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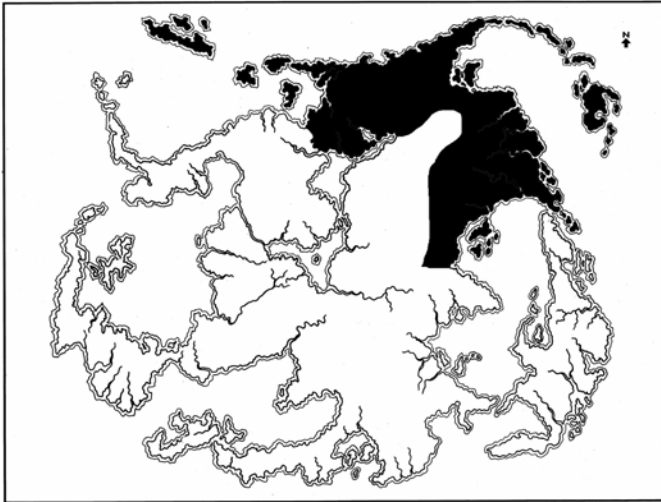
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# THE PEOPLE OF JAIMAN

The races of Jaiman are many and varied. The lands themselves are a vast collection of differing climates and geographies and the people that inhabit it are just as diverse. The inhabitants of Jaiman and for that matter the entirety of Kulthea can be grouped into 3 major groups, the Malan or the human races (named from the Laan word meaning young), the Huir including the elves, dwarves, gnomes and halfling races, (Huir comes from the Laan meaning ancient) and finally the Malloc, the goblinoid and related races (coming from their own tongue meaning chosen).

## THE NORTHERN REALMS



### MUR FOSTISYR

This is the group of arctic islands to the NW of Jaiman. They are surrounded by steep pebbly beaches and low frigid cliffs. The ocean is quite calm with the occasional iceflow from the north drifting near the northern shores of this bleak realm. They have no major cities in these islands but the many villages trade with each other and through the trading ports of Torandrim and Keltharkest. There are three distinct cultures on these islands, the half elven Kytaari villagers, the Syrkar who are descended from haidic blood and maintain their extended family villages and finally the Udahir or hill dwarves who make their homes in the low mountains of these inhospitable lands.

**Climate:** Cold with many hills and some mountains.

**Demographics:** A few Udahir small towns but mainly villages, hamlets or thorps for the Syrkar and Kytaari.

**Economics:** The peoples of Mur Fostisy use ivory discs and flat hard shells as currency when trading amongst themselves. The gaf is an ivory plate worth 1gp, the shor is rounded & half the size worth 1gp, the pai is a flat shell worth 1sp and the sar is a young flat shell worth 1cp. This currency is engraved and marked for identification. The shells are very hard to find and have been used for currency for many generations. Forgery in this realm is almost unheard of since all the communities share the burden of survival in this wilderness and punish all crimes with great severity. When trading with outsiders they use trade bars or metals & gems bought from the Udahir.

**Politics:** Tribal and clan structures.

**Special:** Some of the purest metals in the realm comes from the Udahir, and the gemstones worked by the Kytaari and Udahir are renowned for their purity and value. Few wizards or clerics exist in these bitter islands. Most villages have a healer or witch/warlock to tend to their health. A few clerics have travelled and settled here to study RuneLore from

the Udahir and the lands have little for the wizards or academics to be interested in. Those who have the gift of wizardry tend to become warlocks and those of sorcerer blood tend to leave these lands to find their fame. The white dragonlord Oran Jatar makes the isle of Aalk Gaath (the large northern isle) his home. So far no sign of expansion or war has been seen from this dragon lord.

### THE RUNIIR (CLAN UDABIR)

This clan of Runiir (dwarves) is considered dwarves from the PHB. They do not have any deep mines in these areas but rather live in stone houses and lodges half submerged into the rocky faces of the mountains and hills. Their mines tend to be open face rather than subterranean tunnels. They also tend not to be as perfectionist as their mainland cousins in their making of weapons and the like. They would just as likely use a human forged axe or pick as they would a Runiic one. The bitter islands have given them a survival instinct greater than their racial pride.



