

Legacies Players Guide

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Legacies Players Guide

Welcome to Pangea! Pangea is the world in which the live action role-playing (LARP) game Legacies takes place. This book is meant as a basic guide to orient new players to the races, nations, and other important aspects of the world in which the game takes place.

A LARP is as an interactive, social form of role-playing game in which the players are expected to physically act as they think their character would when interacting with other players and the surroundings in the gaming area. The players wear costuming and carry items that represent the physicality of their characters. In order for a character to perform an action in a LARP, the players is required to perform the action or another action designated as a substitute for reasons of safety, environmental limitations, etc.

This Guide is not a book of rules. The materials contained herein are either background for the setting or game policies.

Introduction

The story of our people, my people and yours, began centuries ago, during a time which has long since been forgotten. During those times there was no need for recorded history, for most was told orally from generation to generation, passing the lore and knowledge of our ancestors throughout time. It was during those times that a great kingdom existed, encompassing much of the great continent, a kingdom populated by humans and Sidhe. The Great Kingdom, which few remember today and much of the knowledge of which has been forgotten, was guided and protected by the Great Dragons that ruled the land. The people of the Great Kingdom believed the dragons to be gods, worshipping them as such. However, it was this belief that caused the upheaval known among the human and Sidhe people as the Dragon Wars, and changed the world and civilization forever.

During the time of the Great Kingdom of Sidhe and humans, there were other kingdoms and civilizations that existed in outlying areas. These lands were populated by monsters, goblinoids and giant kin, great and powerful creatures capable of easily destroying the resourceful though fragile Sidhe and human people. Thus, as legend states, the Great Dragons took to these people, helping to assemble them into one great kingdom, serving as their guardians and protectors from the dangers outside. For centuries, this is how the Great Kingdom survived, the appreciative people of the Great Kingdom paying homage to their Great Dragon protectors, their gods. During this time, the people were protected from monsters and other dangers, their kingdom was self-sustaining and prosperous, and they knew nothing but peace.

However, as with all things, all that may remain constant is the perpetual need for change, and that change came at the hands of a powerful Sidhe sorcerer who would grow to become the first known Arch Mage. Legend states that Baeltraven was a mild Sidhe, diminutive in stature and a powerful seer who had been born with the gift of foresight, one of the first known to the world. It was said that Baeltraven could see through the ripples of all that was known and watch the threads of fate and life as they became intertwined, transitioning from what was to be to what has become. Many were afraid of

this gift, but most saw it as a blessing from the Great Dragons, a blessing that would eventually result in Baeltraven's appointment as the Oracle of the kingdom. Similarly, magic, which had always been strongly believed to have been a gift from the Great Dragons, had always come easily to Baeltraven. His weak build and limited physical prowess coupled with unmatched intellect and an astonishing gift of foresight kept him within the safe confines of the kingdom and indoors where he could practice and develop his magical abilities in private. Baeltraven, though often quiet, was also quite stern and had the capacity to be bold and authoritative when he so desired. Yet, most often, he kept to himself, except when in regards to his closest friend and ally, his cousin Shaeldraven.

Just as Baeltraven's intellect and magical aptitude was unmatched by all others, as was the skill and precision for which Shaeldraven used his sword. Although the Great Kingdom knew no war, proficient fighters were necessary to keep the peace within the kingdom during minor disputes, as well as when hunting parties would depart from the safety of the kingdom in search of quality meats and other provisions. Shaeldraven, a powerful man of intimidating size and demeanor, had always possessed a natural aptitude for physically demanding skills, especially any which involved the use of his sword. He was well known throughout the kingdom as one of the best and most honorable warriors and a headstrong leader who would mercilessly fight for those to whom he was loyal, and Shaeldraven was extremely loyal to Baeltraven. Thus, when Baeltraven stumbled upon a discovery that would shake the Great Kingdom and force a nation of people to question their very faith, it was Shaeldraven who stood by his side, supporting and protecting him all the while as the Great Kingdom began to tear apart.

Baeltraven, raised as a strong believer in the gifts of the Great Dragons and taught that all magic was one of the many blessings bestowed upon his people by these great deities, was a devoted follower of these ancient orders. As a scholar and proficient mage, he studied these philosophies and sought to better understand these gifts. It was during his years of self-education in these arts that Baeltraven stumbled upon ancient and arcane magic's and in doing so, Baeltraven learned that the Great Dragons were not, in fact, the ones responsible for this power, they were not the source of all magic, but rather one of many mediums, many methods of channeling the magic. In short, Baeltraven discovered that we could all create our own magic, from the very energy of the world living and breathing around us, or even from within ourselves.

Crushed and disoriented, Baeltraven did not know what to do; seeking guidance he sought the aid of his closest and most trusted companion, Shaeldraven. However, Shaeldraven too was awestruck by the newfound knowledge that the Great Dragons were not the creators of magic, and although in his heart he knew that his cousin would never lie to him, he needed confirmation that it was, in deed, the truth. So, reluctantly, Baeltraven went on to prove that he could create his own magic, magic not known to be any gifted by the six Great Dragons of the six Dragon Orders. Baeltraven showed that through physically and mentally taxing rites, one could create astounding and lasting effects, such as by enchanting Shaeldraven's sword with powerful magic's and linking it to Shaeldraven so that no other may take the sword from him. Although that alone was enough to convince Shaeldraven that Baeltraven had unlocked a truth in the secrets of magic, Baeltraven went further to demonstrate the awesome power of his abilities. Through a series of complicated steps Baeltraven not only summoned a creature, a feat which had been unheard of until that time, but actually summoned a Great Dragon, then

quickly dismissed it, proving not only that the magic was not provided by the Great Dragons, but that they too were also subject to its power.

Steeped with ambivalence from the disillusionment of everything they had known to be truth, Shaeldraven and Baeltraven did not know what to do. They recognized that although this was an incredible discovery that it could easily result in upheaval within the Great Kingdom. Baeltraven attempted to use his gift of foresight to guide him to the right path, but the future seemed murky regardless of the path they chose, seemingly no easy answer to their predicament, leaving the two Sidhe to determine the path they were to follow on their own. After much deliberation, the cousins determined that although the information could prove to be devastating, as big proponents for shared knowledge, they decided that the people deserved to know the truth. However, although their intentions were well met and sincere, the effects of this knowledge would be felt all across Pangea, among every kingdom and civilization.

Knowing that no one would believe them, the cousins prepared to demonstrate the discovery. After gathering the kingdom together, Baeltraven and Shaeldraven announced the discovery. Shock and disbelief, which quickly turned into anger and accusations of blasphemy, spread across the crowd. It was then that with his commanding presence and merciless devotion Shaeldraven screamed at the crowd, his booming voice smothering their collective cry, bearing his sword toward them, warning them to stay back and allow Baeltraven, the revered Oracle of the Great Kingdom, the opportunity to present his case or he would dispatch of them all. It was then that it is said that Shaeldraven cried out his booming words, soaked in conviction and determination, "I call upon the ancients, call upon my ancestors, to give me the strength to destroy each of you and protect this man if you do not let him speak." It is said that as those words echoed over the crowd, raiment light emanated from Shaeldraven's body and sword, swathing him in a foreboding glow. Stunned, the crowd began to hush, and as if by pure intimidation alone, they stood quietly while Baeltraven explained what he had discovered. In awe, the kingdom watched as Baeltraven once again demonstrated his abilities, just as he had for his cousin.

Stunned gasps of astonishment echoed throughout the kingdom as Baeltraven concluded his demonstration, followed by a chilling silence. As Baeltraven scanned the crowd, watching as realization of the truth began to set in, he took a deep breath, preparing to remind the people that although the great dragons are not the deities they had once believed them to be, they were still their guardians, the reason why their kingdom was successful and peaceful. However, before Baeltraven could speak, cries of resentment and outrage began to explode from the populace. Wounded and betrayed, the people verbally unleashed their frustration. They were infuriated by the deception of the Great Dragon's tricking them into believing they were gods, so arrogant as to have themselves worshipped as such; the people demanded retribution.

Baeltraven and Shaeldraven attempted in vain to calm the populace, attempting to remind them that the Great Dragons had always been good to them, assisting in the formation of the kingdom and the union of the Sidhe and human people, and protecting them from monsters and other dangers. Baeltraven, still a follower of the Dragon Orders at heart, urged for the people to remember that although the truth of the Great Dragons was not as they once believed, that the teachings of the orders still hold merit and the deeds of the Great Dragons should still be praised. However, there was no suppressing the rage of the crowd, instead Baeltraven and Shaeldraven stood helpless as they listened

to the populace argue about the Great Dragons, their very kingdom dividing before their very eyes.

Soon, a large faction formed, demanding that they be ridded of the presence of the Great Dragons, who were only using the people of the Great Kingdom as puppets in their own game of self-indulgence. This faction, a mixture of both human and Sidhe, conspired to storm the Dragons Keep, a large mountain on the very outskirts of the Kingdom, demanding for the Great Dragons to leave their kingdom and never return. As the party set out to Dragons Keep, a large crowd of bystanders followed. Some of the followers urged for the Great Dragons to not be angered, while others, still confused and uncertain of what to believe, silently followed, curious as to how things would unfold. Powerless, Shaeldraven and Baeltraven watched a bulk of their kingdom set forth to make the final blow that would eventually lead to the splintering of their great kingdom once and for all.

It was then, it is said, that Baeltraven had a painful and powerful vision that gripped his body, throwing him to the ground. As he lay on the cobblestone unconscious, Shaeldraven attempting to awaken him, Baeltraven saw the future of the Great Kingdom; he saw a split among the people. The Sidhe would divide and no longer be one people, anger and pride separating them farther and farther from one another, and the humans would do the same. Baeltraven watched as the Great Kingdom was swallowed by new, feuding kingdoms and bombarded by monsters, goblinoids and giant kin. Finally, Baeltraven witnessed a rift tearing between the planes of existence and creatures slipping through, now realizing for the first time that there are realms outside of our own. As Baeltraven began to regain consciousness, he opened his eyes, revealing to Shaeldraven that they were now white, absent of all color, and that he had been rendered completely blind. It was from that point on that the only sights Baeltraven would ever see were those granted to him by his gift of foresight. Some believe that the Great Dragon Chronos gave him the vision, intending for him to see how time and space has now changed in an effort to warn him, but that the blindness was an unfortunate side effect of the vision. Others believe that it was a god or goddess punishing Baeltraven for his foolishness in revealing the truth about the Great Dragons, while others believe it was the Great Dragons punishing him for uncovering their ruse. Yet, the truth of how Baeltraven was blinded has never been known.

When the citizens of the Great Kingdom reached Dragons Keep, they demanded for the Great Dragons to come out. Confused by the anger and animosity in which they yelled, the Great Dragons quickly emerged from the mountain, concerned about the suspicions of the people. Dozens of Great Dragons poured out of a cave, the six Great Dragons worshipped in the Dragon Orders lined up in the front. However, Lord Chronos was nowhere to be found, and in fact, has not been seen since.

Immediately, the people began shouting accusations toward the Great Dragons, saying that they had deliberately deceived them, making them believe that they were deities that required worship. The screaming went on for quite some time, the Great Dragons quietly absorbing all of the accusations. Finally, Lady Fyornil, the dragon of fire, cried out in anger, her tremendous voice shattering the roar of screams from the populace. With small, agitated flames escaping her tongue and nostrils as she spoke, her red scales shimmering in the light, Lord Fyornil screamed, "We never lied to any of you!" She reared back, as if she were about to attack the people, when an icy stare from

Lady Aia, the iridescent white dragon of life, stopped her. Turning toward the people, in a soothing tone, Lady Aia said, “You are the ones who believed us to be gods and goddesses; you are the ones who worshipped us. We neither desired nor required such praise from any of you...”

The other Great Dragons nodded in agreement as Lady Gurana, the massive brown dragon of earth, continued with Lady Aia’s explanation, “We never confirmed nor denied your beliefs for we recognized that you needed them. As a people, you demand an explanation for why our world is as it is, but when you could not understand why things function as it does, you created your own explanation, and in doing so, you created the belief that we controlled all magic.”

A smaller, sleek black dragon with bright red eyes stepped forward, peering down at the people before him ominously. He was known as Lord Thanatos, though often referred to as Styx, the dragon of death. Despite his intimidating demeanor, as he spoke, there seemed to be a gentle understanding in his voice, “You practiced magic’s for which you did not understand. You lived in a world for which you did not have all the answers; no one has all the answers. Yet, you struggled to find an explanation, to find a reason. We were easy targets for such adoration after everything we had done to help protect your people; it was only natural to think us as gods and goddesses. We did not want you to believe such things, but it was decided by higher powers that as a nation you needed this belief. You needed faith to comfort and guide you, for you were not ready to understand the truth about faith.”

As the people listened to the Great Dragon’s, they began to understand. A sense of shame began to wash over them as the Great Dragon’s continued in their explanation. Lord Vaeltran, the dragon of air, a blue dragon with large blue eyes that seemed to ebb and flow, stepped forward and spoke. However, when he spoke, his mouth did not open and no sound was uttered, but rather the wind blew cool and steadily, yet everyone knew his words despite the silence. He said, “We knew that when you were ready, you would discover the truth on your own. When you, as a people and as a civilization were strong enough to sustain yourselves and capable of accepting the truth, the truth would find you. We knew this day would come... And this truth that we speak of, the truth is that we are not gods or goddesses, but rather guardians of this world. We serve to help guide, protect and maintain the cyclical processes of life, death and all existence; yet we are not deities, but merely servants. The gods and goddesses for which you seek your answers are out there, being worshipped and praised by an entire world of other beings. We are each servants of those gods and goddesses in our own way. ”

Finally, the sixth and final of the Great Dragon leaders of the Dragon Orders spoke. A massive blue serpent covered in soft, blue feathers, Lady Qualtara the dragon of water, spoke. Her voice was firm, yet kind as she explained the final piece to the people before her, “It was our charge to protect and guide your people, the Sidhe and the humans, until you were able to defend yourselves against the perils of this world. However, as with all things, balance must be met, and just as we have been protecting you from the dangers of this world, there are other servants of the deities who have been protecting the other kingdoms, whether they be giants, cyclopes or treeants; there are many servants to the gods and goddesses here to protect this world. We have been waiting for each of the kingdoms to mature so that we may relinquish our protection and give the world over to each of the kingdoms... And now that you know that you have

capabilities far greater than you ever expected, and that the power of those abilities are within yourselves, that time is here. The gods and goddesses of this world are here to guide you, not to gift anything to you or give you strength; the strength is within yourselves. Although you are destined to split apart and find your way separately, you will always have come from the same Great Kingdom and will always be of the same people. It is now up to you to discover the breadth of your abilities and learn to live among all the creatures of Pangea. It is time for us leave and for balance to flow as it must.”

Sighs of sadness seemed to wash over the crowd of Great Dragons as they lowered their heads in respect, whispering something in dragon-tongue, which none of the Sidhe or humans were able to understand. The Great Dragons then slowly backed away from the crowd and turned toward the sky and began to flap their wings and flew away. Though many Lesser Dragons remained on Pangea, no Great Dragon has ever resided in Dragons Keep ever since.

The powerful gusts of wind produced by the wings of the Great Dragons was enough to send the people stumbling back, though the Great Dragons had backed away far enough to ensure that no one would be hurt. As the crowd watched the sky darken with the immense figures flying away, the people began to look at one another, uncertain of what to do. Eventually, the realization began to settle in: they were without protection and chaos was about to ensue. Cries of fear and hysteria began to radiate from the crowd.

The turmoil and eventual wars that erupted after that day were known among the Sidhe and human people as the Dragon Wars, not because the war was against the Great Dragons, but rather because the wars were a result of the absence of them. After the people of the Great Kingdom returned from Dragons Keep, they were uncertain of how to proceed. Pandemonium ensued and the Great Kingdom began to crumble before it ever had a chance to survive on its own. People blamed one another for the dilemma they were now faced with, many blaming Shaeldraven and Baeltraven for poisoning the kingdom with the truth of the Great Dragons, others blaming those who conspired to rid the kingdom of the Great Dragons. Riots began to break out across the kingdom as friends attacked friends, and family attacked family.

According to legend it was then that a small group of strange and beautiful creatures began to walk slowly, but purposefully throughout the kingdom. Dressed in flowing robes with long, dark cascading hair, solid black eyes that lacked any white and large bird-like wings of various colors protruding from their backs, the strange creatures meandered slowly through the Great Kingdom. The small group of both males and females casually stared straight ahead as they walked, each with one hand extended to either the left or the right of the path as if signaling the people to cease whatever they are doing. As they walked everyone stopped their fighting and feuding, instead staring at the strange creatures, led by a pale skinned female, stopped at the center the kingdom. The female in the front stared straight ahead while those behind her closed their eyes and lowered their heads in concentration. The female leading the procession then raised a single finger to her slightly parted lips while closing her black eyes and whispered, “Shhh... Be forgotten.” Suddenly, the strange creatures were gone; all that was left was a few stray feathers on the ground. It is believed that the creatures were a little known, and even less remembered race, referred to as the Forgotten. They are believed to be servants of the deities summoned to end the infighting within the Great Kingdom so that

the Sidhe and humans would have a chance to survive. The Forgotten have the powerful ability of making people forget whatever they desire, including that anyone ever saw them. The only evidence that the creatures even entered the Great Kingdom was the feathers left behind, the visions of Baeltraven and his apprentices prophesizing that they would arrive, and that the fighting within the Great Kingdom among the Sidhe and human people ceasing after the feathers were found, as if their anger and rage had magically been forgotten.

After the infighting among the Great Kingdom ceased, it was apparent that they needed leadership, but no one knew who should lead or how. Make-shift attempts at protecting and leading the kingdom were made, but after all of the kingdoms were opened to allow balance to flow as it would, the primarily inexperienced fighters of the Great Kingdom were not particularly successful at preventing their lands from being conquered by the various creatures that were now also free to roam the world as they pleased. The most successful attempt to keep the Great Kingdom together was made by Shaeldraven, who served as a valiant warrior leading his soldiers onto the battlefield with brilliant tactics and geared with the enchanted supplies of Baeltraven and his apprentices.

In addition, although the people embraced the deities they had just then come to know, some still accepted and practiced the teachings of the six Dragon Orders for which they were familiar. Yet, a majority found faith in these newfound deities, some becoming devout practitioners and building churches in their honor. However, despite these positive influences, the Sidhe and human people were not accustomed to war and as time went on, frustration in divergent beliefs and the struggle to maintain their lands wearied the people. Over the course of several decades since the absence of the Great Dragons, factions began to emerge within the Great Kingdom, severing the kingdom into smaller pieces that would eventually evolve and over centuries become completely separate races of people intermingled with the races of the other kingdoms freed upon Pangea. And that is how our people, my people and yours, came to be as they are in this world, coexisting as they do. However, the stories of each race of people is unique to one another and just as important as how we inherited and dispersed across these lands.

The Races of Pangea

Barbarians

While there are many barbarian cultures around the world, their outlooks and lifestyles are very similar. They are organized into tribes or clans of extended families. These families are close knit, raising their children together. Often the young adults will be fostered out to nearby clans to strengthen ties between tribes. For a people prone to inner conflict this is a valuable tool for creating unity.

A chieftain or warlord, supported by a council of elders who act as advisors, leads them. The chieftain is often a younger man, but is always the strongest warrior in the clan or tribe. The council of elders helps temper the impulses of youth with age and wisdom.

They are a simple people who tend to live in harmony with the land. They see themselves as another part of the cycle of life. Experience in life is their guide and teacher, rather than established universities. Oral traditions still hold sway over written

works. They are a people that judge a person by their actions, not words. They are a passionate, cunning, and diverse people.

Most barbarians follow the god Muon. He is a passionate God with a fiery temper. It is said his temper heats the metal that he works into weapons and armor. He is a warrior of strength and might. Cold steel is his ally and servant, its secrets are his to know and teach. Depending on the tribe or clan his appearance may change but all barbarians know his visage.

Some believe he has gifted his people with the Wrath. This gift is both blessing and curse. It is the strength to fight off one's enemies and the fear of killing one's allies. Some embrace the rush of it in their veins, reveling in the power it gives, others try to control it at all costs. The stories tell that when Muon forged his people out of steel and iron from the earth, that as his mighty rage heated the fires of his forge, and it seeped into the very souls of all barbarians. This is the rage that keeps his people warm through the cold and drives them in their causes.

Animal sacrifices are done before battles, heavy drinking and singing of battle songs accompanies this. The winter and summer solstice's are his holy days. Offerings of challenging kills both strengthen and appease his Wrath. It is his name the warriors cry as they run into battle.

Shaman are an important part of the clans. They act as priests, councilors, and healers. They interpret the many signs and omens that abound in the natural world. They believe that Muon speaks to them through these omens. As such, barbarians are a very superstitious people.

Weapon and armor smiths are highly respected and often make their goods with motifs religious in nature. Armor and swords often depict stories of Muon. This is done to strengthen the steel. The mightiest weapons are tempered in the blood of an enemy.

Bards are another important part of their culture. These are the keepers of the tribe's history. They tell stories of great deeds and evil acts. They pass on the stories that detail the tribe's history to each succeeding generation.

Marriage is a prominent aspect in these cultures. Marriages are used for love, if lucky, or for political reasons. Prominent daughters are often married to other clans to smooth over inter clan conflict. Property is passed through the matrilineal line because it is easy to determine who gave birth to a child, but not as easy to prove who conceived it.

Children are born into married unions and raised by their mother until they are pre-teens, when they are apprenticed to a trade. Often this apprenticeship is done while fostered to another clan. Children are fostered into different clans to preserve the unity of the tribes and clans. This fostering makes it hard to attack these people because foster families are more than willing to carry arms to defend a fosterling's clan or tribe. It also keeps the in-fighting down to a minimum.

The following are the most prominent barbarian peoples. There are others less well known, but no less feared:

The Northmen of Foehammer:

In the polar reaches where ice and deadly storms abound, the northmen roam the seas. With their encampments on the bleak shores of Foehammer, these nomads scour the seas in search of food and goods. The towns on the coasts of many countries keep a fearful eye to the sea in watch for these raiders. They make their living off of the work of

others, taking what they need by force. They are often called Berserkers for their fearsome rage when raiding.

Often the women head their households because so many of the men are away raiding or died while doing so. It is said that a northman settlement is never defenseless because the women are every bit as fierce as the men.

They dress in strong leathers and furs (chain and plate tend to be a bit too heavy if one falls overboard), and cut a fearsome sight. They often wear full furs as cloaks to keep the chill at bay. Bear furs are especially prized. Often they wear clothing and arms collected on raids.

They favor wider swords and round shields to arm themselves with. Their shields are brightly painted and their swords are usually handed down from father to son. It is a sign of favor for a son to receive his father's sword. It is also the cause of many family feuds.

Their vessels are long and lean with a dragonhead carved into the bow in homage to stories of Muon when he tamed a mighty dragon steed. These boats are shallow enough in draft to travel up the rivers to menace towns further inland. They are the most feared raiders of the sea.

The Highlanders of Schohiem:

The Highlands of Schohiem were once under rule of the now defunct Kingdom of Imagicka. The people who live here were under constant rebellion against their Imagickan overlords. They are a fierce people organized along clan or family lines. There is often friction between clans. Clan feuds and vendettas very often got in the way of any organized attempt at freeing Schohiem from Imagicka.

This race of barbarians relies heavily on fostering of children and intermarriage between clans to help keep the inner clan rivalries at a minimum. Some clan disputes go back several hundreds of years starting from as simple a cause as a marriage offer turned down.

They dress in checkered patterned cloths. These patterns, called tartans, indicate clan and even family. Men wear a 3 meter wrapped garment called a kilt and the women wear dresses made of the same pattern. They prefer single handed weapons and spears.

They live in small villages and make their living as farmers and herdsmen. They are well known for the intricacies of the wool and tartans that they weave. They live their lives devoted to simplicity and family life. They are more connected to the land on which they live than many of the other races of barbarians.

The highlanders are closely related to the lowland Inish barbarians, though far more numerous. They get along as well with these barbarians as with their own fellow highlanders.

