUN



RO'BABZAN CITY-MEN



SHIBEN



SHURIKAL



TAOLISA



TEOS



THALIBA AND PORTA



XIAN AND IRAVOY



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