**Race:** dwarf

**PreferredClass:** fighter

**Languages:** Toman, Rhaya

**Religion:** Moradin

**Special:** Appraise & wilderness lore are class skills

**DragonTaint:** 5% chance of sorcerer

### THE KYTAARI

These villages of once elven descent no inhabit the dense evergreen forests of this frigid realm. They sustain themselves on farming and trading. They have the delicate features and little facial hair that belies their half elven nature. They half little affinity with the forest and show little lore or tradition of their elvish ancestors. They now battle alongside their neighbours in order to merely live in these islands. They excel at trading, sailing, fishing, trading and craft skills.



**Race:** half elf

**PreferredClass:** any

**Languages:** Un'Erlin, Rhaya

**Religion:** Cam, Adur, Faurm & Faurug

**Special:** craft & profession are class skills. Size as Erlini.

**DragonTaint:** 13% chance of sorcerer

### THE SYKAR

These small family groups are descended from the Haidic clans of the Blue Forest. They settled in the arctic islands generations ago, drawn by the relative peace, free of the clan wars that has torn the Blue Forest apart. They bonded together casting aside their relative clan allegiances and formed one large family. To this day this ideal of peace has succeeded. The only wars they fight are with the Malloc and fell creatures of the island. They are a hardy people, stern and cautious of strangers but warm and trusting of friends.



**Race:** human



**PreferredClass:** barbarian

**Languages:** Rhaya, Un'Toman

**Religion:** Shoan, Adur, Alile, Faurm & Faurug

**Special:** +1 str, -1 int. wilderness lore is a class skill & gains a +1 bonus all checks.

**DragonTaint:** 7% chance of sorcerer

## LU'NAK (THE BLUE FOREST)

A deceptive term for the lands of the north, the great forest once stretched from Claedesbrim Bay to the shores of east Wuliris. It is now a landlocked forest, still great in size, but suffering from its many abuses over the centuries. The cities to the west act as intermediaries in the trade with those of Mur Fostisyr and Saralis and those of the Blue Forest and Wuliris. This is a grey land full of danger and war, the hordes of Sulthon Ni'Shaang (the red dragonlord) threaten all life in this realm. Fortunately the black valley (Ja'miil Targ) limits easy access to the west and south and the Malloc hordes and dragon knights are forced to follow the coast to the north and east. An indirect route and full of hardship which may explain why the dragonlord at least for the moment has halted his advances and is instead fortifying his supply lines. However conflict in the great forest is still common between the haidic tribes and malloc forces. The great volcano Ri'shariv Ja'miil casts ash and smoke across much of this area and anything left exposed for any length of time accumulates a fine dry dust.

**Climate:** Temperate with the three islands of Claedesbrim bay being cold. A collection of mountainous and plains surround the vast forested area that gives this land its name.

### Demographics:

*Torandrim* ~ mixed small town of mainly Udahir traders and craftsmen, they buy many base materials from their brothers on Mur Fostisyr and specialise in forging and smelting these into purified trade bars for transport and into fine weapons, armor and tools.

*Keltharkest* ~ mixed small town of mainly Jameri & Kytaari peoples. They trade and produce many fine items of art and jewellery. They are also expert sailors and fisher folk. This is an ancient elvish land where many old ruins and artefacts are still found.

*Quelbourne* ~ a large mixed town of mainly the Jameri peoples. They trade with the other islands in the bay and act as a meeting place for the traders of the great forest and the Saralis warlords. It is protected by its high cliffs and the mountainous range to the north. It borders the great forest. It is said to be built on a site of ancient evil, and it is a dark place full of ancient stones and old roads. Frequently new building sites uncover old basements and tunnels which are quickly and quietly shored up. The locals do not like discussing these facts with outsiders and apart from the colourful and exciting trade markets this is a shadowy, dangerous place.

*Bur'Vom* ~ a small isolated town of Jameri people, this is the moated keep of the Black House Tarley. Once a peaceful riverside town surrounding an ancient keep, the Tarleys fled from Kreaern to the south after losing a bitter coup with the two other noble houses. The once rulers of Kreaern have avowed vengeance and bide their time training troops and buying equipment from the north. A military style town where the Tarleys flag adorns the many guards and check points of this land.