The Nuada:

Similar to the highlanders of Schohiem, the Nuada are an ancient race who have occupied the lowlands of Labrador for millennia.

Like the Highlanders, they wear tartan-patterned garments. Instead of kilts, they wear tartan trousers or regular pants with a tartan sash or wrapping. Women wear skirts of the same material and flowing shirts.

The bards of the Nuada say that their people were the first to reach the Isles. That they met the ancient sidhe people living there, and conquered them. It was centuries later

that they were in turn pushed out by hordes of “modern” humans moving from the continent.

They get along well with highlanders, but hold the average human in some contempt. They hate the Northmen of Foehammer with an undying vengeance. They are unfailingly polite to each other. For a barbarian people this is truly amazing. They understand that their race is dying and they are doing everything they can to prevent their own extinction. They have strict taboos against mating with other peoples, even the Highlanders.

Otherwise, they are a generally happy and musical people. They live very close to the earth and instead of worshipping Muon, follow Thorin and Gwynna. They are very close to the fae folk, almost as close to them as the sidhe themselves.

The Dervishes:

In the desert wastelands roam scattered tribes of nomads that go from oasis to oasis. These tribes are the plague of some of the desert lands, whose caravans are constantly at risk. But every time an army is raised to deal with them they melt away into the sands, where large armies falter under the merciless heat. They call themselves Dervishes.

The desert is a harsh mistress and kills without mercy and these tribes have learned to live well within her killing heat. Their ways are strange to outsiders, but it is a way of living handed down for centuries. They are nomadic herdsmen that raid caravans for goods and coin. They are the most feared people in their land. Being one with the desert allows them to silently emerge from her sands and attack without any warning.

They travel in family groups and often stage sanctioned raids upon each other to hone their skills. There is very little real fighting amongst these people because unity is what allows them to survive.

They tend to dress in long flowing robes with turbans or other loose head coverings. Often the women wear veils to conceal their faces. On an average day they wear colors to blend into their environment. On weddings and other religious occasions they wear all black with red designs embroidered into the cloth.

These people were peaceful at one time, alone in their desert. Then the Sultans of Damascus started warring and met in Dervish land to battle. Many armies were surprised that these desert dwellers were more than simple human tribesman.

The Mongols of the high steppes:

These people are fierce nomadic horseman of the Far East. They are amongst the most skilled horseman around and usually start and end their lives on the backs of their horses. These people mostly menace Shalkara, but small bands have been known to travel westward.

When encamped they live in rounded tents of wood and felt called yurts. They often stay in a particular spot until they have exhausted the grazing lands and the surrounding peoples. Then they move to a new area. As a people, they are fond of exploring new territories.

They are led by a chieftain called a Khan, who usually adorns himself, his horse, or his yurt with the furs of the white Felinae of the same name. Once a Khan, he or she must lead successfully by keeping the tribe well fed, finding the best grazing areas, and leading successful raids. If a Khan does not lead well, then another Mongol may

challenge for leadership. This is usually done in the confines of a duel. The winner will lead . . . until the next challenge.

Men and women dress the same. They wear tunics that are open from top to bottom, folded over the breast, and fastened on the right side. The outer tunic is slit in the front and back and reaches to the knees. Because of the cold their sleeves are gathered in tightly at the wrist.

Everything about these people reflects their nomadic style and their bond with their horses.

Canids

The Canids are one people defined by three tribes. Regardless of species, all Canids feel drawn towards other Canids.

There is no overt Canid society. They do not build villages, instead living in the settlements of other races or dwelling in small caves outside of society. The distinction between them is an important one.

The Canids are more likely than any other race to leave society and go feral. Canids who do not live among other races for long periods begin to revert to a feral mentality. They become distrusting of others and will live almost as animals.

No matter where they live, Canids have a pack mentality. They will almost always form a pack with other Canids. Being alone is one thing that all Canids fear and will seek to avoid. This pack mentality is also extended to non-Canids who earn the trust of the pack.

Each pack will have a leader, called the alpha. The alpha leads the pack in all things and his or her word is law. The pack second is the beta, and the packs whipping boy is called the omega. A Canid would rather be a packs omega than live without a pack. Gaining authority in the pack is done via shows of aggression. Though these battles can be fierce, there are almost never any serious injuries, as the pack takes care of its own.

There are three distinctive species of Canid. The Lupus, who descended from various species of wolves, the Vulpas, who descended from foxes and coyotes, and the Canus, who descended from common dogs and from jackals. Each of these species is more inclined to associate with others of their own species, but all Canids feel more comfortable together than with non-Canids. The term Canid is one that others label all of them with, being unfamiliar with the specific species distinctions.

To Canids, smell is a very important sense. They use smell as a form of communication and take comfort in the smells of things that are familiar to them. A Canid can also remember almost any smell that he has encountered in the past. They are great trackers and are highly sought as city guardsmen.

It is rumored that the Canid race was created to guard the strongholds of the dragons during the Dragon Wars. No one can say if this is true. The Canids, though certainly capable of spoken and written language, very rarely document anything to pass on. Theirs is an oral tradition passed down during great meetings were many packs may gather to drum and howl to the goddess Gwynna, who they believe lives in the moon.

Canids are very tribal and totemic in nature. There are very few Canids of any species that fully integrate into human society. The Canus seem to be the most common form of Canid to do so. Aside from these few exceptions, Most Canids live very close to the earth.

Most Canids believe that Gwynna has sent the spirits of the earth as teachers. Each totem spirit has a different lesson to impart. The spirits of the wolf, fox, coyote, etc are naturally the most highly respected. It is interesting to note that the shamanistic aspects of Canid religion is compatible with that of the orcs, though they have little love for one another.

Dhampari

The Dhampari have no history of their own. They are scattered outcasts among the other races. They are individuals with no cultural heritage or history. The only thing they have in common is Ravnos and the deal they made with him.

Dhampari are composed of those who were stillborn or died before birth, and a rare few that lived for some time and then died a normal death. These poor creatures in exchange for a continued half-life, swear an oath to the god Ravnos. No one knows the nature of this oath, and the Dhampari themselves remember nothing of it, though its imprint is burned in their bodies and souls.

The Dhampari's appearance is pale and cold, often showing marks of the embalmer upon their bodies. The Dhampari are emotionally crippled by their experience with death and by the intolerance of the living. Some are subject to inappropriate displays of emotion while others may show no emotion at all. They are truly cursed to live forever outside of most society, mistrusted and often unwanted, they can only look on normal human interaction with longing.

With divine cruelty Ravnos sends his Dhampari out into the world, many without even a glimmer of memory of why they wished to come back in the first place. Family is usually horrified and often shuns the Dhampari. Most Dhampari wander until they sunder or their deal is done. It is rumored amongst them that Ravnos won't even allow the peace of sunder to a Dhampari who hasn't finished his or her deal. That instead he will reincarnate them into another twisted form to finish the work they promised him. They are a truly a people in torment.

Other races respond differently to them, but they are never embraced. Often they are distrusted and ignored and occasionally they are outright despised. The rumor that they are the eyes and ears for Ravnos doesn't help their situation.

Most Dhampari spend their time in their quasi life trying to catch a glimmer of what it is like to truly live. Many often go mad at the trying, and a few abandon the living completely in favor of the undead. They often find employ with liches and vampires who are more forgiving of their nature.

A small number of Dhampari embrace their nature and actively worship Ravnos. These Dhampari are usually death mages, but not always. These are obsessed with death, and usually insane. They surround themselves with macabre artifacts and sometimes sacrifice sentient beings to Ravnos late at night on the new moon when the world is dark. Followers of the gods that embrace life are the favored targets, as Khilaina and Nul are directly opposed to Ravnos. Most countries outlaw the worship of Ravnos, but that hasn't

slowed down his followers. Followers of Ravnos say this practice of sacrifice leads to divine visions. In either case, not even Dhampari trust other Dhampari. They find their own kind as disturbing as do the living.

This small faction of Dhampari has not helped to ease the distrust felt by most races. These accursed souls are forever doomed to walk outside the circle of life.

Dragoons

The Dragoons have been the most distrusted race on Pangea since the times of the Dragon Wars. For thousands of years the other races, notably the Taelgranis and Endrani, have been assimilating and conditioning Dragoons to infiltrate the lands of their enemies. Dragoons have been used as spies and assassins since the Dragon Wars, and they have been distrusted equally long.

Dragoons have two distinctive origins, neither of which is readily apparent. The first they call the Fallen. These are ancient dragons who have been cursed to live the rest of their lives as half-blooded Dragoons, but these are relatively rare. Most Dragoons are the bastard offspring of one of the other races and a dragon wearing humanoid form. The dragon parent never has anything to do with the offspring. Bastard progeny are beneath their notice.

The accursed Fallen each has an individual story of pain and strife. Each one of them was cursed in a different way. Whether they angered one of the old Archmages or the priest of a vengeful god, they have each earned their torment. They spend all of their energy seeking a way to break their individual curse; to find a way to reclaim their true form. They are haughty and often very impatient with others. They have no respect for anyone, least of all other Dragoons, with the exception of other Fallen.

Dragoons have no culture of their own; rather, they mix and integrate themselves with whatever communities they find. Sometimes they display their half-dragon bodies openly, while others times they take on the shape of a particular race and live as one of them. Rumors of entire towns of dragoons, all disguised as other races persist, but no real proof has ever been found. The Fallen will most commonly wear their Dragoon form, as they were once mighty beings and believe that adapting their forms to suit mere mortals is beneath their dignity.

Dragoon appearance differs greatly from person to person. Typically, they are very humanoid, with a few tell tale signs of their mixed heritage, such as patches of scales, colorful skin tones, small horns, bony ridges and the like. The Fallen often have softer features, appearing more regal and refined. Bastard Dragoons sometimes bear malformed features, such as tattered wings, gnarled limbs and monstrous faces.

Dragoons are a solitary race and will almost never band together. They quite often revile themselves as much as the other races do. Almost anywhere a Dragoon wanders he will be met with distrust and prejudice. The Canids especially dislike them, as they can defeat the Canids primary method of identifying friend from foe.

With a very few exceptions, Dragoons fall into one of two categories. Either they are embittered, angry, and resentful, or they are pitiful and filled with self-loathing. Dragoons do exist who had healthy upbringings and are welcome in their communities, but these are exceedingly rare.

Dwarves

The Dwarven people are as ageless as the mountains they live in. Once, long ago, they were close relations of the giants. The climate of the Dwarven realm is too harsh to live outside comfortably, comprised of harsh, cold winters barely distinguishable from the summers. The terrain is mountainous in the extreme. Predators abound on the surface and in the caverns to take the unwary. The vast majority of the realm is crisscrossed by a series of tunnels from one outpost (or better called a city) to another. There are always members from the Clan of Stone building or improving better thoroughfares. These thoroughfares are not to be traversed without a guide, for the Clan of Stone also fortifies the Dwarven holdings with elaborate and deadly traps.

The Dwarven lands are broken up into three kingdoms. Ulric Ironbeard founded the Kingdom of Ironbeard, which is the oldest of the Kingdoms, as he led his people to the massive granite caverns of Everlast Mountain, in search of shelter from the incredibly harsh climate of the realm. The Kingdom of Steelbright was founded next by the iron smithing family of Steelbright that split off from the kingdom of Ironbeard due to a long since resolved trade dispute. Lastly, Ragnok Stonehelm and his band from the Clan of Stone, in the search of more granite caverns to carve out in architectural glory, founded the Kingdom of Stonehelm. Each King is taken from the Clan of Rule and given the surname of that kingdom. Advisors surround him from the Clan of Rule, plus a delegate from each clan. He is also advised by the Mistress of the book, the only dwarf class to be without clan or family.

Within these kingdoms Dwarven society is broken up into clans. There is the Clan of the Forge, which is made up of weapon, armor, and steel smiths. Then there is the Clan of the Blade, which is made up of fighters, mercenaries, and other military members. There is also the Clan of the Coin, which is comprised of merchants, traders and business owners. There is the Clan of Stone devoted to those trades that deal with architecture and building. Lastly there is the Clan of Rule, which is made up of Kings, nobles, priests or spiritual advisors, and other leadership positions.

Then there are the families. A dwarf's loyalty is a balance between family, clan, and kingdom. A dwarf is born into his family in one of the three kingdoms, when he or she reaches majority they are given to the clan that they show the most aptitude for. This is to make the most efficient use of each individual's talents. No Dwarf would ever consider putting an individual in a clan they did not have an aptitude for. To do so would waste that person's talents and the time the clan took to train them.

Dwarven traditions are as old as the mountains that they have carved out their homes in. They are meticulous record keepers with exceptional memories. A dwarf will never forget help given or a slight. Each dwarf carries a book call the book of grudges. All infractions against that dwarf and debts owed are kept there in exacting detail.

Dwarven metal smiths produce some of the finest blades and armor in the entire world. Their blades and armor are usually much sought after. During the Dragon War, Dwarven smiths made a tidy sum of hard gold for selling weapons to either side. The Sidhe, especially the Taelgranis, having already known the worth of Dwarven blade and armor, were by far the better customers. Orcs are specifically banned from being sold any Dwarven goods. The rest came to know the superior design of Dwarven goods by the end of the Dragon wars.

Dwarven technology is specifically designed to last millennia. Dwarves very rarely use machines of any sort, but when they do they usually consist of giant gears and metal levers because this method is time tested. The vast majority of their machines are protective traps for their strongholds. Penetrating a Dwarven Outpost is nearly impossible, and most assuredly deadly. The Clan of Stone with advisement and cooperation from the Clan of the Blade are the engineers of these defenses.

Small bands of Dwarves often travel back and forth across the world trading goods or mining and gathering natural resources. If an area of unclaimed land has gold, iron, or granite, a Dwarven mining contingent may set up camp for as long as it takes to mine out. Sometimes this can take decades. Dwarven protocol would never allow for theft of land or claim jumping. If the land they want to mine is occupied they will spend years attempting to buy it or trade for the mining rights to it. Once they have secured the site, they enforce their mining rights with prodigious might.

The Dwarves trace their lineage back to Lord Steel Beard who they revere as an avatar of Coron Hammerhand. He is the patriarch of the race. He is thought to have taken each of his sons and taught them their craft, creating the Clans. He took his only Daughter and she became the Mistress of The Book. They lived above ground on their mountains, tending their crafts and their own families. As the numbers of Dwarves grew so did their accomplishments. This is the first age of the Dwarves.

Then came the first wave of Goblins, Orcs, and Trolls, all green skinned and ready for war. The Dwarves surmised that they had been driven out of their own lands and into the Mountains. Lord Steel Beard himself fought off dozens at a time. With these Greenskins came the turning of the weather. The winters became colder, and the summers became barren, until there was almost no difference in the seasons. That is when Lord Steel Beard's son Ironbeard from the Clan of Rule led the Dwarven people to Everlast Mountain to take refuge in the giant caverns within. The mountains that the Dwarves once ruled both above and below now lie within what has become the Goblyn Wastes.

Dwarven families trace their lineage from father to son. Bastard offspring are considered an incredible scandal. Even worse is a bastard child with another race. Weddings are a very big affair filled with tradition and ceremony. Marriages are for practicality, and not necessarily for love. A wedding can heal a rift between families or Clans. Dwarven duty to family is taken very seriously.

Dwarven wives are often Mistresses of the House. They are in charge of the entire household finances and production, while their husbands perform Clan duties. Women can hold position within the Clans and are taught like all Dwarves, but often act as auxiliary members in favor of their wifely duties. There are famous women in all the Clans that have contributed to Dwarven society but these women tend not to marry or have children. Often during times of war is when women take a more active roll within the Clans. According to Dwarven Protocol, every Dwarf is taught in the Clan of their aptitude to prevent knowledge loss during major wars or natural disasters.

All Dwarves wear breads in their hair and beards; this is to represent their history, and loyalties. One braid is braided with a cloth or trinket that symbolizes their family, one for their Clan, and One for their Kingdom. Married partners will wear a braid for their spouse. If a Dwarf takes loyalties to another group he may wear another braid to

symbolize that. This is a very serious symbol and if a Dwarf braids a braid for his loyalty he will defend it to the death.

This is how the Dwarves have lived for thousands of years and how they will live for thousands more. They are people bound by tradition and loyalty.

Endrani

There is no question as to the reputation of the Endrani race. Through thousands of years of using The Fear, they have become arrogant and elitist. They rarely develop any respect for anyone not of their race. Endrani from Sylvanator or other areas outside Doomstadt are not quite so inflexible.

The land the Endrani ruled before the Dragon Wars, combined with the lands of their conquests, is now called Doomstadt. During the times of war shortly before the Dragon Wars the female Endrani kept the records and ran the land while the soldiers were gone. This evolved into a female dominated society where women hold all positions of power. The position of Queen is matrilineal from mother to daughter. The Queen is expected to have many heirs due to the fierce and sometimes fatal competition for the throne. Surrounding the Queen are her female advisors who help her gather information and run her country. Directly under this is the order of Shurikai knights. These are the elite royal knights. They are admired and feared as they enforce the Queen's will.

Ambition and a hunger for power are inherent to the Endrani people. Their society is rigid with heavy penalties for the breaking of laws, such as murder, blackmail, etc. In contradiction to this assassination is considered a highly honorable career, blackmail is considered a valuable tool for advancement of position, as long as the individual cannot be caught. These contradictions make the Endrani society bewildering for outsiders.

Slavery is also a staple of Endrani society. There is heavy trade in slaves from Thracia Unitas. Endrani consider slave traders one of the lower classes in society but still respectable. There is a high attrition rate for slaves in the Endrani society, so there is a constant demand for more, new, and exotic slaves. A prestigious Household will have many slaves. The higher class the House the more exotic the slaves in question.

The Endrani court is known for its decadence and cold formality. Delegates are often overwhelmed with the cruel pleasures that are offered up to them. When the Endrani Queen holds court it is described as tensely beautiful, with her advisors whispering into her ear, with her heirs vying for her attention, and her Shurikai Knights, all in black, standing guard. Although every courtesy is offered to Delegates from other kingdoms the air of danger is enough to cut most stays short. More than one Delegate has been embroiled in Endrani politics with fatal consequences.

Family structure in this culture is female dominated with the father figure having little or no importance in decision-making. Most men take careers in the lesser casts of guards, slavers, merchants, etc. The highest position most males can make is that of a Shurikai knight, and even then he ranks beneath every female Endrani who has a house. All Shurikai owe allegiance to the matron of their house. A man in the Endrani world would have to be exceptionally crafty to gain any political clout. Most families have an obvious disparity between male and female children.

All women go through a high classical education, where as men are often apprenticed in the trade in which they will work for the rest of their lives. Any Endrani,

no matter what gender, who does not belong to a House has no protection. They are fair game to anyone stronger than they.

Many times over the centuries Endrani men have gotten fed up with being trod upon by their female counterparts. Several full-fledged revolts have been put down in Doomstadt's history. This has led to still tighter control over the men of Doomstadt.

As a whole there is nothing more fearful than coming upon a band of Endrani in the night with unknown intentions. This race has rightfully gained their fearful reputation. The other Sidhe peoples have a healthy respect for the Endrani. The Baeltraven and Shaeldraven see them as children who have strayed from the path. The Gael'Braugh view them as having been corrupted by the same hatred and yearning for power that caused the Dragon Wars. Gael'Braugh have even gone so far as to call the Endrani elves, as they feel they are slaves to their own hatred. The Taelgranis and Endrani respect each other as near outcasts of Sidhe culture, but each thinks that the others methods are weak.

Felinae

A long time ago, when the gods walked the earth there lived the beautiful goddess Ubasti. She was the perfect combination of human and cat. She traveled the earth and found that she preferred the desert where the sand met the river of life. Ubasti was a fickle goddess, beauty and cunning shown from her eyes. She knew how to live and how to survive and passion was her domain. During this time she traveled with her faithful servant and companion Misiri. Ubasti was a very passionate goddess prone to following her heart and not her head. Misiri, a gray cat, followed her and acted as her handmaiden and her advisor.

One day while she walked along the river three beings spotted her. The first was Osirik and he controlled the sun that shown overhead, and that warmed the desert and kept the chill of night away. He spied her and took the pleasing form of a half-cat and half human. He had stripes that shown proudly upon himself and he walked with a demeanor of pride, like that of a warrior. He met with her and began to court the fair Ubasti.

Before long Ma'laik spied Ubasti traveling with his brother Osirik and he became jealous that such a beautiful goddess would travel in the company of his brother. Ma'laik who controlled the moon overhead and the darkness that fell across the land, giving respite from the unforgiving sun of Osirik and also served to conceal the secrets of the world in a cloak of darkness known as night. He took a similar, pleasing form but instead of stark stripes he preferred muted grays that blended him into the shadows. He quickly insinuated himself into the couple and began to also court Ubasti.

Time passed and both brothers had many squabbles in private about who should court Ubasti Was it the proud warrior known as Osirik or the secretive and darker scholar known as Ma'laik? A third brother whom had not yet introduced himself to Ubasti smiled and waited, not participating in the squabbles of his brothers.

Ubasti one day came upon a beautiful waterfall and within the streaming falls she spied a most beautiful felinae who had spots that covered his furred body. His name was Fal'chirk and he was the third brother. His duties were to watch over the land and encourage growth and change for survival. After a short exchange he also began to court the fair Ubasti.

During this time Ubasti fell passionately in love with all three brothers. She however found that she could not make a choice. The proud warrior Osirik whom walked so tall and carried authority like a badge enchanted her. The darker brother Ma'laik whom knew many secrets and would whisper quiet words intrigued her. She was also smitten and in love with the energetic and playful Fal'chirk whom always would want to do something new with her, be it play pipes, sing, dance, or one of a hundred other things. Ubasti did not want to break the brothers up. She saw that if she choose one the other two would resent the brother and perhaps do something rash to him. She thought long and hard and after talking to her advisors she decided that she must leave all three. She could not bear to choose one over the other as each had made her heart yearn with love for them. So one night she began to pack her belongings and prepared to leave in the morning light so as not to wake the brothers.

Unknown to Ubasti, her companion/servant Misiri ran to the brothers tent and told them of Ubasti's plan. Misiri did not believe Ubasti should leave without telling the brothers, but as usual, Ubasti could not be dissuaded from her path. After telling the brothers, Misiri left while the three held a meeting with each other. After much arguing and with a brief flash of claws, Fal'chirk yelled at his brothers to stop. He had a plan, he knew how to convince Ubasti to stay with them and after much explanation the three realized they were pushing Ubasti away by their individual demands. They came to an agreement, in order to keep the goddess who had captured their hearts they would share her rather than all of them lose her.

Early that morning as Ubasti prepared to leave the three brothers entered her tent. After a long talk Ubasti smiled and accepted their proposition that she may have three husbands and she accepted their vows to her. After that the three brothers laid with Ubasti and she was soon after pregnant. She stayed pregnant for a few moons before she gave birth to three children. It was evident that each child took after a different father. The first child was striped and broad of shoulder like Osirik and carried with it a proud warrior grace; his name was Khan. It she proclaimed would be her little warrior, it would be responsible for the defense of the other two siblings in time of need. If it must it would sacrifice itself to save its siblings.

The second child was covered in a darker gray fur and had eyes that held deeper knowledge. She smiled upon it and named it Ceilican. It would be the scholar and the teacher for the siblings. It would delve the secrets of the world and bring them to the light to help the siblings.

The third child was covered in spotted fur and contained a great bundle of energy and play. It was happy and easily adapted to changes. Ubasti smiled upon this child and called it Swara. This child Ubasti proclaimed, would perhaps be the most important of the siblings, its duty is to help its siblings adapt and change, it would also remind all the siblings that they must work together, that they were one blood and one family.

The Felinae of Pangea come from many cultures. After the Thracian Empire conquered their ancient homeland of Nikiria, they scattered to the corners of the world. A large portion of the felinae population still resides in the Sultanate of Damascus, but many have taken to traveling other lands.

Felinae are as naturally curious as their four footed cousins. They are fond of travel and new sights, and are always seeking new experiences. Most modern felinae

worship Ubasti, just as did their ancestors. Unlike their predecessors, they have little care for species. Being Khan, Swara, or Ceilican makes little difference today.