*Duris* ~ a small mixed city of mainly Jameri people on the river that feeds the great lake Ainkald. It is ruled by a council made up of the heads of varied guilds, trading families and the militia. It is known as the Free Republic of Duris. This was once a thriving place of trade and commerce but since the increasing encounters in the blue forest with mallocs the

traders of the forest have begun to trade significantly less. This has impacted on the income of Duris and great change has been seen in the last few years. The Duris people have been cutting more trees from the blue forest than ever before for the dual reason of increased trade downlake in raw timber and timber products and also to provide themselves with a clear killing field in case of engagement with malloc forces. They are especially harvesting the great black oaks with which they are creating all manner of resilient weapons and constructions. This has angered all the people of the blue forest and they at present are trying to peacefully dissuade the rulers of Duris to cease their extensive logging program, this however is seeming more futile and current attacks on logging teams has seen a vast increase in Duris guards in the area.

*Pyraak* ~ the ruling temple of the red dragonlord. Little is known about this place, save it is the source of the red dragon knights and malloc forces that are invading the blue forest.

**Economics:** The people of this realm use freely the currency of the great southern realms, but in the past have also minted their own coins in Duris. These Duris coins are quite common but not nearly so as the other great currencies. They are the gold ducat worth 1gp, the silver gentle worth 1sp and the copper common worth 1cp.

**Politics:** there is no one unified rulership of this region mainly town or regional elected representatives, and in the case of Bur'Vom a feudal system emplaced by the Tarley House.

**Special:** Few wizards call this part of the realm their own. Those that do are rarely powerful but may be willing to pass their skills onto others they find, or more likely, advise them of where to go to get structured training. Many charlatans and tricksters pose as mages to gain wealth through fear or entertainment and for these reasons wizards and their ilk are frowned upon and distrusted in this realm more than anywhere else on Jaiman. The huge black oaks of this forest are used to make weapons of amazing strength.

## THE LU'NAKI JAMERI

This is the most common human subtype in Jaiman. They are descended from the Zori and Talath peoples that first inhabited this region as separate groups. As travel and trade grew so did the intermingling of these races. They display all eye and hair colours and their skin is usually light but tan quickly. They are the most common human of Jaiman and show a diversity and adaptability to a variety of climes and environs.

**Race:** human

**PreferredClass:** any

**Languages:** Rhaya

**Religion:** The Faith, with some cults of the New Religion

**Special:** pick one non-class skill that becomes a class skill of survival, nature or animal based & also gains a +1 bonus to all this skills checks.

**DragonTaint:** 10% chance of sorcerer

## THE HAID

The Haid clans have a long history of interfamily wars. They are a very short tempered and proud race fond of food, drink and physical competition. They have thick red or blond hair sometimes darkening to a ruddy brown. Their eyes are deep-set and usually green, hazel or grey. They have an honest, direct nature and expect others to follow suit, they have no time for liars, thieves or cheats and their legal system reflects this attitude. Their clan structure is an extended family



with the eldest 3-5 capable members forming a council who advise their lord or lady. This lordship is not inherited and is cast by vote of every adult clan member and the station is valid for life. The lordship can be stripped by vote of the clan but is rarely required. They have few sorcerers and fewer wizards, their spellcasters tend to be clerics, druids or witches.



**Race:** human

**Preferred Class:** barbarian

**Languages:** Rhaya, Un'Toman

**Religion:** Shoan, Alile, Coulide, Buiva, Adur, Lussa & the Triad

**Special:** +1 str, -1 int. wilderness lore is a class skill & gains a +1 bonus all checks.

**Dragon Taint:** 8% chance of sorcerer

### THE DYLARI (WILD ELVES)

These are perhaps the most feared of the inhabitants of the blue forest. They wild elves, as they are known by the malan that live nearby, are named because of the vast difference that exists between them and their cultured and nobles brethren. The dylari live for the life of freedom and the forest itself, their fierce protection of the forest and its life makes even the haidic clans respect their boundaries. The dylari have a very strong druidic philosophy as well as a xenophobic tendency. They usually only trade with those they know well and still distrust them to the point of insult. They respect no laws of other lands or cultures when others travel in their realm and their intense sense of personal worth and freedom makes them absolutely disgusted by slavery, serfdom and to lesser a extent even employment. They are a tall grim people given to solemn contemplation and infrequent smiles. Their inner joy however is expressed when around those they trust most and they are a truly free spirited race. Their frequent practice of full body tattooing and gruff nature gives them a reputation of fierceness that is renown in the realms.



**Race:** wild elf

**Preferred Class:** ranger

**Languages:** Erlin

**Religion:** Corellon, Lussa & Adur

**Special:** +2 dex, -2 int. They gain no bonus to finding secret doors and instead gain a +1 bonus to all nature and animal related rolls. They have starting proficiency in the longsword or shortsword (not rapier).

**Height:** M:4'11"+2d10 120lb+x(1d4)

F:4'6"+2d10 85lb+x(1d4)

**Dragon Taint:** 15% chance of sorcerer

## WULIRIS

This is the land of a thousand fiefdoms, named because of its fragmented and isolated towns that act on their own in all things. Each has their own militia, leaders, laws and taxes. It is a dangerous place of visitors as thievery and crime abounds, some fiefdoms are even said to be run entirely under the gloved fist of criminal elements. It is a cold rocky land where the ground tend to alternate between frozen soil, hard to toil

and with lacklustre crops to a muddy stinking quagmire after the frequent rains in the region. It is a land where fortunes are to be made and lost by the knife rather than the sword and where traders are said to be able to buy anything at a price.

**Climate:** The southern portion of Wuliris is considered temperate with the central region being cold. The interface is marshland most of the year and makes travel difficult. There are no built roads in the region since no central body exists to oversee this. It is a land of plains and marsh, the mountains visible to the west that border the Zor wasteland and the blue forest provide some protection from the elements and forces of the red dragon, but it is a bitter, sad place where people scrape whatever living they can in the face of social, political and environmental adversity. Not many people choose to live here most live their lives planning to instead leave here.

### Demographics:

**Baalth** ~ This is the northernmost town of this region, it is an isolated hamlet that is said to have dealings with the red dragon forces. This may be true since it sits in the gap between the blue forest and the sea, directly in the path of any army moving that way. It never had much of a militia since it was distant enough to be relatively safe from the bickering of the south. It is slightly warmer here being close to the temperate region to the north. The people of Baalth have traded extensively with the people of the blue forest in the past but this too has seemed to diminish. The Baalth people are thought of more than a little strangely by the folk of this region since they are the most isolated. It is ruled by old man Pery who is said to have at least 20 wives and even more children.

**Karethspek** ~ A once thriving trading centre for exchange between the people of the forest and those of Wuliris. It is a mixed village with a strong militia made up of foresters, many of elven blood. They have seen increasing activity in the confrontation between the forest folk and those of the red dragon forces. While not directly taking sides they have saved themselves from being over-run by the dragon troops but have also disillusioned the Dylari and Haid, both of which have reduced trade with Karethspek. The people of this village have been thought responsible for several attacks of red dragon troops in the area, but the ruling elected council of 5 has denied this.

**Alaros** ~ A mixed village that thrives on fishing and ocean trade. They have a long standing agreement to supply inland Onfelop with ocean produce and have extensive river barge experience as well as open ocean. A quiet, honest town which is at odds with the towns around them. They take pride in their honesty and trade lifestyle. They are ruled by an elected mayor and have little in the way of militia.

**First Bay** ~ Named because of it being the first visible bay in the area that seems safe to beach on. It is perfectly suited to a trade port and that is what it has become. It trades extensively with the eastern islanders and the towns further south. They have a strong militia, both land and ocean based that are rumoured to double as pirates and brigands when directed to do so. A place where anything can be bought, it is the shining gem of Wuliris with paved streets, buildings of over one story made of stone and even several guilds. It is a large mixed town.