Among the Felinae is a small sect of warriors and prophets who call themselves the Misirians. They believe that they can trace their lineage back through the ages to their progenitor, Misiri, trusted handmaiden of Ubasti, Goddess of the Felinae race. They believe that, just as Khan, Ceilican, & Swara were the children of Ubasti, so they are of the line of the children of Misiri, Ubasti's closest advisor and friend.

The Misirians are a tight knit community, but are prone to wandering the land in search of their Life Quest. Each of the Children of Misiri is at some point in their lives struck by a powerful and undeniable vision. He or she is then compelled to follow that vision, in hopes that they will be able to complete their Life Quest so that they may join Misiri at Ubasti's side in the afterlife.

The majority of Misirians are prophets and scholars. This, combined with their gray coloring, often causes people to mistake them for Ceilican. A few of these people have more in common with Khan than any of Ubasti's children. They are warriors of fierce prowess, and yet they still suffer from the same drive as the rest of their people.

The Misirians believe that it is their purpose to seek out great Felinae and act in much the same way as their progenitor did with Ubasti; as advisors and protectors. They feel it is their duty to keep contemporary Felinae leaders, no matter how minor, from making the same mistakes that caused the downfall of the great Felinae Empire of the past. Whether acting as bodyguards or personal advisors, the Misirians always seek to serve the Felinae race by serving its leaders.

The Children of Misiri are widely scattered throughout the kingdoms of the world. They must always go where their Life Quest leads them. There is one place where many of the Misirians most respected elders have gathered. Just off of the southwestern coast of Labrador lies a small island called the Isle of Man. The inhabitants of this island are all descendents of Misiri and they regard this as the closest thing to a permanent home for their people.

This eccentric sect is led by whoever is regarded as the wisest among their people in residence on the Isle of Man. They have no bias for gender and only a moderate bias for age. A seer of great strength is always well regarded, no matter what their demographic. In order to become a fully-fledged member of Misirian society, each Felinae, upon reaching maturity, is tasked with a minor quest. This task is usually scholarly in nature, although not exclusively. Once the young Felinae has successfully completed this task, he or she is considered an equal member of the community.

The young people are taught the basic history of the Felinae race at an early age, and they are also taught their specific bloodline in exacting detail. Every Misirian alive can recite his family lineage all the way back to Misiri. Many of these people are pacifistic in nature, but even the warriors of their society have a respect for life and a desire to avoid conflict unless it is unavoidable.

The Misirians are so wide spread that it is very possible for a Felinae to go his entire life without encountering one. But for every great Felinae hero or heroine, for every leader of the Felinae people, there is a Misirian somewhere in the background following his Life Quest and guiding his people towards the promise Ubasti made to Sariama, the promise of peace and fortune.

Gael'Braugh

Not long after the end of the Dragon War, some of the Sidhe started dreaming of a beautiful elven woman, clad in a cloak of light. She was kind and gentle. She was called Khilaina and she was a healer that soothed their pain in their sleep. She severed the bond of control for those she touched. She was like an old forgotten friend. Like a memory lost to the Sidhe. Those she freed became great spell crafters, and were able to start the work to free others. Khilaina gave each of the Gael'Braugh people a gift. To the Gael'Braugh she gave the secret of healing.

While the other races busied themselves with the fallout of the Dragon war, they didn't notice the start of the Sidhe's path to freedom. The war had not come to a head yet. The lesser races were being used at this point. No dragon had dirtied their claws in the attack, either. This is the way it would be fought for several thousand years.

The Gael'Braugh under Khilaina's guidance relearned all of the paths of magic. They even made some contact with the six dragons of magic in this endeavor. Although hesitant, they told their story in hope of aid for the rest of their people. Their numbers grew and so did a new way of life.

When the Dragon War gained momentum towards the end, the dragons themselves finally took part. The last several hundred years of the Dragon war was vicious, laying waste to whole continents. Entire races were destroyed that haven't been seen since and the landscape of the world itself changed.

The Gael'Braugh led their kin home to the forests where they revered Khilaina and healed their people of their wounds. It would be far harder to heal the mind and souls of those enslaved. It would be many millennia before they would be healed at all.

Today the Gael'Braugh live in enclaves in the deep forests of Sylvanator. They have adapted to their surroundings with ease and blend in so well that some of the younger races would not even realize they have come to an enclave until they are in the middle of it. The Gael'Braugh are truly one with their environment. They feel most at home when in the forest.

These enclaves can be fairly large and are ruled by an open forum tribunal. Respected elders in the community are voted into their positions to lead the enclave. They are communally run with respect. There is no class separation of rich and poor. The community takes care of all its members. If disaster should strike a family the rest of the enclave will chip in and help until they get on their feet again. Artisans are supported and revered in the community. Great efforts are devoted to sculpture, painting, writing, etc.

In their relationships Gael'Braugh are renowned for their temperance. A Gael'Braugh couple will swear marriage vows before their chosen deity, and spend the rest of their lives together. Marriage is never entered lightly. Divorce is very rare and highly looked down upon. A spouse will have to do horrific things for a Gael'Braugh to divorce. They also don't usually marry outside their race, and only then to one of the other Sidhe.

Both the mother and the father raise children. Both parents are equally loving, nurturing and supportive. Gael'Braugh prefer to have children in the context of marriage so as to provide a support network for them. Their birthrate is very low and children are much revered by the entire community. Multiple births are completely unheard of and are thought to be sendings from the gods. No child ever has to fear being orphaned as the

rest of the community would step in and raise them. Pregnancies and births are blessed events where entire extended families and communities help the young couple.

The Gael' Braugh have an intricate system of naming. When a child is born, it is given a surname which is an amalgam of his parents' surnames. The surname from the higher ranking family takes precedence, regardless of whether it is the mother's family or the father's. If a child's mother was of the noble Silvercloud family, and the father from the lesser Hawkmoon family, the child's surname would be Silvermoon. Gael' Braugh can track a person's lineage by hearing the surnames of a person's family. First names tend to be based on the natural environment. Names of plants and animals are favorites.

Because of their background in slavery the Gael' Braugh are very prepared to defend themselves. They are also mistrustful of strangers coming into their enclaves. They are among the finest archers in the world and use this skill to defend their enclaves and all of Sylvanator. It is said that during the war Khilaina's brother Bloodstrike taught the art to the Gael' Braugh in their dreams. Gael' Braugh hunters and trackers are highly sought after by other races and they can command high prices for their services.

Khilaina is revered as the savior of the Gael' Braugh, and is celebrated every year in midsummer. This is a time of great feasts, music and dancing. Great works of art are unveiled at this time as well. Those that have gained the trust of the Gael' Braugh will be invited to attend. This celebration is a weeklong event that is renowned for its amazing wine, and good will. Small heartfelt gifts are exchanged between friends. It is a beautiful time.

The Gypsies

Once, before the Dragon Wars, the Gypsies were a people who lived and worked on their own land. They were farmers and craftsmen. Gypsies live for the moment. They believe that every moment should be lived as if it were the last. They have little fear of anything, with the exception of exile from their own society.

Gypsy culture is broken down into nomadic groups called Bands. A band is a group of Romany numbering four or more that travel together as a family group. Often a member of each clan is represented. These bands can range in size from four to near a hundred. The band members are fanatically loyal to each other. They are a surrogate family unit and will care for and protect each other to the death. There is a Gypsy saying, "There is no 'I' in Gypsy". Any possession of one gypsy is equally belonging to all of his band mates. Also any injustice performed upon one band mate is considered against the band as a whole. Band mates are often related by blood not just by the heart.

There are three leaders that govern a band of Gypsies. The three positions are Bandoleer, Torque, and Coldoon. The Bandoleer is the true leader of the band. Everyone in the band answers to him. He is responsible for everyone's well being. The Torque acts as the band's battle commander. When a band must defend itself or go to "war" then the Torque becomes responsible for the band's well being. During peaceful times the Torque advises and supports the Bandoleer. He also takes care of disciplinary actions. The Coldoon is the keeper of the band's history and the history of the gypsies as a whole. She is the wise woman, the seer, and lore master. The Coldoon advises both the Torque and the Bandoleer.

The Romany are a matrifocal society for the most part. You will often see a woman in position of office, but it is not uncommon for a man to carry the position. There is a type of equality between the Rom, and for the most part the women lead. This is because lineage is traced from mother to child.

Fatherhood is taken very seriously, but due to a gypsy's carefree nature sometimes fatherhood can come into question. Children within the band are raised overall in a large group. Gypsy's are persecuted and attacked often and this ensures that the children will be taken care of if anything happens to either or both parents. Often new bands are formed from these childhood groups. If a band is traveling into dangerous ground they may foster out their children to different bands as a safeguard. This causes a fierce loyalty among the Romany people and creates ties with other bands.

Larger than the bands are the family clans of the Rom. There are four clans, the Machwaya, the Kalderash, the Lowara, and the Churara. These clans are traced through family lines.

The Machwaya are the foundation for the Rom, Their numbers are small but they are the most revered. Most Drubarne originate from this clan. A Machwaya's sense of business, organization, and politics surpass all other clans. The Machwaya uphold all Romany traditions to the fullest degree. They will be the ones to tell the traditional stories around the campfires. They are the makers of the Patterans, or symbols and signs left by other gypsies for future gypsy's that may pass by. They dress with more elegance and more expensive clothing than most. They like to adorn themselves with rich deep colors, like forest green, purple, or burgundy with head wraps of the same colors. Their clan symbol is the tree of life taken from Deanna's journey.

The Lowara are the animal and horse handlers and the agriculturists. The Lowara have a ranger quality and are very good with living things in the natural world. A Lowara can out cook and out hunt any other clan. They are also makers of cloth and weavers. They take much pride in their work and their wares are much sought after. The Lowara dress in more conventional clothing for comfort and practicality, but in the brightest colors they can find. They wear as brightly colored a head wrap as they can make. Their clan symbol is a crescent moon with a star in the upper fold of the moon's crescent. So was the sky when the Romany left their homelands.

The Kalderash are the coppersmiths, carpenters, and tinkers. They are the builders, architects, and hard laborers behind the construction of the Varda. The Varda are the Romany wagons that are pulled by at least two draft horses. This clan was instrumental in getting the Romany on the road to flee from the Endrani in the Great Exodus. They are by far the most numerous of the clans. When a Kalderash youth comes of age they craft their clan symbol to wear and have it blessed by one of the prophets. They wear mostly browns and always with a white shirt or chemise, with a contrasting color of head wrap. Traveling can be a dirty job and they prefer to be able to wash their cloths often. Their clan symbol is a large star in the center of five smaller stars. This represents the circle of life.

The Churara are the metal smiths and sword makers. It is from this clan that most warriors come. This clan is dedicated to seeing that all of the other clans are protected in some way. They supply each clan or Band with superb blades and armor to ensure the safety of all Rom. The Churara wear leather of all colors with bright head wraps. Their symbol is a sword pointing downward, ever ready to defend.

There is a title that some Rom take that often gets confused as its own clan. It is the title of Kuneshti. This is a title that a gypsy takes when they swear themselves to Dacia in defense of the Romany. A Kuneshti spends their life in service to Dacia protecting other gypsies. They are an armed force that uses magic, steel, and alchemy to protect gypsies from Gaje and monsters. Often this comes in the form of apprenticeship. The Kuneshti are tattooed with a downward pointing sword with a bright sunburst behind it. The only requirement is the free sworn oath to protect the Rom. These warriors are not at all like knights, they are simply the defenders of their bands.

Another clan exists within the Romany people called the Drubarne. They are the alchemists and mages that are sworn to either Gatea or Deanna respectively. They are healers and protectors of life. The best healers come from this clan. Members of this clan are handpicked for their healing aptitude. They will rarely cast magic or alchemy that causes death because that is what the Kuneshti deal with. Like the Kuneshti, a sponsored Gypsy is apprenticed for three months, at which time they are tattooed with their clan symbol, and a celebration ensues. The Drubarne wear all black with a colorful sash to represent the forms of magic or alchemy they have learned. Their clan symbol is an opened book.

Above the clans are the Rombaro, these are elders in the community that are usually no longer nomadic and, therefore, reachable by all Gypsies. The Rombaro is able to call a Kris or official meeting to settle disputes. A Rombaro is appointed during meetings of at least three other Rombaro and a group consensus is reached. They wear a scarf with a silver rose painted upon it as a silent symbol for other gypsies. Due to the free flowing nature of Romany culture, if a newly appointed Rombaro tries to use her “power” to gain leverage over other gypsies, they will find themselves ignored or eventually ridiculed until their ego settles back down to a manageable size. If that doesn’t work a Kris can decide to remove the office.

A Kris is an official meeting often attended by all the nearby Rom where three Rombaro attend. These meetings are usually cloaked in secrecy and are to settle serious grievances. It is at these meetings that justice is meted out, including declaring Marhime, or outcast, on a Rom. If however a lighter decision is made it is an excuse for wild partying until dawn.

There is also the matter of the Gypsy king. There has been no official king since the last Gypsy King died millennia ago. Now if a gypsy claims to be king it is for the benefit of the Gaje, or outsiders. This often helps leverage beneficial responses from gaje concerning taxes and such. This also gives the local Rom a spokes person who runs interference for his people. Often a man who is willing to serve as a last defense for his people if the local Gaje turn nasty holds this position.

There is one last position that must be explained, that of Rai. Rai is a title given by a band of gypsies to a Gaje that has proven to be loyal and trusted. These Gaje are considered to be band mates in whole and accepted as such in their band. Any other band may accept a Rai, but hold the original band accountable for the Rai’s actions. Many a dispute has been fought over Rai between bands.

Half Ogres

In order to know about Half-Ogres, one must know Ogres, and Ogres are a dangerous race. Few humans or Sidhe ever see the inside of an Ogre mound and escape to tell the tale. There are rumors of great treasure to be found within, but more often there is nothing but death. Very few individuals are mad enough to try to enter an Ogre Mound. It is a well-guarded tomb for those who make the attempt.

Ogres live in large and extended family groups inside large fabricated mounds underground. An Ogre Mound resembles just that, a mound of living earth. These Mounds are not truly an underground structure, merely being many interconnected rooms and chambers with a living earth ceiling. They do utilize pre existing caves in their architecture, but take great pains to seal their home from underground incursion by the hated Dwarves or Taelgranis. Some of the larger known Ogre Mounds are as big as small villages. These Mounds are kept as secret as possible so as to protect them. They are also protected by traps; magical and mundane. Ogres are well known for their devious and malicious trap designs, most of which are designed to maim, not kill. The innermost chambers are the most protected, leaving the larger outer chambers for communal living, cooking, and private quarters.

Ogres are cannibalistic marauders, an organized warrior race. They raid the surrounding countryside and villages, and unfortunate villagers can end up as the nearest food source. Unfortunately young adults and children are favorite captives and the elderly can be entirely overlooked in a raid.

It is a safe bet that when Ogres take prisoners they wouldn't live very long, especially if they are Sidhe. Sidhe are rumored to be especially tender of flesh, only to be out matched by the Fae. Because of this Sidhe villages are favorite targets, and prisoners. Ogres usually have elaborate feasts after a successful raiding party, followed by a somnolent full-bellied sleep. They are also very frugal and never waste any part of a kill, often turning the skins and bones of their victims into talismans or clothing.

Fighting strength is considered the utmost in abilities for the average Ogre. They are truly a race of warriors. Mages and Alchemists take either a front line position backing up a fighting squad, or apprenticing to a Shaman to keep the knowledge and lore for the Ogre people. The alchemists and mages that don't find a prestigious apprenticeship to a Shaman are given the same accord as the fighters. Rarely do Ogres learn to read unless they are Shamans. Ogres don't differentiate between Mages or Alchemists; both are seen as equally necessary and prestigious. All children are started on the path of the warrior, and would have to show a genuine aptitude to be taught magic or alchemy. Trap makers hold an especially esteemed place among these people as they help fortify the home and hearth.

Ogres are led by a cabal of mages and alchemists called Shamans. Not just any mage or alchemist is taught to be a Shaman, only those with religious loyalty to Ziphane and long apprenticeships to established and respected Shamans. They are the older, wiser advisors to an Ogre Mound. They are servants to the living Goddess Ziphane, who is the ultimate leader of all Ogres, and Mother to all. The Ogres believe that an avatar of Ziphane is born to the Ogres every generation or so. She lives a normal Ogre life and dies a natural death. The Shamans look for her in the signs and portents for her birth, and then she is taken and raised as the undying Goddess Ziphane. At her maturity she becomes a

warrior adept at alchemy and magic and leads her people in their ways. She is known by her heavy facial tattooing. Shamans are known for they wear the symbol for Ziphane on their faces.

Every century or so, a testing comes about where there are two or more births divined as the avatar of Ziphane. This leads to great religious wars between the Ogres, and is seen as Ziphane testing her people's strength. This causes Ogres to bubble forth from their mounds in great battles razing all in their path to the ground. This happens rarely and only when the population is large. It is Ziphane's way to weed out the weak and keep her people strong. Unfortunately, different factions will fight to the death following "their" Goddess against the others.

Most Ogres follow family lines designated by the area from which they come. Such as Rin of the Bloody Pond Clan. These family lines can get complicated because when a mound reaches a size too big for the surrounding area to sustain it, one of the shamans will lead half of the Ogres to found a new mound. Usually this can cause family lineage to go as follows: Rin of the Bloody Pond clan who was fathered by Jarth from the Great Oak Forest that split off of the Jagged Sea Clan. An Ogre's lineage is a source of great pride. Because of this, Ogre women keep very good track of to whom they bear children.

Ogre Mothers are also notoriously fearsome in the protection of their young. Ogre mothers have the support of the entire Mound in this. They are a tough race that will not slow for anything. Although they do not tend to take part in fights, it has been known for Ogre mothers in times of food shortages to go on raiding parties with their babies slung on their backs. For the most part Mothers stay in the Mound with their young, raising them in the Ogre ideology. Common toys for the children include real weapons sized to fit, and dolls of the other races.

Neither gender holds sway for the Ogres, they work well with equality. Women do have control over childbearing and the raising of the young, but in all other arenas men and women work equally in their community. Each Mound is led by a few shamans that comprise the elders in the community. Most larger decisions are decided by community meetings led by the Shamans.

If a Half-Ogre is raised with his Ogre family they will always have to try harder and succeed better than his full Ogre counter-parts. This creates a dangerous sense of competition. Half-Ogres tend to take more chances and risks than full Ogres in an attempt to keep up. They are also usually on the front lines of raiding parties, or out among the rest of the world. Their non-Ogre blood sometimes causes a curiosity about the other races. They are usually disappointed by their reception by the other races and the lack of understanding of Ogre ways.

Those Half-Ogre offspring that do not appear very Ogre-ish are usually discarded at birth. Half-Ogres without Ogre traits are usually raised by other races, because in an Ogre mound they can be seen as a supplemental food source. These Half-Ogres are sometimes completely unaware of their heritage and may be horrified by what they find.

Ogres tend to dress very tribally, furs and leather being the most common materials for clothing. Felinae furs are highly prized, the more exotic the better. Armor is common to all Ogres and tends to be a mélange of battlefield finds. They have a love of natural colors, as to blend in better for raiding, adorned with bone beads and leather strips.

Every year they celebrate Ziphane's death and rebirth at the winter solstice. There is a gigantic ritual raid held on the entire surrounding area a week or so before to gather supplies for the celebration. The entire Mound will turn out for this raid. This is a yearly event and there are even villages that have worked out arrangements to tithe victims and goods to the Ogres to prevent damage to their town and holdings. The celebration itself is loud and bloody. New Shamans are chosen at this time, and if Ziphane has been born her confirmation is at this celebration. There is ritual singing and drumming throughout the night. The best cooks ply their crafts for days beforehand to prepare the feast.

If Ziphane has been slain, her people will ritually mourn her passing by dressing all in red. They will drum and sing of her. If she was murdered, than hordes of red-clad Ogres will destroy the whole region, converging in a homicidal rage. This mourning will last until Ziphane is reborn and confirmed at the winter solstice celebration.

Half Orcs

Long ago, in the past, the Orcs roved in huge warbands, taking what they needed from the other, weaker races as they huddled in their hovels. They were easy targets, barricaded weakly against the night. Their shamans were most powerful. They lent their wisdom to the war councils, they could reach out and touch the gods with their magic, they were invincible...or so they say...

Soon, the other races started to band together under the direction of the dragons. It started small enough, a fortified town here, a mages' guild there. They started to encroach into orc territory. The larger towns and cities started sending out warbands of their own. Many of the Unproven, young warriors, fell victim to these warbands. Being young and unskilled warriors, they were no match for these new armies. The Orcs were pushed back into the fringes and the wild lands, into the Wastes.

Orc warbands got smaller and they were driven further onto the Wastes. The other races strove to sow the seeds of the destruction of the Orcs as a race. This taught the Orcs to survive through almost any adversity. The sidhe especially hunted them with an intense passion. Through their persecution the Orcs learned from them. Those races once so proud of the harm they wreaked upon them now fear that self-same knowledge that was inadvertently passed on to the Orcs.

The Orcs were on the verge of dieing out when the dragons started their petty squabbling. With the other races consumed by warfare, the Orcs carefully crept back into the world, doing all they could to fuel the conflict. The Endrani had become entangled with the Gypsies. The Orcs raided both parties disguised as the other to fan the fires of war. The war left those remaining weakened; easy prey for Orc raiders and they praised the dragons for their need of war.

The Orcish race is tribal in its organization. They rove as nomads in small warbands made up of a few family units. Lineage is traced from mother down. Half Orcs are the most likely members of Orc society to associate with races not their own. The persecution they meet from their own people often drives them to seek acceptance from others. The Orcish culture deals very heavily in slavery from raiding parties to sell or for menial labor. Slaves are considered expendable and don't live long in orcish bands.

Orcs are a very prolific race. It is common for females to go into battle up until birth. Orcs of high status, those with great wealth, major kills, and power, usually try to

attract other Orcs of similar status or higher for breeding purposes. This is especially true for females. Males often protect the warband, but are not necessarily involved in child rearing. Fathers will step in to raise a child if its mother has been killed. But most orcs are raised communally once weaned. It is possible for an orc not to know who their father is because they trace their lineage through their mother. Orcish society does not hold any form of marriage. Instead, couplings are brief and meant to result in offspring. Orcs tend to be promiscuous having very few sexual taboos.

Often, a high-ranking Orc will set up a household consisting of a few orcs directly under them. The more powerful the Orc, the more Orcs of lesser rank they can attract. Sometimes an Orc has sufficient power to attract enough followers to break off into their own warband. Conflicts between warbands are not unusual, and this constant struggle for power is often a cause.

When an Orc reaches adolescence they are called the Unproven. An Unproven is a young Orc with no kills, no power, no wealth, and not having yet earned their name. Large bands of Unproven will hit a town or village attempting to take gold and goods. The more useful the items they bring back to their band and the greater the kills, the more prestige they gain. The more an adolescent brings in, the more likely they are to receive a much-coveted apprenticeship from Orcish elders and heroes. There is a low survival rate among the Unproven. If an Unproven is crafty enough to survive until adulthood they are considered full members of the band. Orcs don't concern themselves with the Unproven; if they die they were weak and would have diluted the blood. If they survive, they are orcs to be respected.

The most capable provider of either gender heads the entire warband. Succession of leadership can sometimes be brutal as younger and stronger Orcs vie for position. If a Warband leader dies the strongest individual may try to prove themselves through deeds, wealth, or outright fighting and assassination.

There is often a shaman in a warband, which is usually a mage that claims insights into the spiritual world. Sometimes this shaman claims to share his spirit with one of the great totem spirits that the orcs revere. Shamans are the keepers and gatherers of knowledge. They usually don't vie for leadership of the warbands, as they have great authority without the threat of coup. A good war leader will have as many shaman supporting him as possible. Their gifts are highly prized by warband leaders, and are considered among a leaders points of prestige.

It could be said that the Orcs value frugality, survival, and endurance more than anything else. If it is easy to take something you want by force from a thin blooded, weaker race, than so be it. They view most other races as weaker than themselves and place high value on the concept that might makes right. They take a dim view of weapon use as a weak crutch of lesser races. Claws and pelt are considered signs of higher evolution. The ability to survive far outweighs all other considerations for the Orcs. They enjoy the irony behind their development of these traits, and the fear they inspire in others.

Orcish celebrations usually include large bonfires, heavy drum music, wild dancing, and heavy drinking. Large celebrations sometimes devolve into brawls with all celebrants hung over and self satisfied in the morning. Orcs celebrate large kills, military coups, and religious holidays. Most slaves in orcish society cringe at the thought of attending these celebrations due to the high mortality rate involved for them. Lesser

ranking Orcs often attempt to seduce those of higher rank during these celebrations, hoping to gain status by association.

When every Orc graduates from an Unproven to a full member of the band, they are given a name. These names are usually indicative of their deeds.

Palateth

In the time before the Dragon War, when the Sidhe had children they were always Sidhe. Even if the child was fathered or born to another race they always bred true. This was evidence for the Sidhe of their pure blood, and of their nobility. Then, during the occupation of the dragons that held the Sidhe in thrall, half-blooded Sidhe started to be born with a black triangle marking their body. This was further proof of the slavery of the once great Sidhe peoples. Now if a Palateth has a child their offspring will always be born a Palateth no matter if one parent is of another race. This is a constant insult and reminder to the Sidhe of their past, even to this day. The reason for this has never been really discovered, but the Sidhe claim that it was powerful dragon magic that caused this.

The Palateth subscribe to a different theory. They usually believe that the black triangle is a mark of favor from Collen, whom they call the Dream Goddess. They claim she created them and gave them the ability to resist magic to fight the dragons that enslaved the Sidhe. Because of this, Palateth that have dreamed of her may adorn their triangle marking with elaborate tattoos to celebrate their race. They are perplexed that the Sidhe don't understand this.

Palateth are also one of the most loyal races in existence; at least to each other. Palateth are moved towards loyalty to their own. They always give each other the benefit of the doubt, and will usually help another Palateth first and ask questions later. A Palateth would have to prove beyond doubt that they had taken advantage of or caused injury to another Palateth before it would be believed. This trust and loyalty is without question and seems to be a trait of all Palateth. The amount of help any one Palateth will give to another is up to the Palateth in question. Their loyalty rivals that of the Gypsies. It is not known where the root of this loyalty lies but it is enough that it exists. They make excellent mercenary units and are sought after for the purpose that an all Palateth unit will work far better together than most other mixed race units.

Often Palateth will follow whatever religion they were raised with but some have a dream of Collen when they reach puberty. No one knows why some Palateth have these dreams and others do not, but the ones that do often carry her symbol with them and become great sorcerers, claiming her as their teacher. The Gael'Braugh, Endrani, and Taelgranis discount these stories completely as attempts to emulate their society. In fact, some Sidhe become incensed at what they see as an attempt to steal their heritage. The Baeltraven, and to a lesser extent the Shaeldraven, understand the worship of Collen better than the Gael'Braugh, Endrani, and Taelgranis, and so they understand the Palateth better as well. They find them to be an affront to their bloodlines and are even less likely to accept a Palateth, but they do understand their magical natures.

Priests of Collen often go off into the deep forests to meditate and fast to contact her and gather wisdom. They also usually use a form of divination, such as throwing the bones. These priests adorn themselves with symbols of their arts, which is the Palateth version of the symbol of the goddess of magic. Members of any benevolent order of

clergy are very respected by other Palateth. They usually devote their lives to healing, and helping their brothers and sisters.

The Palateth have their own rumors about secret societies. Their rumors talk of hidden villages kept far from prying eyes deep in the forests and wild lands. These Palateth are rumored to come from a long family line of Palateth with their own culture and ways. Every once in a while a small group of Palateth will surface claiming to be from such a village. They seem more than willing to help their brethren and have a strong racial identity. However they keep their homeland very secret, if indeed any such culture truly exists. They are often excellent archers and travel in small martial units.

Humans view the Palateth in a much different light than the Sidhe. There are certainly human purists who feel that any mixing of bloodlines is an abomination, but for the most part, humans admire the Sidhe side of a Palateth's heritage. They see the nobility and beauty of the Sidhe, whereas the Sidhe see the crude, dilution of their magical nature by the base, common blood of the humans. Most human communities have no difficulty in accepting a Palateth into their company. For this reason, most Palateth either settle in primarily human communities where they can avoid the Sidhe, or they roam as nomads.

It is important to note that not all Palateth are human/sidhe unions. Any child of a sidhe and any other race will result in a Palateth. Whether a human/Gael/Braugh mix or a Felinae/Taelgranis mix, all Palateth are treated basically the same, even if their outward appearance varies wildly.

Most Palateth are born from one-time unions and learn from whatever culture they are raised in. This makes the race as a whole very individualistic and difficult to make generalizations about. It is far easier to judge a Palateth on an individual basis, as it seems no two Palateth come from the same situations.

No two Palateth approach the way they live their lives the same way. Each one is influenced by the culture in which they were raised. How they raise their families and approach religion and politics vary in many directions. It is impossible to make any generalizations about this race.

The Palateth can be a tragic people. They fall somewhere in between the mundane human world and the magical Sidhe world, being apart from both. Many Palateth are found to be brooding and touchy. They have no sense of racial identity. To compensate, many Palateth who have made homes for themselves will be uncommonly loyal and patriotic to their homeland. A surprisingly large number of Palateth serve in the militaries of the world.

Phookik

The Phookik have been considered tricksters, thieves, and gadabouts for centuries. Few outside of their own understand who and what they really are.

Phookiks are not really a full-blooded race. They are the offspring of one of the fae of the Shining Courts and a mortal, usually a Sidhe. It is a peculiarity of the race that they are all born with the some outward trait of their Fae parent. A Tuatha born Phookik might have antlers while a pixie born Phookik might have faerie wings.

The fae of the Summer court will almost never accept a Phookik, which is the fae word for bastard, into their Court. Any Phookik borne of the Summer court is outcast

instantly and left to live or die in the world of the mortals. The Seelie blood of these Phookiks accounts for their usual behavior. The effect of the Shining Host shows through, even though they were not raised among the fae.

The get of the Winter Court are not as playful and jovial as their Summer Court cousins. The fae owing allegiance to the Queen of Air and Darkness are not playful and they are not kind. They are the things in the night that whisper madness into the ears of men. Phookik born of the Darksome Host are often accepted into the Unseelie court, provided they survive the machinations and maneuverings of the Unseelie.

Winter Court Phookik that live in the realms of men are brooding, hateful, and cruel. They get along well with the Endrani. They are as prone to play tricks as the Summer Court Phookik, but their tricks can kill.

Phookik from one court or another will often band together for survival and companionship. They are not truly accepted by any race or culture, and so they must create their own communities in order to have companionship. The fae are a gregarious people and they feel uncomfortable when not surrounded by other fae. The Phookik are cursed in that they feel this same yearning, but they are almost always cast out of the Fae Realms into the mortal world. Because of this yearning, Winter and Summer Court Phookik will band together. They may detest each other and have nothing in common, but the yearning to be among the fae is more powerful than personal preference.

Some of the more devious members of the Winter Court have been known to virtually enslave Phookiks. Simply paying attention to them touches the part of their spirit where the yearning lies. This can be addictive to Phookik and Unseelie fae are well aware of this.

Phookik are torn when it comes to the fae. They feel the yearning to bask in their attention, and yet they hate them for being what they are not. It is a conflict that every Phookik must contend with. Fae are often somewhat fearful of Phookik. They are very intense beings that have an unending fascination with the fae and nothing to fear from cold iron, the bane of all true fae.

Encountering a Summer Court Phookik can be an extremely annoying experience. Encountering a Winter Court Phookik can be a nightmare. The Summer Phookik are outgoing and gregarious. They enjoy (mostly) harmless pranks and laugh a great deal. Winter Phookik find insult in the smallest things and are likely to put a venomous snake in the offending persons bed; as a joke. They most often prefer deception and misdirection, hurting those who have insulted them by indirect means.

The specific species of fae that parented a Phookik accounts for much of the Phookiks appearance and attitude. A Phookik sired by a Tuatha of the Summer court will be well dressed and polite. He would still play tricks, but would have much more decorum. The child of a Winter Court Redcap would be quick to anger and likely to attack directly and with little provocation.

Taelgranis

The Taelgranis have not always dwelt underground as they do today. Once, long ago, they lived their lives on the surface world. They were keepers of knowledge and collectors of lore, recording history with an unbiased eye. All of the peoples of Pangea knew and respected the Taelgranis as true scholars and historians.

In those times they lived in a great city called Atlanashar. The stones themselves were carved with intricate glyphic works making every building, street and alleyway a work of art unto itself. The most beautiful of all, The Great Library, was the focal point of their culture and a draw to all those who sought information of any kind. The Taelgranis traveled the world, recording all they witnessed so as to share the benefit of their knowledge through The Great Library. There were no secrets, no information too delicate to share with the world. The doors of The Great Library stood open for all to enter. To the Taelgranis, nothing stood higher than truth. To that end they were forced to remain dispassionate, any slip into subjectivity meant the tainting of the knowledge they held so dear. It was this neutrality that led to their eventual downfall.

It was also their neutrality that made them the teachers of renown that they were. Atlanashar, in its golden age, was the center of scholarship throughout Pangea. All who wished tutelage, no matter the art, sought Taelgranis teaching. To the Taelgranis knowledge itself did not carry the weight of good or evil. It was the person bearing that knowledge that determined the spirit behind its use.

The Taelgranis kept their characteristic objectivity during the Dragon War, refusing to become involved in lieu of recording the events that ensued. As the war raged, the factions involved began to see the Taelgranis as potential allies and wooed them to their disparate causes. The Taelgranis refused to become involved. Eventually the pleas turned to demands and demands to threats that in turn led to actual attacks made against the walls of Atlanashar herself. Fearing destruction, they fled into the intricate caves of the underground, taking with them the collected works of the Great Library. Even the combined forces of the armies camped against them dared not follow.

They traveled deep into the heart of the living earth losing many of their number to the ravages of the subterranean world. Finally, days after their exodus from Atlanashar, they found themselves in a great cavern fed by an underground river. It was the ideal place to start again, to create a new stronghold, a new Library, a new Atlanashar.

As generations passed they expanded, filling the underground with a network of cities and hidden thoroughfares now known as the Subtellurium. Their trust in the other races had been forever broken. As open as they had once been, they were now equally as secretive, defending their collected knowledge with unmatched ferocity. The Taelgranis themselves changed as well, becoming pale and gaunt, their voices forever held to the whisper that had kept them safe for so long. But not all changes were so superficial; in their years of hiding they had learned to bend the shadows to their will becoming unparalleled masters of subterfuge.

Eventually the Taelgranis began to creep back out onto the surface world in small groups of scouts and information gatherers. What they found was a world just as changed by the passage of time as they had been. The sun had become an enemy, forcing them to travel at night. The small bands were treated with mistrust and fear by a world that had all but forgotten of their existence. They were chased from town gates, accused of necromancy and vampirism.

However, rather than retreating entirely from the surface world, the Taelgranis' governing council decided that a slower reentry was called for. There was still much to learn and record, and for the Taelgranis, having a whole world to rediscover was far too much to resist.

Modern Taelgranis still hoard information just as their ancestors did but no longer is it for the benefit of any outsider. Their secrets are kept with a kind of obsessive ferocity, no outsider is allowed into the sacred library. They now live somewhat secluded from their fellow Pangeans, neither garnering nor offering trust to the other races.

It is important to note that due to interference by Dragoons, the Taelgranis have been split politically between two distinct parties, the Traditionalists and the Progressives. The Traditionalists believe that the Taelgranis people should remain hidden, that they should continue to hoard information and have as little as possible to do with other races and cultures. The Progressives believe that in order to keep pace with the rest of the world the Taelgranis must have contact with new experiences. Only in this way can they gain access to new sources of information. The later are by far more willing to have contact with outsiders. This ideological rift has caused much debate, and some bloodshed between the two factions.

In the Subtellurium and the great city of New Atlanashar, Taelgranis culture is governed by a strict class system. Although there is no inter-class discrimination, the class system does define a person's standing and position in Taelgranis society. Although rigid, the class structure is not fixed. By learning the skills of classes above them and accepting the responsibilities inherent in each, a person can move up through the ranks. The specific classes are defined below:

- I. Commoners- The bulk of Taelgranis population falls into this class. They are made up of laborers and artisans such as farmers, tailors, bakers, blacksmiths, police, etc.
- II. Protectors- The warrior class. They are made up of warriors, mages and alchemists sworn to protect the denizens of the Subtellurium. They are charged with guarding the libraries and the cities of the Subtellurium and for fighting in inter-city conflicts.
- III. Instructors- They are made up of instructors of all sorts ranging from languages and arcane lore to magic, alchemy and fighting. Master artisans also fall into this class, as they are the only ones of sufficient skill to take on apprentices.
- IV. Proelioris Noctum- The Shadow Knights. The only class found in any real numbers in the surface world. They are made up of information gatherers, scouts and spies. They are also responsible for trade agreements made with surface dwellers. This is not an order of knighthood, but more a profession.
- V. Librarian- The class responsible for the care of the Great Library of Atlanashar. They are made up of scholars and caretakers, cataloguing information brought to them by those who travel the surface world. This class carries great prestige.
- VI. Adjutants- The understudies to the members of the Council. They are made up of all those who aspire to Council membership. They serve the council as ambassadors on the surface world when the need to deal with outsider nobles arises. Those who prove themselves are made Council members when their time comes.
- VII. Council Members- The ruling council of Taelgranis society. They are made up primarily of Taelgranis elders and city Primes. Only the wisest Taelgranis ever reach this class. They rule solely from the Subtellurium, rarely visiting the surface, if ever. The Council handles all matters of Taelgranis government that effects more than one city.

One new sub-class has risen since the Taelgranis reentered the surface world, the Rogue. This class consists of all Taelgranis who have abandoned the Subtellurium for surface life. Although not outcasts in the traditional sense of the word, any Rogue

returning to the Subtellurium will be treated with distrust, the stigma of surface living forever on their heads. Most Taelgranis living in the world above will likely be Rogues.

There are a few Taelgranis who live on the surface world who have been barred from returning to the Subtellurium. These outcasts have committed some inexcusable crime, such as sharing secret information with outsiders. Taelgranis coming in contact with such outcasts treat them as though they no longer exist.

The Known World

A Brief History of the Kingdoms of Man

In the dim reaches of history, man was born unto the world. He came into the realms of the elder races howling with a barbaric fury. Though the other races were more advanced, man was by far more prolific. He pushed the elder races back and began to make realms of his own contrivance. The first human rulers were no more than savage warlords and murderous cutthroats.

In the centuries to follow, humans began to learn from their elders. They developed written language, and eventually, a society. In one small corner of the world, man reined supreme. He had driven the sidhe to the north and the goblinoids to the east. This land was ruled for generations by warring tribes.

About 1200 years ago, the human warbands began to form into more formalized coalitions. These eventually lead to the formation of the first human kingdoms: Malay, Inishmora, & Alba. These kingdoms fought each other and the other neighboring nations constantly. After about a dozen generations, nobility started to show up in the human lands and most of them had adopted a feudal system of government.

The most influential human kingdom in history was known as Imajicka. The history of Imajicka is tied intrinsically to the history of the once powerful independent kingdom of Wales, but was made of many different cultures.

Wales-

Wales began as a nation mostly because it is an island. Had it been part of the mainland it would most likely have been absorbed by one of the other growing nations. Wales, whose ancient name was Alba, started as the other kingdoms did, a group of villages forged into one country by a warlord. That warlord was Richard the Conqueror.

Sometime around the year 640 the barbarians of Foehammer began an invasion of Wales. They sacked Northumbria and moved south burning towns and villages as they went. The Albans met them on the fields of Hastings, south of York, and made their stand. The battle was heated but the barbarians were eventually turned back and later expelled from the island.

In the year 1146 the young king of the nation whose name had been changed from Alba to Wales, Edward II, began an invasion of a verdant green land known as Inishmora. It took 11 years, but Edward Van Dance conquered the Inish at the battle of Culloden and split the former kingdom into the duchies of Schohiem and Labrador. The first Duke of Schohiem was a collaborator named Angus MacDonald. MacDonald also ruled Labrador in all but title, as the Labradoran Duke was a weak man named Colm O'Bannon.

After the absorption of Inishmora, Wales looked east for further conquest. King Edward sent his navy to harass the coastline of Malay and began moving his troops around Malay's northern flank through a very short lived pact with Doomstadt. The war lasted almost 20 years and ended undecided at the battle of Agincourt in central Malay. After Agincourt, Wales saw that conquest of Malay was unlikely. As a peace overture, Queen Eleanor of Malay offered her own hand in marriage to the recently widowed King Edward. They were wed on the fields of Agincourt a few months later. Their wedding marked the foundation of the kingdom of Imajicka and the capital was moved to The Citadel of Avalon in southern Wales.

About 150 years after the battle of Agincourt, in the year 1323 King Charles I died without an heir. The lines of Van Dance from Wales, and DeVane of Malay began to maneuver for the throne. Eventually civil war erupted. The DeVane faction took the red rose as their standard, and the Van Dance's took the white. This war became known as the War of the Roses. After 3 bloody years, the DeVane line took the throne.

More recently, in the year 1917, War again reared its ugly head. At the assassination of a juvenile Endrani queen, forces sallied from Malay and occupied Doomstadt. After 6 years of some of the most horrific battles ever known, Doomstadt formally surrendered to King John I in the Citadel in the district of Avalon. King John then set up Doomstadt as a separate duchy. The duchy of Doomstadt was ever in a state of unrest, and only 18 months later declared their independence and seceded from Imajicka.

Twelve years ago King Richard Van Dance took the throne of Imajicka. After over seven years of rule he went on a quest to the lands of the east and disappeared. His brother, Prince John, took the throne and ruled with an iron fist until Richard's return three years later. Richard took the throne back from his brother and had him executed. Unfortunately, Richard had been possessed by the spirit of a dracolich in the east. The people of Wales began a revolt and Richard was slain on the fields of York.

After Richards's death, Duchess Olanna DeVane and Prince John's closest supporter, Countess Helena DeWight began a dynastic war for the throne. After many battles in which DeWight's undead minions destroyed much of the countryside, Olanna DeVane defeated the countess and assumed the throne as Queen. She realized that she would never be able to hold Imajicka together. She declared Imajicka no more and declared herself to be Queen of Wales.

Olanna had reigned for less than a year when she was assassinated. The land was in chaos. After over a year of anarchy, King Richard's cousin, Michael Van Dance returned to the land of his birth to take the throne. King Michael declared that the land would revert to its ancient name of Alba and that it would be broken into the original three duchies of Wales, Cymru, and Cornwall.

Schohiem-

Prior to being annexed by Wales and named the duchy of Schohiem, this land was the mountainous highland region of the Island of Inishmora. It was a land of proud warriors and talented poets and started out as a land ruled by warring clans. These clans preyed on each other and foreign travelers for centuries.

In 894, clan chief Donald MacGilleevry came down from the highlands and united the clans. He then led an invasion of Labrador to the south. After securing the conquest of what was later the duchy of Labrador at the battle of Connacht in 909, King Donald

turned his eyes to the southeast. He bought ships from the hated barbarian raiders to the north and sailed for Alba.

King Donald's ships landed in the harbor south of the cliffs of Dover and he began his march inland. The clansmen, including a horde of barbaric highlanders, made it as far as York in central Wales before being turned back. The battle beneath the walls of York was beyond belief. After the three days the siege was done, the surviving clansmen fleeing back to their ships at Dover, but the walls surrounding York were no more.

When King Edward II of house Van Dance invaded in 1146, the clans once again joined to fight for their freedom. The Welsh outnumbered the clansmen and were far better equipped. King Edward's army marched steadily across the highlands winning battle after battle. At one point in the war it appeared as though the clansmen might actually be able to beat the Welsh invasion back. In 1153 the Nuada executed a perfect ambush at Sterling Bridge in central Labrador.

Unfortunately for the Inish, the battle at Sterling was not enough to stop the armies of King Edward and in 1157 King Duncan Stewart was killed in battle. After his death, the clan chiefs began to squabble for the throne. The decision was taken out of their hands when Angus MacDonald betrayed the other chiefs to the Welsh. MacDonald was named Duke of the newly absorbed duchy by King Edward II.

Labrador-

The area that was once the Duchy of Labrador was settled by the remnants of a nomadic tribe of barbarians called the Nuada, who once roamed most of the continent. These people were fierce warriors and very clan oriented. Over the years, most of the Nuada grew more settled and eventually lost their barbarian ways. Only small pockets of the original barbaric Nuada still exist today.

After almost 1000 years, the people of Labrador had formed clans, towns, & villages. In 870 the barbarians of Foehammer attacked Labrador and began an invasion. From the ashes of southeastern Labrador a hero arose. A man named Finn Mhic Cumhail and a small band of warriors led a series of raids on northman camps that eventually led to their retreat from Labrador.

The lowland Inish have never been a particularly strong nation of people. The greatest leader in their history was King Brian Boru. Legend has it that the ancient kings of Labrador were chosen in a very special way. Unlike the successions of modern monarchies, the kings of Inishmora were chosen by a stone. On the plains of central Labrador stands Tara hill. On this hill is a sacred stone called the Linn Fial, the Stone of Destiny. The legend says that when the true king of Inishmora touches the stone it will sing forth.

When the highland clans invaded in 903, it was King Alastair Brennan who led the clans against the invaders. After a mere 6 years of bitter conflict, King Alastair bent the knee to the Schohiem king after the battle of Connacht. The Labradorans were integrated into Schohiem with a surprising ease. The two peoples has always had much in common, and the average peasant is not overly concerned with who his king is.

Today Labrador is a memory lost in the mists of time. After they were conquered by the highlanders, the entire island once again became known as the nation of Inishmora and the people, both highland, and lowland have become fully integrated.

Malay-

Of all of the former duchies of Imajicka, Malay is the most prosperous and the most independent. Malay developed the first monarchy in the region and has had a healthy trade with the Endrani nation of Doomstadt to the north from its beginning.

An unfortunate turn of events led the burgeoning nobility of Malay down the road to elitism. In early Malay there were two social classes: the very wealthy nobility, and the very poor peasantry. After generations of toiling to serve their pampered masters, the Malayan peasants eventually snapped.

After the death of the lower class's one supporter in the nobility, General LeMark, in 1082, the citizens of Versailles revolted. The people stormed the crown prison, the Bastion, and put many of the nobility to death. This revolution sparked an immense surge of nationalism in the populace. Unfortunately for the revolutionaries, the remaining nobles appealed to the queen of Doomstadt for aid, which she provided. The Revolutionary Committee of Public Safety the people had put in charge only lasted 12 years before the nobility, aided by the Doomstadt military, regained some power.

The new aristocracy had regained control, but they lacked a monarch. The houses of Mont Clamont, Deveraux, Denube, Montreal, and DeVane were all in the running for the throne. In the end, a Parliament elected Duke Louis DeVane King of Malay. As it happened, it was King Louis's granddaughter, Eleanor of Chardonay, who was the kingdom's most memorable monarch.

After Louis III died, the throne passed to his son, Louis IV. King Louis IV was paranoid at the idea that the neighboring kingdom of Doomstadt would invade. He began devoting all of the country's resources to building a line of castles and fortifications along the northern border, which centered on the city of Maginot.

Wales, sensing Malay's weakness, attacked. The Welsh sacked Calais, Cherbourg, Chardonay, and La Rochelle before Malay could mobilize and respond. Wales continued to push from La Rochelle and inland from the other cities for a dozen years. In 1174 King Louis IV died without a male heir. His daughter, Eleanor, ascended the throne as Queen.

In 1178, just four years after Eleanor's coronation, Wales and Malay engaged in perhaps the most important battle in western history in the fields near the small city of Agincourt in western Malay. Eleanor had witnessed the terrible destruction the war was inflicting on her people first hand as she watched the battle from a nearby hill. She came to the conclusion that the price of pride was too high. She wrote to King Edward II of Wales and sued for peace. She invited him to her family home and there she offered him her hand in marriage in order to seal the formation of a new and unified kingdom under their joint rule.