**Bellramp** ~ A mixed hamlet mentioned only because of the ancient towers that pepper the area several of which have enormous bells mounted within them. Some towers have collapsed, but many remain upright, and in strong winds the bells begin to chime in a disturbing chorus. Whether they are a remnant of some warning system, or a communication network it still remains that they have withstood the test of time, and withstood access by even the most ardent mages who frequently come to this lonely place to study this great



mystery. The town itself is almost entirely geared towards catering for these visitors having such luxuries as warm baths, laundry services, brothels (higher class than elsewhere) and of course experts willing to sell information and artefacts to these visitors for a price of course. There was at last count 17 towers, some collapsed, some sinking, some upright. Some scholars believe the towers to be enchanted and designed to be part of some protective enchantment, with many of the towers failing one hopes that this is not the case.

*Onfelop* ~ The inland keep of Baron Onfelop is surrounded by an isolated small village. It is rumoured he is the son of a fishing family from Rivertown who made his fortune somewhere in this desolate, frozen wasteland. Whatever his source of gold it has enabled him to build this keep, defences and village out of his own pockets. It has paved streets, a stone defensive wall, moat (frozen) and stone buildings. It is built in an ancient style even though new, as directed by the Baron himself. Some think him mad, some dangerously eccentric, whatever his motivation it has given hundreds of peoples somewhere to live and feel safe in this wilderness. A cousin of the Baron represents the people of Onfelop in most towns and any dealings with him are done through these people. They are courteous and well educated, few others of this town are seen by the regions populace because of its isolation. Even the traders of Alaron who supply them with much of their food are very quiet when asked specific questions about their employers. It seems there is some secret in this place but no one seems to know what.

*Shaabray* ~ A mixed village of fisher folk and traders that deal with the islanders and the south fiefdoms. Ruled by an elected mayor they have a strong militia and a well maintained town. The land here is cold and hard to farm, but the bounty of the sea aids them in their survival.

*Elven Quay* ~ This mixed small town is an extensive trading port and farming district. The warmer temperate zone and rich nearby islands enable this town to farm, log, fish and even mine the area to produce income. This however seems to be one of the problems in the area, in that while they are so busy making money from the area they have disregarded the town itself. It is a shantytown of broken wood and primitive clay bricks. There seems to be no sense to the layout of the town, apart from the vast warehouses and piers that occupy the majority of the town. It is named from the ancient elven sea fort that occupies the island just south east of the town. It was once an elvish outpost for Urulan but was long ago abandoned. Locals speak of strange lights and noises drifting from the island at night and shun it and its waters completely.

*Rivertown* ~ This intergrated large town is the unofficial capital of this area. It has generous numbers of all differing races and varied religions. It is a true free place where everyone is free to do what they want, for better or worse. There is a privately run militia, answerable to the harbourmaster, or more specifically people think, the thieves guild. There are innumerable thugs for hire, (better than letting them get bored and deciding that the ex-employer may instead make a good victim), and also many pleasures of varied tastes always at a price you can afford. Rivertown has

almost 2 blocks dedicated to brothels, drug dens and alehouses. The famed Red Temple finds a prominent place within this quagmire of humanities vices, taking almost an entire block by itself. The temple is run by the mysterious red priests who serve in the temple complex to 'cater for every desire' or so they claim. People from all parts of Jaiman and for that fact Kulthea travel to Rivertown just to visit the Red Temple. This is a decedent place where the honesty you find is more disturbing rather than refreshing. The town is a vibrant trade centre for the Bay of Urulan and the fiefs to the north and west, it is a place where all things are measured by their respective worth and treated as such. There are no secret lies in Rivertown, the lies are unmasked and proudly displayed without care of judgement or shame.

*Vandone* ~ An ancient mixed small town found on the lower reaches of the grey mountains. It is thought to have been part of the Zor empire in ages past since the stonework and masonry are of a similar design to that found in the Zor wastes itself. This town is partly built within the ruins runs into open farmland. It looks like a colourful shanty town built on the sombre grey skeleton of the ancient city. The temperate weather and rolling plains enable the Vandonese people to farm successfully and reap the rewards of the rich river flats nearby. The marshlands to the north sometimes interfere with land travel to the north so this town has extensive barge and ferry companies that use the river to transport goods to the seaport of Rivertown. The ruins of the city gain intense interest from Nomikos scholars and it is rare not to find at least a dozen with escorts in the town at any one time. The industry of the area cope well with these eccentrics and cater for their needs with visitor facilities being well developed. This region now produces some of the finest white wines in the land and Vandonese Whites are now in great demand.