Edward II accepted Eleanor's proposal and they were married a few months later. They named their new kingdom Imajicka and designated The Citadel of Avalon the new capital and Malay as a duchy under the rule of Duke Jean-Michel Mont Clamont, whose descendants came to rule Malay after being reformed into a Parliamentary Monarchy when Imajicka was shattered.

The Isle of Alba

Alba is a feudal kingdom broken up into three duchies, and then further into baronies and lesser holdings. Alba means “White Rose” in the ancient language of the native people who inhabited the island before men from the continent invaded.

Alba is a hereditary monarchy. The King or Queen rules absolutely. The Crown delegates to trusted advisors who operate various aspects of government. The social structure of Alba is very formalized. In descending order of importance:

- King/Queen
- Prince/Princess
- Duke/Duchess
- Count/Countess
- Baron/Baroness
- Lord/Lady
- Knight
- Squire/Clergy/Military officer
- Yeoman (land owning, non-nobility)
- Merchants/Military enlisted
- Peasant
- Indentured servant

Alba is the ancient name of the island. More recently, it had been called Wales. Wales was one of the five duchies of the Kingdom of Imajicka. Since the dissolution of Imajicka and the return of the lost King, the island has reverted to its original name and has become its own nation. The symbol of Alba is a white tudor rose on a blue field.

The three duchies of Alba are Wales, Cymru, and Cornwall.

Wales-

Wales is the largest of the three duchies and the one in which the national capital lies. Wales takes up almost all of the north and most of central and eastern Alba. The ducal seat is located in Notford Longs. The national capital is located in Alba’s largest city, York, on the central plain.

Cornwall-

Cornwall takes up the entire southern coast of the island. The ducal seat is located in Lyones. Also situated in Cornwall are the ruins of the old Imajickan capital, the Citadel of Avalon. The southern coast is lashed by frequent gales and the people pride themselves on their toughness and tenacity.

Cymru-

The people of Cymru are what remains of the ancient human race who inhabited Alba before Richard the Conqueror landed. They are a proud people and hold tight to their ancient traditions. They have intermarried over the centuries, but the old family lines are still proud of their lineage. The ducal seat is the oldest human habitation

on Alba, the ancient fortress of Caemle Tor. Cymru lands lie in the southwestern corner of Alba and extend most of the way up the west coast. Cymru is separated from Cornwall and Wales by the islands only large mountain range, which are called the Sisters for the five great peaks along the range called the Five Sisters.

It is important to note that Alba is a feudal monarchy. Each local Lord owes allegiance and military service to his Baron, who in turn owes his to his Duke. The Dukes then support the Crown. In Alba, the Lord or Baron of an area has the right to make any laws that do not violate the edicts of his superiors. There is no due process of law in Alba, the nobles have absolute control over who is right and who is wrong. Strong merchants and Guilds can exert some political pressure, mainly because of their monetary strength.

The Kingdom of Malay

Malay is perhaps the most prosperous human Kingdom of the west. Made up of rolling hills and verdant fields, Malay produces a great deal of food for export, and is world-renowned for it's wine. The symbol for the Kingdom of Malay is a gold Fleur-de-lis on a white field.

Malay is a parliamentary monarchy. The King rules with the assent of the two houses of Parliament, the House of Lords and the House of Commons. The patriarch or matriarch of each noble family in Malay has one seat in the Lords, and the MP's from the commons are elected every two years from among the common people.

Fortunately for the nobility, almost all of the revolutionary fervor from past years has subsided. The advent of a Parliament has satisfied the peoples centuries old demand for representation. Today Malay is at peace and has strong treaties in place with Inishmora and Shalkara, and is negotiating with Doomstadt and Alba.

After Imajicka was shattered, Grand Duke Jean-Michel Mont Clamont claimed the Malayan throne and took the remnants of the old Imajickan Royal guard and forged them into the Lighting Guard, the personal bodyguards and agents of the royal family.

The ancient line of fortresses centered around the city of Maginot along the border with Doomstadt are currently being renovated and garrisoned. The crown and Prime Minister have been in negotiations with the Endrani, but the instability of Doomstadt is making the Malayans nervous.

Malay is further broken up into the duchies of Montreal, Denube, Deveraux, Orleans (the DeVane family), and Mont Clamont. The capital of La Rochelle is located in the duchy of Mont Clamont. The King is also the Duke Mont Clamont.

The social structure of Malay is as follows:

- King/Queen
- Prince/Princess
- Duke/Duchess
- Marquies/Marquioness
- Viscount/Viscountess
- Baron/Baroness
- Lord/Lady
- Chevalier (knight)
- Bourgeoisie (merchants/military officers/clergy)
- Commoners

The Kingdom of Inishmora

The misty, emerald isle of Inishmora has fired the imagination of poets and bards for centuries. This nation has been torn by strife many times in its history. Amazingly, some part of its ancient culture remains intact.

Inishmora is made up of three distinctive peoples. The most numerous are the modern lowlanders of what was until recently the Imajickan duchy of Labrador. They are basically the same in demeanor and culture as the people of Alba. The second are the highland barbarians. These fierce clansmen have swept invader after invader from the shores of the Isle. The last and by far scarcer are the Nuada. These are the lowland barbarians. The people of the Isle are conscious of origin. They call the lowlanders Inish. The barbarians are called highlanders or Nuada respectively. Outsiders, not understanding the distinction, call all of these people Inish.

The Inish are a very musical and poetical people. They revere bards almost as nobles. They can always expect the best treatment in any household. The Inish are a brash and boisterous people. They make no excuses for themselves and tend to wear their emotions for everyone to see.

They have a great love of the sea and make excellent sailors. Perhaps a third of the enlisted of the Royal Alban Navy is made up of Inish. They have warred with the seafaring northmen of Foehammer for generations.

Inish surnames tend to begin with “Mc” in the lowlands or “Mac” in the highlands. It is a distinction outsiders often do not recognize, but the Inish can hear the difference when it is spoken. The older names of the Nuada tend to be in the guttural language of their dim past.

Inishmora is a land covered with ancient temples and standing stones. These places are where the Nuada of old paid homage, and still do, to the fae folk, or Gentry. These stone rings and fairy circles are said to still hold great power. It is said that each of these places was once a fae gate, leading from the lands of the fae into the world of Man.

The Inish are a very emotional and very musical people. They are quick to anger and rarely back down once roused. Most members of the population spend their lives fishing, farming, or driving sheep and cattle. Peat is used as fuel in place of wood or coal, and the aroma is notorious. Each village will be within the territory of one of the clans, though this is more a note of familial relationship than property ownership in modern times. Each clan has a tartan of specific color and design. Members of the clan usually wear clothing patterned on this design. The people living in the country and highlands still wear the traditional kilts. Those in cities more commonly wear trousers and tunics with a sash or belt of the tartan material.

Music is important to the lives and spirituality of the Inish. Many of the common folk learn skills in musical instruments, singing, and dancing. They even go so far as to use music in battle. When Inish warriors have been arrayed in battle, they use pipes and drums to signal battle formations and to intimidate their foes. In battle, highland and Nuada warriors tend to rely more on courage and emotion than discipline, often running into combat wearing nothing but paint. The symbol for the Kingdom of Inishmora is a brown harp on a green field.

Doomstadt

The lands of the Endrani are harsh and ugly by most standards. Consisting primarily of sandy soil and rocky hills, Doomstadt is a land of harsh terrain and harsher rule.

Doomstadt is a matriarchy. The Queen, who is also the Queen of the Endrani race, rules absolutely. At least in theory. The Matriarchs of the Great Houses have nearly limitless power within the borders of their own lands, and much even outside of their territory.

Behind the Queen, all power in Doomstadt is derived from the Five Great Houses. Each of these Houses controls a significant portion of the nations geography, and an even larger part of the countries wealth. This gives them power and when they have had cause to unite in the past, Queens have died very suddenly.

After the Five Great Houses are the Lesser Houses. Most of these owe allegiance to one of the Great Houses. A few smaller Houses are without affiliation. House affiliation is of paramount importance in Doomstadt. The higher up the scale ones House is, the more respect and power an individual can command.

Males are subservient in Doomstadt. Females own all property and hold all government posts. Males are not quite slaves, but they have very few legal rights and are completely subject to the whims of the woman who command them. This is a trait that is part of all Endrani society. In Doomstadt, males live in a state that is indistinguishable from slavery.

The economy of Doomstadt is based on mining and slavery. They import most food, textiles, and wood products. The rich mineral deposits in the Mountains forming the eastern border with Shalkara, as well as the rocky foothills running throughout the land, make up the preponderance of commercial interest within the country. What little forest Doomstadt once had has been long since harvested. Use of other materials than stone to build is considered a luxury and a sign of wealth and power. A matriarch sitting at a wooden desk is obviously a woman of power and therefore not to be trifled with.

Most of the actual work of mining the land is done by slaves imported from Thracia Unitas slave ships or from Shalkaran entrepreneurs. Women perform administrative and educational duties, males are for manual labor, fighting, and breeding. The highest a male from Doomstadt can aspire to is to be inducted into the Shurikai Knights. This military unit owes its loyalty directly to the Matriarch of one of the Great Houses. The Shurikai are the assassins and enforcers of the Matriarchs' wills.

The Houses build their Households very near, or sometimes directly above, the mines that give them their income. This allows the House guard to control the slaves more fully and prevent sabotage by the other Houses.

The environment in Doomstadt is notoriously harsh and the people living their pride themselves on being more resilient than others. They feel that they are superior to any other people on Pangea. This is most notably true of the Endrani. It is of note that virtually all citizens of Doomstadt adapt to the Endrani culture, as it forms the backbone of the nation. The symbol for the nation of Doomstadt is a black tower on a gray field.

The Subtellurium

The dark, echoing caverns and tunnels of the Taelgranis are a dangerous and mysterious world. The Subtellurium is not located beneath the borders of one nation, but many. This immense, winding system of caves is spread beneath thousands of miles of Pangea's surface.

The majority of the claimed portions of the Subtellurium are made up of large, even immense, caverns in which the Taelgranis build their dim, subterranean cities. The galleries and tunnels between these cities are filled with many dangers. From pockets of deadly gases, to cave-ins, to ravenous monstrosities, these byways are not to be tread lightly.

The cities of the Subtellurium are centered around family libraries. These great strongholds of knowledge are the heart and soul of the Taelgranis nation. Each city is lead by the patriarch of the leading family. Most of the other families in the city are related in some manner to the lead family, which is called the Prime, as is the patriarch of that family. It is a distinction outsiders have difficulty understanding.

The Prime family's home is built around the city's central library. Proximity to the library determines social standing in Taelgranis society. Most dwellings are carved from the living stone that forms the Subtellurium. Other materials, such as wood, are highly prized and very rare.

The extent of a city's library will determine its importance in Taelgranis society and is also responsible for the size of a city's population. The greater the library, the more families will want to be close to it, therefore the higher the population and the larger the area of the Subtellurium claimed for the city. Claiming a new cavern for a city and founding a library is every non-Prime family's greatest ambition.

The outer parts of each city are built for defense against the hunters of the Subtellurium. The families on the outskirts or charged with the duty of defending the community, which takes time away from their research and study, which in turn causes them to fall lower in social standing. The system is harsh and is built to weed out the foolish.

Other than a very little hunting and fishing, and the farming of fungi, all food and materials not made of rock or stone are imported from the world above. The Taelgranis charged with traveling to the outside world to procure these items, and to seek the knowledge left exposed to the sun, are highly honored among their people. They are the ones who provide food, clothing, luxury items, and new research materials for the Subtellurium. These people have become known to the world above as the Shadow Knights. The Taelgranis name them more precisely as the Proelioris Noctum, which is ancient Baeltraven meaning warrior in the darkness.

The Great library is the one true center of the Subtellurium. Located in the city of New Atlanashar, this is the largest and oldest repository of knowledge anywhere in the world. The Taelgranis guard the Great library with righteous zeal. Outsiders are never permitted to enter the library.

The population of the Subtellurium is almost entirely made up of Taelgranis. The only other people who feel at home beneath the earth are the Dwarves, and they distrust the pale skinned sidhe enough to avoid their territory. Other residents and visitors to the

Subtelligium are almost always ill at ease and few ever become truly acclimatized to the underground environment.

Sultanate of Damascus

The windswept deserts and fertile river valleys of Damascus are said to be the cradle of human life on Pangea. This land has changed much over the millennia and has adapted to meet each new challenge.

The most populace part of the Sultanate is the Nikiria river valley. The river lends fertility and life to this land of vast deserts. The river flows from the city of Nekhen in the Mountains of the Crescent in the south to the great city of Alexandria in the north.

Almost all farming is done along the flood plains surrounding the Nikiria.

Thousands of years before the Dragon Wars, the land was known as the Empire of Nikiria. It was a kingdom made mostly of Felinae. Due to civil war between Pharaoh Osirim III and his cousin, General Damascus, the land was left in a weakened state. It was during this time that the Thracian Empire was reaching ascendancy. The Thracian Legions marched across the border and conquered this once mighty Empire.

The Thracian General, Alexander Minas, took the northern city of Nekheb and changed its name to Alexandria. The Thracian Emperor, Augustus, gave governance of the new Thracian province to Damascus and called him Pharaoh. He set up many ambitious Thracian nobles as local governors in Nikiria. The local people called these governors “sultan” which in their language meant “evil wind”.

The Thracians called the land simply “Damascus” for its overseer and they adopted the term Sultans to indicate the Thracian governors, not understanding its meaning. Over the millennia the land has become known as the Sultanate of Damascus.

When Thracia fell into decline, The Sultanate once again claimed independence. The Thracian city-states were warring among themselves and were not able to stop the secession. The land retained the name of its greatest hero, Damascus, and retained the system of Pharaoh and Sultan.

Today the Sultanate is a stable land. The Pharaoh is the head of state, but the Sultans have near total control in their own lands. There are two distinct cultural types in the Sultanate today. Those who are descended purely from the bloodlines of ancient Nikiria and called Nikirians. Those with some Thracian lineage are called Alexandrians. Nikirians make up the lower classes. The upper class and Sultans are all Alexandrians, as is the current Pharaohic dynasty.

The population of the Sultanate has now, and always has had, consisted largely of Felinae. The Sultanate is the traditional homeland of the race, and many make pilgrimages to Alexandria sometime during their lives.

The ancient Nikirians built massive temples and obelisks dedicated to the worship of Ubasti. These megaliths still stand in the cities along the Nikiria river. They also built enormous pyramids to act as the final resting places of their Pharaohs. The dead were wrapped in sacred cloth and mummified, and then laid to rest along with fabulous riches in their massive tombs. Many grave robbers have died in the traps and curses left behind by the ancient priests.

These massive examples of ancient architecture were originally built by slaves. Slavery was rampant in ancient Nikiria. Today slavery has been outlawed. Thracian

entrepreneurs still make raids into the Sultanate to procure slaves to sell in their cities and to export to Doomstadt.

There is yet one more type of people living in the Sultanate from times past. The desert nomad called Dervishes still move throughout the massive deserts of the land. They are very distrustful of outsiders and see them as natural prey, raiding caravans seemingly at will.

The study of alchemy is said to have been developed in the Sultanate. Certainly no other people are as interested in scientific and alchemical experimentation as the Damascans. They were also the first to develop mathematics, which was quickly learned by the Thracians and spread throughout the world.

The writing of ancient Nikiria is very distinctive, and is the oldest non-sidhe or dwarven form of writing. Made up of characters called hieroglyphics, pictures communicate meaning to the reader.

The people of the Sultanate, no matter what their heritage, tend to wear light, flowing garments. They usually wear light colors to protect against the burning desert sun, but often wear black on formal occasions. Alexandrian women have taken to wearing filmy veils over their lower faces as a token to the mysterious nature of Ubasti and Jadira, the two most common deities in the Sultanate. The symbol for the Sultanate of Damascus is a golden, stylized eye (of Horus) on black field.

Sylvanator

The land of the sidhe consists of the oldest settlements and the largest forests in the known world. Sylvanator is the traditional homeland of the Endrani, Gael'Braugh, Taelgranis, and the semi-mythical Shaeldraven, Baeltraven, and the winged Forgotten.

Sylvanator is not a unified nation as such. The sidhe living there have created enclaves where several related families live together. Most enclaves hold a few dozen families, but some have as many as a five hundred people living in them. Each enclave has its own council of Elders, which makes all important decisions for the enclave.

Within each enclave, there are three positions of note. These three positions are the only ones that give a person a say in what happens within an enclave, though the sidhe are content with this system. The first is the Elder. When a sidhe has reached what the rest of the Council deems to be an acceptable level of wisdom and insight, he or she is named Elder and invited to join the council. The second is the enclave priest or priestess, usually of Thorin or Gwynna, but it can be of any benevolent deity. The last is the chief scout. This person organizes defense of the enclave and reconnaissance of the enclave's territory.

Sidhe warriors scout the border of Sylvanator, especially the border with Foehammer, to keep strangers out. Those not of sidhe birth are almost universally unwelcome by the sidhe. They are very xenophobic and will firmly turn away any non-sidhe who attempts to enter the territory. They do not take no for an answer.

Most of the sidhe in the world live within the ill-defined borders of Sylvanator. There are always exceptions and outcasts, which usually end up roaming the rest of the world. The haughty Shaeldraven, the mystical Baeltraven, and the mysterious Forgotten all live within these sidhe lands, virtually without exception.

The Shaeldraven and Baeltraven as a whole made a conscious decision after the Dragon War to stay within the boundaries of their lands forever. The Forgotten have made a few excursion into the realms of man. These few sightings are enough to give rise to the myths that the Forgotten are benign, or malign, messengers for the gods; no doubt because they are the only winged race of sidhe.

The only thing resembling a ruling body for the territory is the Great Council. Every ten years the chief elder of each enclave in Sylvanator travels to the only actual city in the territory. The city of Myn' Traval lies along the southern coast of Sylvanator. It is a sight very few not of sidhe heritage has ever seen, but it is the only part of Sylvanator that non-sidhe are ever allowed to see. The Great Council makes all decisions for the sidhe as a people and for their land of Sylvanator. They also meet with any representatives from abroad that they deem important enough to acknowledge.

Very few Shaeldraven, Baeltraven, or Forgotten live in Myn' Traval, preferring even greater isolation in their deep forest enclaves. Most Endrani live in Doomstadt and most Taelgranis in the Sub-Tellurium, so most of the population of Sylvanator is comprised of Gael' Braugh. As Sylvanator is not a formalized "kingdom", there is on one symbol or standard that represents this land.

The Shalkaran Empire

The Warlord Yin Qui Shalkara established the Empire of Shalkara some 1300 years ago. It has grown steadily ever since, now having 20 provinces and encompassing a population up to several hundred million people of all races. As one of the largest Human holdings, it boasts a large and highly advanced society. Its largest neighbor is Malay, which it has separated from the Empire by the world's highest mountain range. Many other smaller kingdoms and principalities lie around its southeastern borders and in some of the island chains off the coast. These smaller countries maintain their independence mostly through treaties signed with the Empire. With its strong economic, military, and political strengths, it should be around for some time. The symbol of the Shalkaran Empire is a golden star on a red field.

The Empire is made up of 20 provinces, with 4 major rivers, two mountain ranges, and a large fertile plain, within them. The Northern Provinces are Qui, Nagumo, Chi-son, Yen-Shi and Obo. The Coastal Provinces of Ningpo, Kai-Den, Xing, Tenda, and Yangtze, border on the Great Sea. The Southern Provinces of Siam, Benlargari, Xang, and the Mountain Provinces of Chalis, Ossan, Chang-zu, and Kenris, all ring around the Central Provinces of Jikar, Suma, and Shen-Di.

The famous fertile plains of Koku extend through most of the central and coastal provinces, with the mountains of Altun Shan shielding them from the deserts of Hiu Yang. The mountains of the Dragons Spine and the arid highlands of the Kashmir Frontier, mark the far inland border, which is near Malay. Other features are the steaming jungles of the Wotan Peninsula, in the south, to the Great Silver Dragon River, which runs the northwest to southeast. The other rivers are also large and easily navigated, providing fast transport with the Empire's many provinces. The Great Eastern Road connects the port of Ningpo, to the farthest reaches of the Empire and beyond.

Before that the Empire was founded, it was a collection of city-states that allied together for mutual trade and defense purposes, until united by the Warlord Yin Qui

Shalkara. The ruling dynasty is descended from this ruler, but each successor is required to marry a commoner, by law.

The Empire has grown steadily since its inception, either by treaty or by conquest. Some nations have even petitioned to become annexed by the Empire, as it was with the provinces of Benlagari and Xang. Only once has there been civil war within Imperial borders, some 400 years ago with the rise of the False Emperor.

Many cities along the great Eastern Road were established centuries ago by the Thracian Empire, when its influence stretched this far. The great strength of the Shalkaran Empire is that it is ruled by law, which balances the power of the Shalkaran Parliament, called the Kantu-Kamliss, and the Emperor and the noble houses. Most realize this is a wise path and work together to make the Empire run efficiently.

Class ranking has diminished over the centuries, though some of the outer provinces still practice it to some degree. The peasants, farmers and laborers are well off, compared to most other countries. The merchant classes are the next step up and then administrators, then the warrior classes. Most areas determine social ranking by whether or not one is titled by the local nobility or by the Imperial Court.

The Emperor and Empress are both extremely special people. The Emperor is a descendant of various bloodlines as is the Empress, but what sets them apart is the manifestation of two distinct abilities. The Emperor has the ability to look an individual in the face and share that person's entire life. The Emperor knows all the goals, motivations, strengths and weaknesses, etc. The person being sensed will, in return, see the same of the Emperor. This ability allows him to choose his Bridaini and Agents wisely.

The Empress has the ability to heal all manner of wounds and even return the recently deceased to life again. Some would think this to be from Gael'Braugh bloodlines, but it is a more powerful and encompassing gift. She can heal both physical and mental wounds. The Empress is the leader of the Order of Classani and the Healer's Guild.

Most of Shalkara's nobility come from old families, well established over the centuries. Other families are newcomers to the noble class, though acquired wealth or great service to the Imperial Court. Again, with the influence of both East and West, the structure of nobility is different than other, more traditional eastern countries.

The Emperor and his government grant other titles and offices of government. Senators are chosen by popular vote of the masses for each Province. The Kantu-Kamliss is a council of the highest nobles in the Realm. Their duties are to manage the bureaucracy of the Empire and create or modify the laws of the Empire.

The Shen'Dai is a martial Order dedicated to the study of the disciplines of the mind. They try to preserve the harmony between the three basics of all living things, the Essence (soul), the Mind and the Body. For centuries, the Empire of Shalkara has a treaty with the Shen'Dai to train Bridaini in the Order's teachings. All Bridaini go to the Retreat of the Shen'Dai, located in the mountains of Altun Shan, for training in their camps. The rigorous training lasts for four months.

The Shen'Dai train in all manners of magic, alchemy, fighting, and healing, for all have ways of providing some form of teaching discipline for preserving Harmony. One of the main teachings is that the balance of the Three (Essence, Mind and Body) must be maintained. Needless to say, necromancers, Dhampari, undead, and other aberrations are

disruptive to this teaching. Not all that seek to cause unbalance are obvious to see however. Many individuals and groups work towards entropy and the corruption of life, either knowingly or just unaware of the consequences of their actions.

The Classani are the Healers and Resurrectionists of the Realm. Their methods and training vary according to the gifts of the individual. Most healers and resurrectionists belong to the Classani Order, due to the vast resources made available to them through the Imperial Court. Training is in all disciplines of healing magic, alchemy, and natural healing, whether it be of body or mind. Usually resurrection is taught as well.

Academies and universities are spread throughout the Empire, seeking to draw from the entire populace. All who wish to learn are admitted into the basic courses and those who show aptitude are admitted into the advance classes or sent to the more prestigious universities. Those who finish the courses are given final oaths and admitted into the ranks of the Classani Order.

The Bridaini are the Emperor's personal troops. They are a separate elite branch of the Imperial Army. There are many units within the Bridaini ranks that serve different purposes. There is the Boarder Patrol, the Light Cavalry, or Scouts, the Regiments of the Line, The Guard, and the Black Ships, the sail masters of the Bridaini. The Emperor may assign any mission to any of the Bridaini and they do their best to complete it. This appointment is for life, or until the person is sundered. Even then, there are tales of Bridaini that have passed on returning to this existence to help complete some task for the Emperor. The mark given the Bridaini is a yin/yang symbol of a Tiger and a Dragon, representing the Power and the Wisdom of the Realm. This mark is given by a ceremony of High Magic conducted by the Shen'Dai and the Whelkrani of the Bridaini. Every Bridaini will know another as true Bridaini at a glance, for this ceremony makes a bond between them all and the Emperor. Despite this bond, there have been incidents in past history that the Bridaini have removed the Emperor if it was deemed that he was a threat to the stability of the Empire. The heir has always been put on the throne in these cases. The protection and stability of the Empire is the first concern of all Imperial Forces.

The Lesuri are the Hidden Houses, or the equivalent of the assassin guilds in the western nations. The Heads of the Hidden Houses are known by very few, but their loyalty to the Imperial Realm is unquestioned. They are usually hired by contract for perform legal assassination within (and sometimes outside) Imperial boundaries. One of their duties is to watch over Classani that are traveling beyond the Empire, even if the Classani in question already has bodyguards. They take this particular task very seriously, since it is to the Classani that usually heals or resurrects them, and the Classani remain quiet about the entire affair. Lesuri are organized along family lines, though they do recruit outside of this, if an individual catches their attention as a worthy addition. Their training is extremely rigorous and thorough, with only the best being chosen to wear the Lesuri mark, a Black diamond with a Serpent – style Dragon coiled around it. Usually this mark is on the back of the neck or upper arm.

Many of these families have strong ties to Imperial Military Intelligence, which has made this particular office both famed and feared in its ability to effectively gather information and conduct hidden war on the Empire's enemies.

The Imperial Army is made up of Legions, Regiments, Battalions, Centuri's, and Squads, a legacy of the Roman occupation of centuries ago. These forces form the backbone of Imperial might. Fortresses and fortified cities dot the landscape of the

Empire, providing a network of supply bases and homes for the various units. With over 5 million in service in the Imperial Legions alone, there are few militaries able to match them in training and manpower.

About four centuries ago, during the War of the False Emperor, there was a Regiment of the Bridaini patterned after the Samurai of the Kingdom of Nippon. The Mark of the Nekegami is a colored band across the eyes, usually black or red.

The False Emperor, Su' Ne'Han, seized the throne, wiping out many of the Bridaini in the Imperial City and declared himself the True Emperor, but would not go to the Shen'Dai for the Test of the Gift. In fact, his first command was to outlaw the Order and imprison or kill all that were in the city. The True Emperor, Solas Akim Minowara, escaped the city with help of the few Bridaini left in the country and made their way to Nippon to invoke treaty and ask the Nipponjin Emperor for aid. A force of Samurai was sent back to aid Minowara. Time was needed to rally the rest of the Imperial forces still loyal to Minowara, so messengers were sent out to have loyal units gather at Xen'Dou, a fortress city on the plains of Kel'Shan. The False Emperor received news of Minowara's escape and sent forces after him. The Samurai escorted Minowara to the pass of Lohara, the only pass into the plains of Kel'Shai for two hundred miles. The Samurai sent the Emperor onto Xen'Dou with a light escort and then prepared to meet the forces of the False Emperor.

The False Emperor had many supporters, both within and outside the Empire. Many mercenaries, Sultani, and Sho'Lan, Regiments came to form the army of the False Emperor as well as swaying many Regular Imperial Units. These forces engaged the Samurai at the Lohara Fortress and the battle lasted for five days. The Samurai were wiped out to the last person, but bought the Emperor enough time to gather loyal forces and bring an end to the rebellion.

Today, many of the Bridaini remember the sacrifice of the Nipponjin Samurai and their loyalty by wearing the Mark of the Nekegami.

There are a large number of religions prevalent within the Empire of Shalkara. Many are the traditional ones of ancestor reverence, philosophy of the Elements, or local gods or goddesses. There are thousands of shrines, temples, and retreats of these throughout the land. The Orders of the Dragon's have temples and Houses here as well. Most religions or philosophies are welcome within the Empire, as long as it is deemed peaceful and non-threatening to the people. The symbol of the Shalkaran Empire is a golden star on a red field.

Empire of Nippon

Off the southern coast of Shalkara lies the island Empire of Nippon. The Nipponjin are proud of their heritage and tend to look down on those from other lands. The Nipponjin are a short, dark people, who value honor above all else. Their society is very much defined by a caste system. The lower class, peasants, workers, farmers, etc, are all under the authority of any member of a higher class and in fact have no names of their own, simply being called whatever they do for a living. The next rung on the social ladder are honored servants, retainers, "willow women" called geisha, and other similar people. Above them is the warrior class, called the samurai. Master samurai are known as Daimyo, and above them is the Shogun, military leader of the nation, who, in turn, is lead

by the Emperor, who has ultimate authority over the lives of every man, woman, and child in the Empire.

Life in Nippon is guided by honor and among the warrior class, this is represented by the primary principle in every samurai's life, the code of bushido. Each samurai is honor bound to protect his lord and if he fails in any task, may be *allowed* to commit seppuku, ritual suicide. Not being allowed to commit seppuku is considered a great dishonor.

The common people also have warriors among them, though they are of a far different sort than the samurai. The clans of the yakuza also hold much power within the Empire. The yakuza are organized crime families that control much of the illegal trade and other nefarious activities within Nippon. They have a sense of honor that differs greatly from the code of bushido, but they will remain true to their own code and pay for breaking it with measures as extreme as those employed by their respectable counterparts.

Another notable part of Nipponjin culture are the shadowy assassins, or shinobi, called the ninja. These trained killers are organized into clans and they train virtually from birth to be the perfect weapon for one kill. Ninja are considered to be totally without honor and are not discussed in polite conversation.

Even lower than the ninja are a class of people called eta. An eta is anyone who has a profession so lowly as to be considered unclean. Waste haulers, graves diggers, etc are all eta.

Nippon is really a chain of small islands, each being a provinces. The five island provinces are Niho, Kyoto, Ise, Hokiddo, and Naga, with the capital located on Kyoto in the city of Kyoto. The Emperor lives in his lavish palace in this city and but rarely leaves.

The term ilean is a polite honorific, such as Mr. or Ms. would be used in the west. When addressing or discussing a person, one would use the person's name followed by -san or -sama. San being of approximately equal or lower rank, sama to one of great rank. The symbol for the Empire of Nippon is a red circle on a white field.

Thracia Unitas

This declining Empire once controlled territories from The Sultanate of Damascus to Shalkara. The Thracian Empire was once the glory of the known world, but these days are past.

Still formally an Empire, Thracia Unitas is an organized union of city-states. The Emperor is a figurehead with no authority. Each city-state sends two representatives to the central Senate, who in turn determine policy for the nation. The city-states of Rome, Etrusca, Dacia, Venicia, and Galacia are mostly autonomous.

The Thracian Legions are still one of the world's finest infantry forces, but instead of treading the lands of Pangea in conquest, they now serve as guards for the many mercantile interests of Thracia Unitas. Commerce has taken the place of military might in Thracia Unitas. The nation is heavily invested in commerce and this is the defining characteristic of the country and its people.

Thracia Unitas is the only nation aside from Doomstadt to embrace the practice of slavery. The export of Damascan slaves to Doomstadt contributes heavily to the nations

gross national product. Most middle class and all upper class households will have slaves as servants and laborers.

No doubt due to the practice of slavery, citizenship is a very important concept to Thracians. Anyone not recognized as a citizen has greatly diminished rights of due process and will always suffer more at the hands of the legal system and in paying tariffs. Citizens have much more freedom and much better representation in the Senate.

Becoming a citizen is the goal of every man, woman, and child within Thracia Unitas who is not born into one of the Thirty. The Thirty are the members of the six great houses from each of the city-states. Every person legitimately born into one of the Thirty is automatically granted citizenship. Almost all Senators are members of these families. The common people must earn their citizenship. This can be done via military or government service of at least 6 years. It can be earned through special award by the Senate for some great service to the nation. It can also be granted by the Emperor, one of the few powers remaining to him. Thracians who have earned the right are very careful to acknowledge their ranks by addressing each other as “citizen”.

Successful merchants often buy their citizenship by paying tribute to their local Senator. This sort of favor for hire is a common part of system in Thracia Unitas. Bribes are considered almost to be part and parcel to doing business and governing. Any government official expects to supplement his income in this manner. Thracians consider this to be clever, not dishonest.

Thracians also enjoy their sport. The concept of the gladiator, and the gladiatorial games, was first envisioned in Rome. These bloody events draw enormous crowds. Almost all of the combatants begin as slaves. Well liked gladiators win great fame and fortune, and if they live long enough and become true favorites, they can win citizenship.

Most Thracians wear long robes worn off of the shoulder called togas. Women wear gowns that leave arms bare. Bright colors are preferred, the better to show affluence. Citizens have golden trim on their garments. Slaves wear homespun and soldiers wear either leather or steel banded armor called *Lorica Segmentata* in ancient Thracian.

The language of the ancient Thracian Empire is said to have been handed down to them by the Baeltraven before these *sidhe* retreated into *Sylvanator*. This mystical language is the basis for the great rituals and magics that survive today. Ancient Thracian is no longer spoken by anyone in Thracia, though it is rumored that the Baeltraven still converse in the language of pure magic. The symbol of Thracia Unitas is a wreath of laurel branches in green on a white field.

Foehammer

The northman raiders of Foehammer have harried the coastal towns and villages of the world for centuries. From *Sylvanator*, to *Malay*, to *Shalkara*, these savage warriors take what they want and destroy what they don't.

The northmen have strongly held religious beliefs and are a very superstitious people. Their patron deity is *Muon*, god of berserkers. They admire courage and fearlessness above all else, and little gains more revilement than cowardice. The priests are also warriors and of either gender. More common than actual clerics are the shamans. The Foehammer brand of *Muon* worship is very totemic. They tend to see their patron deity as a raging bear. Each clan has at least one shaman, called a *Volga*, and many have

a combination of priests and shamans. The Volga is the clan's seer, and holds the wisdom of the hidden world.

The northmen fear and loathe any form of magic other than that performed by their own priests and shamans. They will avoid contact with sorcery and its practitioners at all costs, and will not use magic items unless they come from their clan priests. They believe that the berserk rage that comes upon a warrior in battle is a blessing from their God.

Foehammer is above all else a warrior culture. They admire strength of arms far more than keen wits. The northmen are a brash, loud, aggressive people and they are hard not to like. An important part of their culture is the *Skald*. The skald is very similar to a bard. They keep records of great deeds and keep the history of the people using an oral tradition. They have the power to make a warrior great with his words, or turn him into a pariah. A skald can always expect to be treated well by any clan.

The northmen wear furs and sealskins to keep the weather out. They also utilize a great deal of wool in their clothing. Anything that will keep them warm and dry is highly preferred. Bright colors are highly prized as are the skins of hard to kill beasts, especially the fur of the Great White Hunter; the polar bear.

Unlike Inishmora, Foehammer does not have any indigenous people who are not barbarians. Every northman is blessed with the fires of Muon. There are non-barbarians in Foehammer. They keep slaves, called *thralls*. These thralls do the heaviest, dirtiest, and most menial work for the northmen. Northmen will take mates from among the thralls, but will kill any children that result from the union as impure.

The northmen are a loudmouthed, bragging people. They strive to outdo each other, and often fight amongst themselves. This is one reason they have never successfully conquered another land. Their ferocity in battle and their berserker rage has kept the other peoples from destroying them over the years.

Unlike most others, the northmen have a grudging respect for the goblinoid races. They respect their strength and ferocity. Foehammer is the only "nation" to have any significant trade with the goblins, orcs, trolls, and ogres of the Goblyn Wastes to the east.

The sidhe of Sylvanator, with whom Foehammer shares its western border, have many strongholds along the frontier and patrol the border constantly to prevent invasion. Any northman found anywhere near the border is instantly attacked by the sidhe.

The northman do not respect the sidhe of Sylvanator, as they always attack with the odds stacked in their favor, in what the northmen consider to be a cowardly manner. They do have some respect for the Endrani in their fierceness. They have little respect for any other race or people. The Symbol of Foehammer is a red Longship on a black field.

Goblyn Wastes

The lands known as the Goblyn Wastes are not any sort of unified nation. The land is a cold, desolate wasteland. The north wind blows perpetually down from the polar cap, making this land even harsher than Foehammer in winter.

The Wastes are populated by hardy tribes of orcs and goblins, with the occasional ogre or troll war leader forming a larger raiding force. Most of these tribes are as willing to kill and eat each other as they are to do so to outsiders. The greatest concentration of

tribes is along the borders with Doomstadt and Foehammer. Both of these nations take pains to keep the goblinoid raiders at bay.

The parts of the land that aren't covered in rocky scrub give way to stinking swamps, tracts of quicksand, and sulfurous bogs. The challenges of living in such a brutal and hellish environment explain the toughness, tenacity, and cruelty of the goblinoid races.

The Dragon Spine Mountains, which run from the pole south to the southern tip of Shalkara and Malay, are the traditional home to the Dwarven Kingdoms. A combination of rampaging orcs, goblins, and ogres, combined with the residual effects of horrific magical energies released during the Dragon Wars, drove the dwarves under the earth forever and left the blasted sand and rock filled Wastes the undisputed domain of the goblinoids.

The evil magical energy released during the Dragon Wars are still present, even today. The Wastes are a haunted, deadly place. Illusion and reality blur together and often lead the unwary to a gruesome death. This has made the goblins especially superstitious. The beings living in the Wastes believe that they are living in nexus between this world and the Lands of the Dead, and they may not be far wrong.

The Wastes are dotted by hundreds of ogre mounds, and goblin and orc villages. All of these peoples prey readily upon each other, but they prefer to attack outsiders, foraging dwarves from the caverns below, and the people of Doomstadt and Foehammer, which border the Wastes.

A Wayfarers Guide to Pangea

The Fae-

The fae folk are both great and terrible. They come in many forms, some painfully beautiful, some horrifying in aspect. They are broken into two factions, each with its own ruler. These are the Summer and Winter Courts, or seelie and unseelie in their own language.

The fae of the Summer Court embody everything wild and fair. They are pleasing to the senses and consider themselves to be the epitome of nobility. The Summer Court is ruled by the King of Light and Illusion. He is of the species of fae called the Tuatha, which means "the people" in their language. He is haughty and noble beyond words. The seelie fae see mortals as foolish insects of little interest, unless it is to play joke upon them for their own amusement. The Summer Court is also known as the Shining Host.

The fae of the Winter Court are all cruelty and sharp edged, fell beauty. The Tuatha among them are darkly beautiful, but almost all other types of unseelie fae are creatures of nightmare. The Winter Court is ruled by the Queen of Air and Darkness. She is also of the Tuatha. She is arrogant and subject to whims which can be fatal to any nearby. The unseelie see mortals as victims, things to be played with, broken, and discarded. Or simply feed upon. The Winter Court is also called the Darksome Host.

The Tuatha are the upper class of both courts. They are humanoid in build, with high, pointed ears and almond shaped eyes. In this way they resemble the Baeltraven. They are easily told apart because the Tuatha have small antlers.

The fae come in many varieties, from burly trows, to darting redcaps, to ghostly baen sidhe. No matter what their species, all fae have one great fear from the mortal

realm and that is cold iron. There is no iron in the fae realms, and they are deathly allergic to this metal.

The realms of the fae are often referred to as one place, when in fact the fae realms are myriad. Each of the courts will have several pockets of reality that they control. These realms, or courts, are accessed via fae gates. Any fae may use any fae gate to travel to any of the fae realms at will. Mortals wishing to use these gates must convince or trick one of the fae into opening a gate for them. The fae gates are usually either caves in the side of a hill or rings of standing stones.

Mortals finding themselves in the fae realm, and having the good fortune to return to report their experiences, tell of great beauties and terrible spectacles. They note a dilation in time. One hour in the fae realms can equate to years in the mortal world, or it can be but an instant. They also warn not to eat or drink anything offered by the fae. The fae like to put interesting compounds into a guest's food and drink to test their cleverness.

All fae are mystically bound to keep their word. If a mortal can trick a fae into making a promise, the fae will always keep it, no matter what the circumstances. The fae are extremely literal in interpreting their word, so mortals who do manage to secure a promise from one of the fae are often surprised by how the fae in question carries out what they promised. They also expect others to keep their words. Anyone breaking a promise to one of the fae folk can expect terrible retribution.

The sidhe have the easiest time dealing with the fae, who have at least some small respect for the sidhe. The unseelie will often work through ogres, orcs, and goblins. Both courts manipulate Phookik as they see fit, although the seelie are less likely to contact these bastards.

It is not uncommon for an outcast of the Summer Court to be accepted into the Winter Court. They see the Winter Court as a lowly, diseased place, but they have little choice. All fae feel a deep need to be near other fae. A shining Tuatha of the Summer Court would rather be near a trow or sloagh than be alone. The fae all feel yearning to be with their own kind that they cannot resist. The Winter Court in particular uses this yearning to manipulate the Phookik.

Languages on Pangea-

It is accepted that many nations and races will have their own language, but the policy at Legacies is that no one may pretend to speak another language, they must actually speak the language in question, even if it is one of their own creation. English, the default language spoken at events, is considered to be Imajickan, a common language spoken by all peoples living in the nations formerly part of the Kingdom of Imajicka.

Other nations have their own real world language equivalents. Malayan is French, Shalkaran is Mandarin Chinese, Nipponjin is Japanese, Inishmorán is Gaelic. It is also of note that the language spoken by the Baeltraven is the language of magic. All ritual magic has a verbal component written in Baeltraven, which is Latin.

The Known world-

Is just that, the world that has been explored at the time that the game is taking place. There are lands on Pangea that are unknown to the peoples living in the settled lands presented in the game. No one should claim knowledge of any are not defined in this book without the express, prior consent of the Head of Plot and the Owners.

A note on dates-

Some of the background information presented in this book note important dates in world history. These are dates that have been handed down by bards and scholars. The current date in Legacies is the current date in the real world. Pangea uses the same calendar as our own world.

How old am I?-

In many sources of fantasy fiction source materials for games, some races and even wizards often live far longer than ordinary people. This is not the case in Legacies. Your character is assumed to be the same age as you, the player. This is somewhat malleable through the use of costume, makeup, and prosthesis. Even so, characters having ages significantly higher or lower than the players must get the character passed by the Head of Plot prior to play.

The Lands of the Dead and the Lands of the Sundered-

There is a belief that spirits who do not remain near their bodies move on to another realm. This place is known as the Lands of the Dead. It is said to be a place of darkness, and of peace. A place where a person's spirit reflects on the acts it committed in life. The Lands of the Dead are purported to be a mid-way point between the living world and the Lands of the Sundered.

It is possible to reach across the veil and communicate with spirits walking the Lands of the Dead. Legend says that the Lands of the Dead are the domain of the god Nul, Lord of Death and Rebirth. Spirits may be called back from the Lands of the Dead, which is the primary difference with the Lands of the Sundered.

The Lands of the Sundered are the oblivion that lies beyond even the Lands of the Dead. Priests of Nul say that it is the place where their deity holds spirits that have passed too far from the mortal world to ever return. Nul keeps these spirits here to be cleansed of all traces of their past lives. When they have been cleansed, they may be given to back to the world as a new spirit. Or so say Nul's priests.

Resurrection brings a wandering spirit back to the body from whence it came, or pulls that spirit back from the Lands of the Dead. The ritual that reincarnates a spirit into another body pulls that spirit out of "storage" in the Lands of the Sundered. This is considered to be tampering with the natural order of the universe, and adherents of Nul feel that this is an abomination and will have terrible effects upon the mortal and spirit worlds.

Some few hearty people have journeyed into the Lands of the Dead while still living. Just as the spirits that haunt this place, they never have any memory of what it was like when they return to the mortal world. It is not possible to journey to the Lands of the Sundered without permanently severing the spirit from the body. This leaves the body animated, but the spirit is gone. It is believe that this is the mechanism that causes undeath. Those adhering to this theory believe that it proves that undeath is not a naturally occurring state, that is must be created. Others theories do exist.

Where does magic come from?-

There are several theories as to the source of magical energy, but none can be proven as true. Some believe that all magic in the world is given by Collen, the goddess of magic. Others believe that the living things on the planet create a mystical biosphere that feeds magic into the world. Another theories holds that meteors from the stars hold magical properties, and that it is these fragments that fuel all magic. The Dragon Orders assert that the planet is surrounded by a magical aether. That this powerful magical field would kill all life on Pangea if the Dragons did not filter the magical forces through themselves. The Baeltraven believe that it is the magical nature of the sidhe that gives magic to the world, and if the sidhe disappear, magic will vanish with them.

Endless other beliefs abound. The simple truth is that no one really knows that answer, and likely never will.

Money-

Each nation has its own slightly different monetary system. The money used on the Isle of Alba, where the game of Legacies takes place, is considered the default system of money used in game. The three coins minted in Alba are gold Crowns, silver Shillings, and copper Pence. There are ten shillings to the crown and ten pence to the shilling.

Gems are an easy way to carry larger denominations without the use of additional coins. There is no set pattern to which gems are worth what. There may be “diamonds” that are worth 10 crowns and “amethysts” worth 20 crowns, based on size, quality, etc.

Barter is also an important aspect of trade. High quality crafted items often fetch excellent prices.

Theology of Pangea

In recent past the only active religions were the Dragon Orders. In the past several years the practice of the older religions has regained popularity, or at least more public acknowledgment. The Dragon Orders have lost almost all of their power and are relegated nearly to the point of being cults almost everywhere except Shalkara, where they have maintained their modest following.

These are the gods worshiped throughout Pangea:

Aldrin- The Swordbearer God of war

Symbol- a sword crossing a shield

The warrior monks of Aldrin are called the Bearers of the Sword. They act as self-appointed constables, riding through the countryside righting wrongs, and are often commissioned for that very purpose by local governments. The priest of Aldrin seeks to uphold justice and protect the innocent from tyranny whatever the odds, even though it cost him his very soul. The Bearers are the perfect knights. Their watchwords are *loyalty, chivalry, honor, courage, & chastity*.

Artaq- The Wanderer God of travel

Symbol- a horse

The Wanderer is the patron of the frequent traveler. It is common for someone to invoke his blessing before beginning a journey. Those of his priesthood are usually

solitary and wander the world spreading their patron's blessings upon those they meet in wayside inns and forest glades. Though widely acknowledged, actual priests of Artaq are few in number.

Aya- The Serene Rose Goddess of love and peace

Symbol- a rose

Aya is the Lady of love and peace, and her priesthood tries in all situations to engender those emotions in those around them. They often work in concert with priests of Khilaina in working with the mentally ill. They utilize their magical abilities to sooth the tormented psyches of others, and perhaps because of this and their proverbial patience, they make outstanding negotiators and councilors. Members of this order are more pacifistic in nature than any other and will go to extreme lengths, even to the point of allowing their own deaths, than to harm another.

Berryl- The Golden Man God of wealth

Symbol- a stack of coins

The Merchant-priests of The Golden Man are always seeking new converts, and new tithes. They are, more than any other priesthood, concerned with the acquisition of material wealth. They will (usually) not cheat or steal to gain their affluence, but are very shrewd businessmen, willing to bargain to the last bronze half-bit when buying or selling even the most trivial of wares. A priest of Berryl is usually easy to spot in a crowd due to their propensity for wearing costly vestments and hiring body servants. Members of this religion are required to tithe 20% of all income to the Church, who spends it, at least *most* of it, to build their cathedrals, which are some of the most stunning architectural works on Pangea.

Beshaba- The Deceiver Goddess of hate, lies, & treachery

Symbol- a broken dagger

The Deceivers have always been the least trustworthy priests of them all. They rejoice in cheating and betraying their fellow beings and try doubly hard to do so to other Deceivers. They spread deceit and anger wherever they go. Legend says that Bloodstrike took all that was good and beautiful and noble and gave it to the sidhe. He took all of the base traits, the evil and ugliness, and pulled it from their spirits and left it lying on the Wastes. Sordos, seeing Bloodstrike's pride, took up this foulness and molded into a people of his own, the orcs.