*Fief of the free dwarves* ~ This is the stronghold of the Runiir of Wuliris, an imposing mountain castle with a very secure location. It overlooks a small mixed town where people come from far and wide to trade with the Runiir clans. Crime is kept to a minimum here and a very strong willed and minded Runiir militia police this district. The metal goods and jewellery produced here are renowned through all of Jaiman.



Extensive guild training houses for many crafts exist here as well as the largest temples of Shoan and Moradin. Raw metals and unfinished gems are traded here for foodstuffs and other necessities. The Runiir of this fief are well accustomed to working with other races and are not as xenophobic as some of their brothers from elsewhere. This town is run by the Runiir family heads; not many people now much about this system of rulership but if anything can be said it is that this town is

one of the safest in all of Jaiman.

*Kartok* ~ An isolated island village renown for its wildlife and beaches. The locals are a simple folk that derive sustenance from the vast array of sea or land produce that surrounds them. It is thought to be a haven for pirates and the like and is ruled by an elected council. The village has a variety of shops are wares for trade and sale, most of which are simple local produce but if the right people are known then it said that all manner of items and goods can be purchased from Kartok traders.

*Avilor* ~ This once deserted island is now occupied by an isolated thorp, it is mentioned only that they have been very aggressive in deterring any visitors to this island and have been reported to be making large excavations on the island and unearthing all manner of unusual items, or so the tales would tell. It is a picturesque place, now gaining the attention of locals who are vastly interested to see what these foreigners have found on what they consider to be their island.

**Economics:** The people of this region use the metal coins of any of the other realms, being relatively new region and having no central ruling body they have no coinage of their own.

**Politics:** Varied, but mainly elected committees, representatives of varied guilds and some clan systems.

**Special:** A dangerous place full of rogues and deceptive traders, most people in this realm have honed their skills of sense motive, bluff and appraise above all others for obvious reasons.

### THE WULIRAN JAMERI

As per Lu'Naki Jameri but their bonus skill must come from sense motive, appraise, bluff, craft or profession. If profession or craft is taken then only that one particular talent is class skill based, not all crafts or professions and the +1 bonus only applies to that individual profession or skill.



### THE RUNIIR (CLAN KHELGARNAM)

As per Runiir above except for instead of wilderness lore being a class skill sense motive is in addition to appraise. This is the clan that lives and mines the mountains to the north. They deal extensively with the clan of deep dwarves of the southern reaches who have very little contact with outsiders and prefer to trade indirectly with others through the members of the Clan Khelgarnam.



### THE RUNIIR (CLAN TARKH' MOOR)

These deep dwarves are distrustful of surface creatures including most humans. Their homes exist deep within the expanse of the grey mountains where they mine and forge metal goods, and produce gems and jewelry of great beauty. Most of the goods sold by Clan Khelgarnam are in fact purchased from the deep dwarves. Dour, gruff and unsmiling these dwarves would rather deal fairly with their cousins than strangers.