Bloodstrike- The Dragonfriend God of chivalry

Symbol- a golden dragon

The Knights of the Dragon are the knights of the elven world. They consider themselves to be the epitome of chivalry and knighthood. They are arrogant to the extreme, but they will fight to the death for any cause they have sworn to defend. They are almost exclusively found in the service of powerful elven Houses. Occasionally, a Knight of the Dragon will be wonder as a knight errant, usually on some grand quest or as a self-enforced atonement for some minor indiscretion. If a Knight of the Dragon ever commits a serious breach of chivalry he will immediately return to the Knights' chapterhouse and report his transgression to their Archpriest, who will than decide

whether or not to allow the Knight to commit ritual suicide. If denied, the fallen Knight will travel the world as a rootless vagabond, bearer a brand that is instantly recognized by sidhe everywhere, and will be driven out of every town and village he passes.

Collen- Lady of Magic and Dreams Goddess of magic and dreams

Symbol- a glowing waterfall

Followers of Collen are almost more like wizards than priests. They spend much time in study of the magical arts, which are a gift of their Lady. A large majority of Pangea's arcane community pray to this goddess, as she is said to be Her priesthood to be the source of all of the world's magic. Most mystical universities have a chapel dedicated to Collen somewhere on the campus.

Coron Hammerhand- God of craft working and smithing

Symbol- a fist breaking a stone

Priests of Coron value crafts skills above all others. They tend to be a very practical and down to earth order who aren't afraid to get their hands dirty. These ecclesiasts tend to be very forthright and truthful, showing scorn to those who resort to subterfuge. The woks produced by this priesthood are always highly valued as they are of the finest quality to be found.

Cyra- Queen of Delight Goddess of beauty and pleasure

Symbol- a mirror

The chosen of Cyra are always pleasing to the senses. They strive to achieve a perfection of physical beauty at all times and will go to great lengths to stay attractive and to avoid being "mussed".

A very hedonistic order, priests of Cyra show no shame in participating in all manner of licentious acts, so long as it is not considered physically repugnant. Many, more orthodox, religions consider the worship of Cyra shameful and preach against it.

Ebude'- The Muse Goddess of the arts

Symbol- comedy and tragedy masks

The artistically inclined have always looked to the Lady Muse for inspiration. Most members of the performing arts look to Her for a blessing before a performance. Priests of this goddess are always accomplished in, at the very least, one artistic skill, and often several. They tend to gravitate to places where they will be able to create their art and to appreciate that of others. They are also the world's most vocal art critics. The profaning of a work of art is about the only thing that can get a Follower of the Muse to resort to violence. They are usually a polite and rather passive group, tending to walk around with their heads in the clouds, but an act of vandalism to an artwork will send them into a fury in the blink of an eye.

Erixx- The Loremaster God of knowledge

Symbol- an open book

The Scribes are the Loremaster's priesthood. They are the most inquisitive, and often, best educated people on Pangea. The primary edict of this faith is to seek out and preserve all learning and to share it with the world. There is a faction within the

priesthood that feels that sharing this great store of knowledge with the unwashed masses is an affront to their deity and seek to keep the most powerful knowledge for the clergy alone. The Scribes are highly sought after as tutors for the wealthy, and some can be found in this position.

Gwynna- Earth Sister Goddess of nature, fertility, & agriculture

Symbol- a horizontal crescent moon

Followers of the nature goddess are often very soft spoken and tender hearted, especially when animals are involved. They hold their ceremonies in the out of doors when possible and do all that they can to heal the environment. Not all members of this order agree as to the best way to protect the natural world. Some of their number take a somewhat more aggressive standpoint than their brethren. These few have been known to take aggressive physical action against those they see as a danger to Pangea. These Gwynnans have a good relationship with the priesthood of Thorin. Gwynnans are often found caring for large farms and inner city parks. They are uncomfortable in sterile city environs.

Jadira- Lady of the Night Goddess of mysteries and seduction

Symbol- a veiled face

The Lady's Veils are a secretive and inquisitive group. They seek out the little secrets everyone wishes to hide, simply so that they may share it with their brethren. Though it may seem to outsiders that they are gossipmongers, any secret that they discover will never be released to anyone outside of the order unless they are instructed to do so by their Archpriest. One of the preferred methods of discovering these little tidbits of information is by seducing someone who has access to what they want to know about. It often appears to outsiders that the Lady's Veils are hedonistic and corrupt, but they have been given a very serious duty by their Lady. They have been charged with discovering all that is hidden so that it may be recorded into history for all time, in this way they try to give some small measure of immortality to those on whom they spy. This gives them a burning curiosity and a great deal of determination to sate it.

Khilaina- The Healer Goddess of healing

Symbol- two open palms

Khilaina is the patron deity of physicians and midwives. Her clergy are usually peace loving and will avoid harming either the minds or bodies of their fellow beings. They are said to be the most skilled healers in the world and are required by the tenets of their faith to perform their healing arts upon anyone who asks it of them. Members of the Order of the Healing Hand are usually welcomed into any city, for few on Pangea can equal their gift of healing.

Marin- Lord of the Waters God of seas, lakes, and rivers

Symbol- sea waves

Even the most foolhardy ship's master gives tribute to the Lord of the Waters for all upon and under the waves are within his domain. Marin is the primary, and practically sole, deity of the sea elves. It is said that they visit Him in His vast undersea palace, where the souls of drowned sailors serve Him for eternity. His land bound priesthood is

always in some way acquainted with the waters, either as sailors or tenders of forest streams. If for some reason they must travel through an area devoid of bodies of water, they will suffer greatly and seek to return to their natural element as soon as is possible. The followers of Marin worship their God on seashores and near sacred falls’.

Muon- The Berserker God of berserkers

Symbol- a bloody axe

There are relatively few priests of this God, but the few more than make up for their lack of numbers, especially on the field of battle. Muon is often seen by outsiders as an evil and cruel deity. In fact, his followers often seek to avoid combat, hoping to save the poor unfortunates opposing them a fair chance to survive. Strength and combat skill are considered of paramount importance to followers of Muon. The priests of the Berserk God are very sure of themselves concerning the arts of war, and rightly so. Few can stand in the path of a priest touched with Muon’s blessing without giving ground.

Nimbus- The Stormbringer God of weather

Symbol- a cloud and bolt of lightning

The Stormbringer is another deity much respected by seaman. Nimbus is also a favorite God among those wizards who follow the way of the weather witch. Most of society fears The Stormbringer’s power more than they admire it, seeking to appease instead of truly worshipping Him. The priesthood of Nimbus is quite a different matter. They often seek out the demonstrations of their Lord’s power and revel in the wild nature of the storms. They are often considered a little “off”. A common saying about them is that “they’ve been struck by their own lightning one to many times for their own good”.

Nul- The Renewer God of death

Symbol- a plain black disc

Most People fear and revile the Renewer. They know that Nul performs a necessary service, but the fear of death is an intrinsic part of the mortal psyche. The followers of Nul try to emulate the peaceful and impartial attributes of their deity. They are very often a passionless group and will avoid taking sides in any matter unless it effects their sphere of influence. They spend a great deal of time in communion with the spirits of the departed in an attempt to ease them along their way in the great circle of life.

Ravnos- God of the undead

Symbol- a black sword

Of all of the priesthoods on Pangea, those who dedicate themselves to Ravnos are perhaps the most vile and the most dangerous. The ultimate goal of any of the Death’s Blades is to cause fear and panic among their fellow beings. They are usually very solitary, though they have been known to band together in order to hatch some of their more intricate plots.

Sordos- The Manipulator God of greed, lust, & avarice

Symbol- a fist full of coins

Followers of Sordos believe that it is their religious duty to play upon the weaknesses of others to force them into awkward or even dangerous situations. Sordos is the master of manipulation and his priests all attempt to follow His example. One of their favorite tricks is to addict someone to a substance or activity and then deprive them of it, simply so that they can watch their victims reactions.

Thorin- The Forest Lord God of the forests and hunting

Symbol- a stag

Members of this sect are very protective about forested areas, even going so far as to attack loggers and strip miners. They are extremely nervous in cities and often suffer from a fear of wide-open places, preferring to stay in their holy forest glens. Thorin is also the Lord of the Hunt, and his priests are very enthusiastic about that particular pastime, though they are quit harsh with those who abuse the forest and it's denizens. Some few of the Forest Lord's chosen lead lives of contemplative seclusion deep within the forest gloom and there are few who know the ways of trail and path better then they.

Thorn- The Sly God of mischief and theft

Symbol- a black mask

Thorn's Black Masks are some of the craftiest, most cunning thieves and tricksters around. They delight in retrieving he most valuable items from the most secure locations, simply for the thrill of the attempt. They are often thought of as greedy and base, when in fact they place very little value on wealth, thinking of it as just a way of keeping score. Few Masks are of a sinister nature, though they have been know to pull some very dirty, embarrassing, and expensive (to the victims) ploys on magistrates or government officials foolish enough to treat them harshly.

Ubasti- She of the Nine Lives Goddess of the Felinae

Symbol- an Ankh

Ubasti is the perfect combination of human and cat. Ubasti is a fickle goddess, beauty and cunning shows from her eyes. She knows how to live and how to survive and passion is her domain. Ubasti is a very passionate goddess prone to following her heart and not her head. Misiri, a gray cat, followed her and acted as her handmaiden and her advisor. Priests of Ubasti tend towards a capriciousness of nature in keeping with that of their deity. They are always curious and sometimes cruel. Almost all felinae are followers of Ubasti in one way or another. Followers of Ubasti believe that all accomplishment must come with sacrifice. Blood is an intrinsic part of their rituals and belief. The specific rites and ceremonies used by the clergy of Ubasti vary widely. Felinae are an often capricious race, as is Ubasti, and their religion is as mutable as are they.

Valerian- Lady Luck Goddess of luck

Symbol- a two headed coin

Prayers to this goddess are perhaps the most numerous on Pangea. Everyone at one time or another would like a stroke of good luck, and Valerian is the one they beseech. Priests of Valerian take delight in risk and chance. They can't resist an opportunity to test their luck. One of their favorite pastimes is gambling. In most cases Lady Luck's chosen mind their own business and stay out of confrontations, unless they

encounter someone who appears to be cheating at something. This they violently oppose and will go out of their way to correct, even if it means personally involving themselves in an issue so that they can restore the balance and even the odds.

Verax- Lord Justice God of truth and justice

Symbol- scales

The Judicars are the most law-abiding citizens to be found anywhere. They have stood as symbols of truth and justice since far in the dim past. A Judicar will never lie, cheat, steal, or in any other way break the law; nor will they permit others to do so. They have law enforcement authority in every major nation on Pangea, and will do whatever is necessary to right a wrong or punish an offense. The word of a priest of Verax is unquestionable. The blessings of Verax are invoked in nearly every courtroom on Pangea.

Vindikari- The Avenger Goddess of vengeance

Symbol- scales crossed by two swords

The Avengers are the sworn sword arm of Vindikari. They have made a solemn oath to aid those who are on quests for blood. They believe it is their duty to provide support to those who are hunting down an enemy in the name of vengeance, and also to set strait anyone who has begun a feud with a person who they thought had wronged them, when in fact the target of their frustrations is innocent of any wrong doing. They feel that it is their duty to aid any truly deserved act of vengeance and to prevent misguided souls from wreaking havoc upon those who do not deserve it. Avengers are more interested in satisfying an individual's lust for revenge than in seeing legal justice served.

Ziphane- Lady of Pain Goddess of pain and suffering

Symbol- cat o' nine tails

Torturers, sadists, & sociopaths the world over pray to this goddess for inspiration. Her priesthood is made up of some of the cruelest people imaginable, whose entire life is dedicated to fomenting suffering throughout the land. Luckily for the rest of society, Her priests are required to ritually scar themselves to show their dedication to the Lady of Pain.

The Dragon Orders:

Order of Aia-

Aia is a brilliant white dragon of great age and wisdom. She has deep blue eyes and is the master of life and healing. It is said she and her brother, Oberon, were the oldest of the Dragons. She is often depicted curved in a circle grasping her own tail in her mouth to symbolize the natural cycle of life.

The order of Aia dedicates its efforts to healing and the relief of suffering. Aians will often live simple lives wandering and helping those who are in need. They will never turn down a request to be healed and will go out of their way to do so, as all life is

precious. Aians will also never strike first in a fight and will never raise arms for their own defense. They are an order that values selfless self-sacrifice for the welfare of others.

Oberon her brother died during the dragon wars because half his power was stolen by the god Ravnos. Because of this betrayal and the complete abomination of undeath that Ravnos promotes, Aia and her followers are mortal enemies to all things his. Aians often wear white in honor the dragon they serve. Her symbol is of herself grasping her tail in her teeth. This is often on the robes and belt favors that are worn by her disciples.

The followers of the Dragon of Life are not without the ability to defend. There is but one event for which a follower of Aia will raise arms; whenever confronted by the undead or any other minion of Ravnos, God of Undeath. Under these circumstances the destroying of Ravnos' minions are acceptable reasons for the full use of all magic schools, alchemy, or martial abilities. Only when confronted with the unnatural undeath that is trademark of Ravnos will they use all lethal means necessary to defeat them. Aians believe in a natural life and a natural death. Ritual resurrections are an insult to the cycle of life. They do not partake in any actions that interrupt the natural order of life which includes taking a soul that is rightfully dead and ripping it out of the Deadlands to put it back in a body.

Rank is attained through good deeds done for the betterment of others. In the mage order, achieving advancement of rank is usually done by presenting ones learning and knowledge to a board of higher-ranking mages. In the religious order the acolyte will apprentice to their master and then perform good deeds to attain advancement. The military orders value diplomacy and the arts of non-lethal combat and rank is achieved in more standard military fashion. Often in all these the individual is watched for selflessness and the honoring of life and will be advanced accordingly.

The mages that make up the mage orders that follow Aia are great healers. They are also more knowledgeable on matters of life and living than any other body of people in the world.

The religious orders follow Aia's tenets and do many charities. They give all they have for the betterment of others. They do not value wealth and keep only what they need to survive. They would give all they had to ease the suffering of another.

The knighthood of Aia is the largest force dedicated to keeping the peace in the world. They often protect the innocents in a war. Defending the old, the sick, and the children. Often they are used to protect priests and priestesses. They are well known for their ability to fight without killing their opponent. They are also among the foremost forces that seek out and destroy any undead.

This path is the path of selfless giving and the honoring of life. Followers of Aia are all well known for their healing ability. The temples, mage schools, and knight hoods are open to all in need.

Order of Fyornil-

Fyornil came to this world as the lord of fire and brought with him the love of battle and the joy of power. He is an honorable soul, but ambitious, nonetheless. He is a brilliant red dragon and his realm is battle and all things afire with passion. The phrase "might makes right" characterizes his philosophy. He is often depicted in symbols of red fire or as a red dragon breathing flames.

His followers are filled with the fires of passion. They often wear lots of red and symbols of Fyornil. They defend their beliefs violently and without remorse. Blaspheming the path of fire or Fyornil himself is cause for instant death. Wars have been started over such. It is best not to enter a philosophical debate with one of his followers unless the words are chosen very carefully.

The path of fire is a fine balance of power and ambition tempered by honor. When they give their word on Fyornil's fire, it will not be broken on the pain of death. Many legendary heroes have come from Fyornil's order. When one of his followers swears to protect their charges they will do it unto death. If they are sworn to hold the line in a battle they will hold it until the last man is standing.

All factions of this path advance through trials of combat. In order to prove themselves worthy of the new level they wish to attain they must beat someone in that level in one-on-one combat. These combats differ between opponents, but usually the rules are mutually agreed upon between opponents beforehand. There are often "anything goes" trials with no rules beyond one-on-one. These trials can happen at any time. The follower can demand a trial of anyone a single step above them. Repeated failures however are considered laughable. If a petitioner of a trial has failed several times running with a particular individual their request can be turned down as they are obviously too weak to proceed. The petitioner will then have to find a different person of the level they wish to achieve to carry out the trial with.

The followers of the path of fire are the most integrated of all paths. Representatives of the priesthood and from the mage orders routinely augment units of the knighthood. These units make up some of the best and most sought after mercenary units in the world. They are also some of the best bodyguards that can be employed. The path of fire of all the paths utilizes the strengths of its three factions to the best advantage.

It is commonly felt by followers of Fyornil that the best way to hone one's skills is in battle. There is much merit for them to defeat creatures in combat. They see it as good training to fight dangerous monsters and beasts. Often they keep the better trophies in honor of Fyornil. It is these people that routinely seek out bigger and more dangerous beasts to defeat.

The mage order spends its time in pursuit of combat magic. Mages in the order of fire often have weapon skills and use them in combat as well. The best combat mages in the world come from this path. These mages often march with the armies as their arts are best learned in battle. A single tear below the left eye marks those that become masters of the path of fire. This tear is to remind the mage of those that have been destroyed in their wake.

The priests of Fyornil believe in purification through fire. They often fight alongside the rest of the units in the knighthood. And cast blessings upon their forces before the fighting begins. They too are often very learned warrior priests. They usually have their faces tattooed with fire designs to proclaim their devotion to Fyornil. A Priest of Fyornil is as much a feared opponent as a knight.

The knighthood makes up the bulk of this order. They are probably the most organized military force in the world. They achieve their ranks through combat or occasionally a trial against a monster. Nobility across the world employ these forces to protect or further their own political position. But woe be to the Noble who lies to a force of Fyornilians. They only accept causes with merit, even if that merit is hard to define.

But to lie to them will result in an automatic breaking of their contract and depending on the degree of the lies may even turn them against their employer.

By and all these noble warriors, whether knight, priest, or mage, are some of the best warriors anyone could ever have at their back. Their honor and prowess at war have made them much sought after in the world.

Order of Gurana-

Gurana is a great and massive brown dragon. During the Dragon War his concern was the protection of the weak and helpless and the protection of his allies. He holds all life sacred and seeks to protect those that cannot protect themselves.

Unlike the followers of Aia, followers of Gurana will concede to violence, but only when all other possibilities have been exhausted. They hold all life sacred but will not hesitate to protect the innocents with all their abilities if needed. They make excellent bodyguards and will protect their charges unto death. Often they will travel with Aians and protect them as they go about their duties to the path of life.

It is said that Gurana's first act in this world was to sit in a wheat field and marvel at the bounty of precious life around him. It is said he sat like this for ages. Thus he is often symbolized by wheat stalks ready for the harvest. In fact believers often put this symbol on people or things they feel need his protection. It is commonly seen above bassinets and cradles.

Another trait valued by followers of Gurana is a pious and humble attitude. They believe that they do what they do out of the belief that it is just. They believe it is the right way to live. They do not do what they do for power, fame or glory.

These followers often feel very close to the community they live in. They often work on projects for the good of the community. They feel that to serve the community is to serve Gurana. What better way to protect those in need than to see that they are well fed and healthy and capable of protecting themselves? They often do good deeds such as erecting communal buildings and helping with harvests.

Followers of the path of earth rise in rank through great deeds. The elders in their path will set a deed before the petitioner to complete. These deeds are chosen to reflect the path of the petitioner. A priest may be given the task of creating a town hall for the community. A knight may be asked to escort a party of Aians through an undead infested area. A mage may be asked to perform a ritual of resurrection or immunity to fire magic's. These deeds are chosen on an individual basis per person. Each deed is thought about and given to encourage strengths that may be undeveloped in the individual. Mages of this path seek to pioneer magic's that protect people. They feel that better magic would allow people to be able to live their lives without fear. They are often sought after to back up fighting forces.

Priests to Gurana are tend to live within a community and try to work with the people with in it. They often call upon knights and mages of Gurana to come help with the extermination of monsters and undead that may menace the community and are too big to take on themselves.

Knights of Gurana are some of the best garrison forces in the world. They are fierce defenders and protect all that they are sworn to. No knight of the path of Earth has ever deserted a post or person or thing they are sworn to protect. To do so would cause

them to be expelled forever from the order. They also routinely escort Aians in order to provide protection for them as well.

Followers of the path of earth are all in all the most renowned for their ability to protect those in their charge.

The Order of Moore-

The order of Moore originally followed the Dragon Oberon. He was the most powerful of all the dragons and his realm was death. He helped the transition of mortals to the Deadlands. He was gatekeeper into the sacred world of the dead. Death was his gift, although often misunderstood. The old and sick, those living in pain, they understood his gift. He was the closure to life as Aia was the beginning. He had taken all magic's concerning undeath and bound them into a crown to prevent the world from being touched by it. Ravnos fearing his own death stole that crown. This weakened Oberon, and during the dragon wars he was killed.

A young Gael'Braugh priest named Moore stepped forward and kept the faith in the order for many hundreds of years. And in the aftermath of the Dragon war a young black dragon came, named Styx. He had advanced to take Oberon's place, guarding the sanctity of death and the eternal cycle. He is often depicted as a black dragon with red eyes curved into a circle clasping his own tail in his mouth. He is the equal and mirror to Aia.

Undead and undeath are a blasphemous insult to Styx and all followers of the path of death. Death is a gift, and not to be sullied by resurrection from sunder, whether true or a paltry copy of life that is the undead. Therefore all followers of the path of Styx are violently opposed to necromancy and the undead. The followers of this order often hunt priests of Ravnos.

Followers of Styx are also renowned as being able to divine their dreams. The realm of death and dreaming are linked hand in hand and they are said to have the key. They can often interpret the dreams of others.

The mages that make up the mage orders that follow Styx are more knowledgeable on matters of death and dying than any other body of people in the world. They will never raise the dead, as this is a blasphemous act. They will never ritually resurrect a soul as this is stealing from Styx's realm and taking part in an unnatural act. Advancement is made from shows of wisdom and knowledge through traditional hermetic methods.

The religious order of Moore is made up of many solitary priests. They usually practice and travel alone. They worship Styx quietly with great zeal. Often these priests will hunt out abominations, such as undead wights or zombies. When confronted by a force to big for them they usually seek out a contingent of knights from the order of Death to help. They often travel and give the gift of death to those worthy of it. Administering death as a sacred act of mercy, as the ultimate honor to those whose time has come. When an acolyte enters the Order of Moore they are taken in by a Priest of Priestess and taught until they achieve their own priesthood.

The knighthood of Death is the largest force in the world to fighting undead. They sometimes can be persuaded to another cause if it is honorable in the pursuit of the eternal cycle of life and death. Sometimes at the behest of the Aians they can be brought into a battle they wouldn't normally enter. They are a quiet and fearsome knighthood that

would be much feared if they were not so focused on Ravnos and his undead. Aians and the followers of Moore work hand in hand to pursue the cycle of life and are allies. They stand side by side in their battle with Ravnos. These followers are often seen in the company of each other.

Followers of Styx have a great deal of patience because in the end every one is gifted by the dragon they follow. They are well known for their quiet ways.

Order of Qualtara-

When Qualtara gifted the world it was with the magic of binding. She gave law and order to the world and tightened the bonds of life and death. This helped give form to that which existed in the world. She is a massive feathered serpent covered in blue feathers. Often the blue feathers that cover her are used to symbolize her. She is brilliantly intelligent and by and far the most fair-minded of all the dragons. She is considered their arbitrator and the purveyor of wisdom.

They value justice and law tempered with mercy. Also they seek out the wisdom of the world. They have been known to seek out legendary sphinx to learn answers to riddles and questions. They also value self-control over all else. Qualtarans also will never break a freely sworn oath. To do so would cause expulsion from the order. Their word is their own binding of will and they will not break it.

Followers of Qualtara are often sought after as lawyers, judges, and arbitrators as their just and fair-minded ways are well known. Their wisdom is legendary and there are many stories of this. Their temples often arrange times to air grievances against others and if both parties agree to be bound by Qualtara's judgment then a fair decision is sought. Land disputes and arguments between neighbors are often solved this way.

Qualtarans rise in rank by a petitioning and voting system. The petitioner will explain his or her desire to rise in rank and then present evidence as needed. Although if someone thinks the petitioner is unworthy of advancement they may present their evidence as to why not before the council as well. The council chosen to judge this will then meet and vote on whether or not the individual is worthy at this time to go up in rank. This deliberation can take days.

Most followers of this path wear a lot of blue and adorn themselves with blue feathers as symbols of Qualtara and their dedication to her. Blue feathers often adorn altars that the priests keep to her.

The mage orders of Qualtara are masters of binding. They seek to detain and stop their opponents versus killing them. They spend a lot of time in the research of more bindings. It is said their avatar wears feathers from Qualtara herself and that it whispers in his ears of better magic's and just decisions. High-ranking mages are much sought after by rulers and nobility as unbiased arbitrators in land and political disputes.

The priest orders are very similar to the rest of the followers of this dragon. But they tend to travel the land and help with arbitrations. They can also be petitioned to use their resources to break unjust bindings, such as cursed items. They have even been known to seek out the release of gypsy curses, in one fashion or another.

Knights and armies that follow Qualtara are sought after as they are known for their good judgment and that they do not get carried away with the battle. A conscientious ruler can be confident when placing a force of these knights that they will

not destroy his people's crops and lands without the absolute necessity to do so. They do not get caught up in the bloodlust of other forces.

Qualtarans are well known for their wisdom and fair judgment. They bind the truth and seek to allow fair and just decisions to help those in dispute.

Order of Vaeltran-

Vaeltran is a young blue dragon. She is by and far the smartest of all the dragons, but she is also whispered to be mad as well. It is said that Vaeltran knows the truths that others can only hint at, and that knowing is what made her crazy. It is also thought that she is associated with the fey and the fey lands and that may be another explanation for her demeanor.

All things about this dragon are speculations and guesses for even most followers don't know the truth. It is there rise in rank that gives them more knowledge about their path. But Vaeltran and her followers have their own agenda and no one knows how many of these whisper's are truth and how much is misdirection to serve that agenda.

The path of air is devoted to the pursuit of knowledge. But far from being librarians in a quiet library, these devotees are considered capricious and cunning. Some might say as mad as the dragon they serve. It is not uncommon for them to play tricks on others to explore the reactions it causes. Like a grand experimentation centered on the minds of those unwittingly chosen to be involved. But conversely followers of Vaeltran feel these tricks and experiments are to elicit the freedom of thought. They believe only true freedom can come when first the mind can think freely and without constraint.

Vaeltran is often symbolized by a large blue dragon eye. It is said that the eyes are the windows into the soul and the unfathomable depths of the mind. This symbol is where the followers of the path of air end their similarity, as they are creative and free of thought. No two followers will dress or interpret the teaching of Vaeltran the same, so no two followers necessarily look the same or worship the same.

Individuals on this path rise in rank by feats of mental challenges. Games such as chess or riddles are used. These challenges are against higher-ranking followers and to lose does not necessarily mean to lose ones chance to rise in rank. The person administering the challenge has the say whether the petitioner met the requirements. To lose or to win is not the issue; it is to prove ones intelligence and worthiness during the challenge that decides it.

Mages of this order are said to experiment in the use of mind magic's. Trials and experiments are whispered of. It is said they seek to experiment on others to help spawn free thought. Some say the madness that infects the dragon they serve has worked its way into the magic they weave. This is why most of their magic's cause such problems of the mind.

Priests of Vaeltran also believe in freedom of thought, but seek to induce it in slightly more benevolent ways. They encourage others by teaching and apprenticing. They try to live by example as well. Priests of Air have been known to help with political uprisings and rebellions, especially over religious or political differences.

Vaeltran knights are world renowned for there insanely brilliant tactics. These tactics have been responsible for some of the most dazzling successes in the world and conversely the most humiliating defeats. These forces have been known to succeed when

all others have failed to do the impossible. They are led by brilliant tacticians and are well known for their creative use of their resources.

Followers of Vaeltran truly do reflect his ideals and ways. They are a wellspring of free thought and creative pranksters.

Organizations

These are a few of the organizations that operate within the game world. The groups presented below are those whom the players are most likely to encounter while playing in the nation of Alba, which is the setting for Legacies.

Knights of the Realm

The Kingdom of Alba maintains a martial order of chivalry called the Order of King George. Knights of the Order, sometimes referred to as Georgian knights, serve the realm by aiding the nobility in policing their lands and in fighting off threats to civilized areas. The Order is so named for King George the First, who created the Order and led many campaigns against various nations.

Any member of the peerage holding title of lord or lady or higher may induct someone into the Order of King George. This induction can only be revoked by the sovereign or the noble who originally swore the knight in.

Knights are considered to be the lowest echelon of peerage. In this way they are on par with the Order of the White Rose. Knights almost always owe fealty to a greater noble, usually the house who made them a knight. They have whatever authority and perform whatever duties their lord assigns them, within that noble's lands. Outside of those lands, knights have little authority.

They are well respected and most nobles will allow them a great deal of leeway and authority simply because they are knights and peers, but they have no actual powers outside of their home lands and some nobles treat them little better than military officers.

Knights have the authority to command any military personnel ranking below colonel in the army within their lands. They have no authority over naval officers, though they may command common sailors. Knights are often given temporary command of military units in battles.

Knights are expected to be chivalric in their actions. The virtues that knights extol can best be described thus:

Nobility

- Administer Justice And Mercy
- Avoid Cheating And Torture
- Exhibit Self-Discipline
- Never Attack An Unarmed Opponent Nor One From Behind
- Protect The Weak And Innocent
- Show Respect To Authority And The Law

Valor

- Avenge The Wronged
- Fight With Honor
- Never Abandon A Friend, Ally, Or Noble Cause

- Show Courage In Word And Action

Honor

- Always Keep One's Word And Principles
- Never Betray A Friend Or Confidence
- Respect All Life
- Be Polite And Attentive
- Be Respectful Of Host, Authority, And Women

The Orders spirit is summed up by its motto:

Optimus, Animus, Veneratio

Not all knights are inducted in the same way, but tradition is that the candidate spends the night before in meditation on the virtues of a knight. They wear pure white during this and the ceremony itself. The candidate may not eat or drink anything but water for half a day prior to the ceremony and he or she may not speak for that period. Failure to comply with these guidelines may or may not require the candidate to start over, at the discretion of their sponsoring noble.

The investiture ceremony itself is simple. The candidate, wearing all white and unarmed, kneels before his sponsor. With the flat of a sword blade, the sponsor touches the candidates left shoulder, than the right, than the left again. The candidate swears any oaths of fealty that the sponsor requires and the sponsor tells the knight to rise and serve.

Knighthood is usually denoted by a wearing a white belt and spurs. Inishmora recognizes Alban knights as peers, as does Malay. The Inish are a more relaxed society, and are less likely to treat a knight as noble. The Malayan word for knight is *chevalier*. They treat knights well and expect them to act accordingly.

The Order of the White Rose

This newly founded Order was created as a way for the crown to recognize individuals whose loyalty and honor far exceed the norm. When a person has distinguished themselves to the crown, the monarch may invest them with membership in this order.

Membership does not give the Knight any crown derived authority. They are not law givers and are not invested with any special power. They are considered peers of the realm and are often assigned to high posts within the government. They are accorded the title Sir or Lady, but they are not gifted with lands or hereditary title simply based upon their membership in the Order. It is important to note that this is not a marshal order, it is mostly made up of politicians and diplomats.

The symbol of the Order is a brooch or pendent bearing a white rose. This honor is always presented by the monarch. Being selected for induction into the Order is considered a great honor, and only those who have truly proven their value to the nation are so rewarded.

Within the Order is a little known sub-group made up of warriors and sorcerers who have made it their task to defend the realm against threats from within. They have no official presence, and the crown espouses no knowledge of them, but they are the heart of the Order. These men and women use their political influence, wealth, and physical

strength to do what they feel is necessary to defend the realm from internal threats. Fortunately for the crown, they are unfailingly loyal.

This inner circle will avoid and even sanction anyone seeking them out. If they find a member of the Order worthy to be brought into the fold, they will seek that individual out and invite them to join this very select group. They do not take no for an answer.

There is no formalized ranking structure in the Order, each is equal to the others, hereditary titles naturally taking precedence. Any member found to be lacking in morality, to have committing any action against the wishes of the crown, having broken the law, or basically doing anything to upset the crown can be stripped of their membership. Anyone losing their membership is considered to be completely without honor and will be forever shunned by the peerage.

The Royal Army of Alba

The Alban Army is separated into two classifications, officers, who lead the soldiers, and enlisted who do the day to day work. Anyone found fit can join the army as an enlisted soldier. They receive basic training, and if found to have a special aptitude, advanced training. The Crown pays for all training as well as basic living needs, equipment, and a cash stipend for all members of the army. Officers are almost exclusively taken from among the peerage and must purchase their commissions. All members of the military below the rank of Colonel are required to follow orders given by members of the Order of King George.

Ranking structure for the army is as follows:

Enlisted-

Private (all new recruits will begin at this rank)

Corporal (a corporal is usually in charge of 3-6 privates)

Sergeant (a sergeant is usually in charge of 1-3 corporals and all of the privates beneath them)

Sergeant Major (a sergeant major is usually in charge of all enlisted in the command area)

Officers-

Lieutenant (can command a unit of up to 50 men)

Captain (can command a unit of up to 250 men)

Major (can command a unit of up to 500 men)

Colonel (can command a unit of up to 2000 men)

Brigadier General (can command a unit of up to 10000 men. Rarely can anyone not at least a Lord attain this rank or higher)

Major General (can command up to 1/3rd of the army)

Field Marshal (command the entire army of Alba)

Pay and benefits increase with rank and responsibility. Retired or discharged soldiers do not receive any support from the Crown.

The army is separated into three separate corps. Infantry, Cavalry, and Special Services.

Infantry-

The infantry is further broken up into the heavy infantry and light infantry. Heavy infantry consists of heavily armed and armored personnel who bare the brunt of any assault. Light infantry is much less heavily armed and operates in mostly flanking and scouting operations. The infantry is broken up into 6 regiments. The 1st is a heavy infantry regiment stationed in Dover. The 2nd is a light regiment stationed in Northumbria. The 3rd is a mixed regiment stationed in York. The 4th is a mixed regiment station in Lyonesse. The 5th is a light regiment stationed in Cardiff. The 6th is a heavy regiment stationed in Caemle Tor.

Cavalry-

The cavalry is broken up into heavy and light cavalry. Heavy cavalry being made up of officers and knights, heavily armed and armored. The light cavalry are used as flankers, couriers, and scouts. The cavalry, by virtue of its speed of travel, is centralized in the ducal seats. All three cavalry divisions are mixed heavy and light. The 1st cavalry division is stationed in Notford Longs, the 2nd in Caemle Tor, and the 3rd in Lyonesse.

Special Services-

The Special Services Corps are made up of both officers and enlisted. Since this Corps requires such specialized skills, rank means somewhat less than the infantry or cavalry. The Special Service Corps provides healers, incanters, and artisans to the army. Very seldom do members of this division enter into direct combat, although some specialized personnel engage in what would best be described as “discretionary warfare”.
Uniform requirements-

All members of the army are required to be in full uniform while on duty. The basic uniform is a short sleeved tunic, split down the sides at waist level, that reaches to the knees. Officer’s uniforms have a short stand up collar. It is medium blue with a white Tudor rose over the heart. Enlisted rank will be on the left sleeve, one white chevron point up for private, two for corporal, three for sergeant, and three chevrons with a rocker beneath for Sgt. Maj. Officers wear rank insignia on their collar tabs. One white round mark for Lt., two for Capt., three for Maj., four for Col., a single white target for Brig. Gen., two targets for Maj. Gen., and a white Tudor rose for Field Marshal. Trousers shall be black and shirt shall be white. The infantry will have a shallow white chevron on the front of the tunic, point up. Cavalry will have a shallow white chevron on the front of the tunic, point down. Special Services will have a white bar on the front of the tunic crossing from the right shoulder to the left hip.

Royal Alban Navy

The Alban Royal Navy is made up of ships both great and small. From 30 foot patrol Corvettes to 4 masted dreadnaughts. The navy is responsible for patrolling Alban waters as well as escorting Alban interests throughout the seas of Pangea.

Naval personnel are separated into two classifications, officers and enlisted. The enlisted personnel man the sails, handle the ropes, and do the hands on work of sailing a ship. The officers are charged with maintaining shipboard discipline, charting a ships course, and maintaining ships time.

The naval enlisted are ranked more simply then the army enlisted. The average sailor is called Able Seaman. Above these are the mates. These are assistants to the next higher rank, which are called by the function they fulfill, such as topsman, boatswain, and

quartermaster. Over these specialists there may be one or, on a large vessel, two petty officers. Each ship will have one senior enlisted who is chief petty officer, called ships master.

Unlike the army, a person can become a naval officer by simply being sponsored by a good family and passing a basic literacy examination. Beginning officers are called midshipman. They are part of the naval chain of command, although they are not yet commissioned. Once the midshipman has proven to his ships captain that he is ready, he will receive a letter of examination, which he presents at any naval station to take his lieutenants examination. Once he has been certified to have passed this by a board of three captains, he will be commissioned as a lieutenant. Each vessel will have several lieutenants. For instance, on a ship with three lieutenants, the junior is 3rd lieutenant, the middle is the 2nd lieutenant, and the senior is the 1st lieutenant. The first lieutenant on a ship is the second in command. After lieutenant comes the rank of commander. At this rank a naval officer can be named captain of a ship. Occasionally a lieutenant will be assigned captain of a Corvette or courier ship. Commanders are rarely given command of very large vessels. After commander is the captain. It is important to note that all ships commanding officers are called captain while aboard ship. After captain is the commodore. A commodore is responsible for a group of two to six ships. After commodore is admiral, who will be responsible for an entire fleet. Admirals are separated into junior and senior admirals. Junior admirals are called rear admirals.

The navy is administered not only by the admiralty, but also by the Sea Lord. This is a nobleman who has shown himself, usually through naval service, or occasionally by other means to have great ability in commanding the fleets of Alba. This is usually a member of the Order of the White Rose.

Aside from the sailors and officers, there is another group of naval personnel aboard ship, the Marine Guard. Each vessel will have a marine detachment of varying size, depending on the size of the ship. The marines are responsible for shipboard security, fighting in boarding actions, and acting in shore actions as directed by the captain and their own chain of command. The marines use the ranking structure of the army. Marine officers come from the enlisted ranks when they have shown exceptional ability. It is important to note that when a marine officer with the rank of captain is aboard ship, he is given a ceremonial and temporary promotion to the rank of major. This is so that there is not more than one officer aboard who is called captain.

Enlisted uniform consists of short breeches and a blue and white horizontally striped, close fitting shirt. The naval enlisted uniform is the most relaxed of any in military service. Mates and specialists will wear a black or blue scarf tied around the neck. Petty officers wear a baldric with an anchor on the front. Officers wear black trousers, white shirts, and a blue frock coat. Marines all wear the same uniform as the naval officers, with the notable exception that the frock is red. Both naval officers and all marines wear a tricorne hat as well.

The naval enlisted have no ranking insignia. Naval officers rank is noted as follows:

- Midshipman- no rank insignia
- Lieutenant- one gold bar, front to back, on the top of the left shoulder
- Commander- one gold bar, front to back, on the top of each shoulder
- Captain- two gold bars, front to back, on the top of each shoulder

Commodore- gold boards along the top of both shoulders
Admiral- gold boards along the top of each shoulder, with anchors on each

The Order of the Nights Watch

The Order of the Nights Watch is an order with a long and proud tradition. Members are accepted from all walks of life and from all social classes. The purpose of the Order is to preserve the realms of humankind from the hosts of evil creatures waiting just outside of the light, waiting to throw the civilized world into howling barbarism.

The brothers and sisters of the Nights Watch swear to protect all civilized settlements from the monsters waiting outside their doors. The world of a member of this Order is filled with evil shades and harrowing battles. They see danger in every shadow and seek to quell the threat to humanity. They have an unfortunate tendency to include some non-human races in with the host of other creatures of the night.

The Order was founded at midwinter almost three hundred years ago. They are proud of their tradition of stoicism and strive to increase the prestige of their Order and sway others to their cause. Brothers and sisters of the Nights Watch are often somber individuals and often travel alone. They seek out threats to humanity wherever they go and will do anything and everything to destroy a perceived threat.

Members of this Order can be identified by their clothing and the symbol of the Nights Watch. They wear almost all black, with a belt or sash of gray. The Orders symbol is a gray sun on a black field. Their headquarters is located in Lyones, Alba. Brothers and sisters of the Nights Watch are often welcome in border settlements, but receive a less hearty welcome in more populated areas, where they are seen as somewhat paranoid.

The oath of the Nights Watch is as follows:

Here my words and bear witness to my vow. Shadows gather and now my watch begins. It shall not end until my death. I shall hold no lands and bear no children. I shall renounce all titles and claim no glory. I shall live and die defending the just from the forces of evil. I am the sword in the darkness. I am the watcher on the walls. I am the fire that burns against the cold, the light that brings the dawn, the horn that wakes the sleepers, the shield that guards the realms of men. I pledge my life and honor to the Nights Watch, for this night and all nights to come.

Membership in the Nights Watch is for life. Once an acolyte has passed their trials and taken this vow, they are bound to the Order until their final death. The stipend for a knight is about enough to cover basic equipment maintenance. Leaving the Nights Watch is enough to brand a person a traitor against humanity, at least in the Orders eyes. Most places in civilization will not knowingly serve a knight who has left the Order, and his former brothers and sisters will hunt him to the ends of the earth.

The Orders entry tests and trials of advancement are harsh. The Order wishes to engender a toughness into its members and prizes combat skill above learning. For those who are deemed so unworthy of wearing the gray sun that the Order has no use for them, there is only one punishment; final death. Other crimes are dealt with via corporeal punishment or assignment to undesirable posts.

The command structure of the Order is as follows:

Lord Commander- Head of the Order

Regional Commander- Knight in command of a large geographical area, such as a country

District Commander- Knight in command of a smaller geographical area, such as a duchy

Chaplain- A knight who is also a priest or priestess of a benevolent deity

Post commander- Knight in command of a local post

Knight errant- Knight who has been sent on a specific mission

Knight- A brother or sister of the Order who has passed his entry trials

Members of the Order use the term Brother or Sister instead of sir or lady. They are sometimes called Black Brothers and Sisters by those who do not appreciate their presence. Regional, district, and post commanders are addressed simply as “commander”. The Order is predominately human, with a good amount of sidhe and Palateth. Goblinoids are rarely accepted, and must prove themselves to be exceptionally qualified and dedicated to be accepted.

It is important to note that many Black Brothers joined the Order because they were sentenced to serve. Instead of death or lifelong imprisonment, some lords or judges will give the guilty the option of “taking the black” instead. The Watches’ habit of sundering anyone who betrays their oath is enough to keep even these former miscreants in line.

Player Aids

Player Character Questionnaire

Family-

Where were you born?

What was your family life like?

Who is in your family?

What do they do?

Where do they live?

What is your current relationship to your family?

Have you started your own family?

Are there any family secrets?

Who is your favorite relative?

Who is your least favorite relative?

Career-

What is your profession?

Where and how were you educated?

Have you ever done anything else for a living?

What did you do before arriving in Scarborough?

Why did you leave your old job?

Who do you work with?

What is your workplace like?

Relationships-

What things, people, and ideas do you hate the most?

What things, people, and ideas do you like the most?
Which person or groups do you respect the most?
Which person or groups do you fear the most?
Which person or groups are you most loyal to?
List any past serious relationships that your character has had and give a brief overview.
Do you belong to any groups or organizations?
Who do you really trust?
Who are your friends?
How close are you to your friends?
How well do they know you?
Is she protecting someone or something?
Who do you live with?
Why do you live with them?
Who was your first love?
Who is your best friend?
Who is your worst enemy?
Who is your confidante?
Who would bail you out?
Are you a disappointment to anyone?

Mental self-

Describe your moral code.
How mercenary are you?
Would you kill innocents?
How easily do you kill?
Do you have any goals?
What kind of personality do you have?
What special qualities do you possess as a person?
Are there certain things that you can't or won't do? Why?
What annoys you the most?
What do you think is your worst quality?
What do you think is your best quality?
What are your three most common dreams/nightmares?
What did you want to be when you grew up?
Did you realize your dream? Why?
Do you have regrets?
What makes you cry?
What makes you laugh?
What do you wish you could do that you cannot?
What is your secret dream, the one goal or desire that you keep from everyone, maybe even yourself?
What is your worst fear?
If you could change the world in any one way, what would it be?
If you knew you were going to die tomorrow, what would you do today?

What hurt or insult will you never forgive?
What are you like when you are drunk?
What are you like when you are grieving/mourning?
What are you like when you are moody or angry?
What are you like when you are celebrating?

Physical self-

What is your race?
Why did you choose this race? For the bonuses?
What is your general appearance (manner of dress, etc)?
Can you adequately phys-rep the garb needed for this character?
Where do you live?
How do you decorate your space?
Do you save money or spend it like water?
Are you saving for something?

Miscellaneous-

What is your name (full birth name as well as nicknames and titles)?
Why did you come to Scarborough?
Why do you stay?
What is your favorite color?
What is your favorite food/drink?
What place would you most like to visit?
What pastime ,that you participate in regularly, do you most enjoy?
What pastime ,that you participate in regularly, do you least enjoy?
What is your favorite form of art?
What is the most important thing you have ever done?
What is the worst thing you have ever done?
Does anyone know?
What religion do you follow? Why?
Are you pious?
What is your most treasured possession? Why? Where you get it?
Do you have a good luck charm? What is it? How did you get it?
What do you do in your spare time?
Where do you prefer to spend your time?
Where do you feel safe?
Is there anyplace you refuse to go?
What are your hobbies?
Where did you get your hobbies?
Who taught them to you?
What stupid things did you do when younger?
What one item would you risk your life to protect?
Given a choice between all of the people you know, if you could only save one, who would it be?
What on item do you wish you didn't have, but feel obliged to keep anyway?

Beginning Character Templates (for those who are unsure)

Race: Human
+15 SP

Body: 39
Rush: 0
Damage: 5

One handed edged	3
Small weapon	1
Thrown weapon	1
Critical strike x3	15
Body x8	16
Mortal parry x2	12
Read/write	1
Shatter strike x2	10
Lethal strike x1	6

Race: Palateth

Body: 15
Rush: 0
Damage: 1

Read/write	1
Read magic	1
Casting	2
1 st level slot x 7	7
2 nd level slot x 6	12
3 rd level slot x 4	12
4 th level slot x 3	12
5 th level slot x 1	5
Identify	3
Small weapon	1
Resist magic	
Divination	

Race: Endrani

Body: 15
Rush: 6
Damage: 2(8)

One handed edged	3
Back strike x6	33
Waylay	8
Small weapon	1
Thrown weapon	1
Rush x2	4
Fear	
Resist charm	

Race: Canid

Body: 17
Rush: 0
Damage: 10

Body x1	2
Critical strike x8	47
Read/write	1
Claws	
Scenting	

Race: Felinae

Body: 15
Rush: 18
Damage: 5

Rush x6	12
Mortal dodge x	12
Read/write	1
Thrown weapon	1
First aid	2
Critical strike x3	15
Read magic	1
Casting	2
1 st level slots x2	2
2 nd level slots x1	2
Nine lives	
Claws	

Race: Taelgranis

Body: 15
Rush: 27
Damage: 1

Set trap	3
Disarm trap	3
Small weapon	1
Thrown weapon	1
Rush x9	18
Mortal dodge x3	18
Evaluate item	3
Escapology	3
Shadowcloak	
Silvertongue	

Race: Gypsy

Body: 15
Rush: 0
Damage: 1

Alchemical lore	4
Thrown weapon	1
Alchemy x44	44
Read/write	1
Curse	
Divination	

Race: Human
+15 SP

Body: 15
Rush: 0
Damage: 1

Read/write	1
Read magic	1
Casting	2
1 st level slot x 9	9
2 nd level slot x 8	16
3 rd level slot x 6	18
Small weapon	1
First aid	2

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