**Race:** deep dwarf

**Preferred Class:** fighter

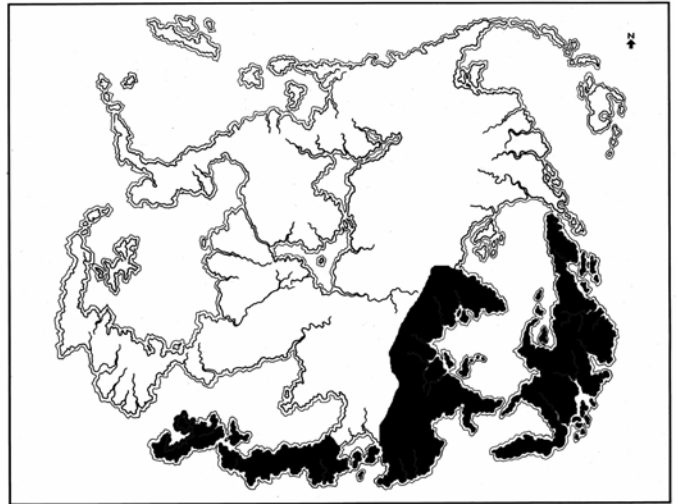
**Languages:** Toman, Goblin

**Religion:** Moradin

**Special:** +2 con, -4 cha. Additional +1 to resist poison and WIL saves vs. magic. Darkvision 90', sensitive to daylight, -1 circumstance penalty when in bright light. Also they gain a bonus when using runes as if they had the abilities Rune Craft +1 & Rune Power +1 as a runemage. Their innate knowledge of Rune Lore is unrivalled by any other dwarven clan.

**Dragon Taint:** 7% chance of sorcerer

## THE EASTERN & SOUTHERN REALMS



### TANARA

This vast land is made up of three distinct different regions, each inhabited by unique cultural groups. It is pleasant land with rolling hills and plains dominated by the vast range of mountains that is the backbone of the grey mountains. A land that has seen much conflict between the races in the past it is more the most part peaceful except for the occasional incursion from the Y'kin to the south.

**Climate:** Temperate, mountainous regions borders the west, and divides the Y'kin to the south from the rest of Tanara. The remaining land is mostly hills and plains. Some forested areas exist but these are sparse.

#### Demographics:

*Sortyn* ~ This is the most isolated of the Duranakai lodges. It can be seen from miles away with its vast cut out mountain scape and plumes of smoke making its presence obvious. It is an isolated small city run fairly and justly by the mages of this realm. A colourful and vibrant city one could forget the alien ness of the host race. A well developed network of roads spread from the city and connect through the mountains to Runiir trading posts and Duranakai watch towers. They are an ancient race that has maintained much of the building and architecture of bygone ages, even their new roads and walls have a look of antiquity about them. A vast roadway connects Sortyn or Yagorth and is known as the great road. It contains marvels of engineering such as sweeping bridges and enormous tunnels and it runs straight and true.

*Yagorth* ~ The large isolated town that contains the ruling council of the Duranakai people as well as their teaching halls. It is a place of enormous learning and knowledge. They have strong ties with Nomikos and good trade links with the Myri, Sulini and Calthor to the west. Their tunnel systems and roadways are some of the most advanced and maintained in this land. They can travel quickly and safely from Yagorth to a surprising number of towns and cities without ever being seen.

*Galen* ~ This is the largest Myri settlement in this land, it is an isolated village with few other races save the Myri themselves and the Duranakai teachers and guardians. Most of the plains are dotted with Thorps and Hamlets and these send their children to Galen to be taught by the Duranakai there. The Myri seem content to be lead by the Duranakai and it is a coexistence that has been in place for generations. A vast farmland district many fine beers and red wines are produced here.

*Ulir* ~ This is a peaceful village that overlooks the bay to the southern areas of the Sulini tinkers. It is a corridor of land between to rivers that has been use by many Myri as farmland and grazing pastures. The Duranakai presence here is not a obvious as it is to the north but still representatives and



teachers of that strange race are here to lead the Myri and serve as a central teaching and governing body.

*Ur Tombs* ~ Strange ruins that are of ancient Duranakai architecture. These foreboding stone lodges are set into a deserted valley that is concealed from view until the last moment of entering it. There is a constant Duranakai and Myri guard and an elaborate warning system in place. Little is known of the tombs and the Duranakai discourage visitors to this place. They are thought to be the tombs of a race that predates any known race on Jaiman.

*Shenin* ~ This is the unofficial capital of the tinker society. The gathering constitutes a mixed village in size but very few permanent structures exist. Even these non-wandering Sulini tend to still live in the garish caravans and tents that is their hallmark. The few stone structures are a semi-organised road system, several inns and brewers. A bakery and some metal smiths and the like. It is a lighthearted place full of shifting colours, aromas and tinkers.

*Bucoli* ~ A fortified series of watchtowers occupies this region atop the mountain range and along the steep beaches. The Sulini that have been found guilty of some crimes are made to serve as guards along these towers. They do this as a willing part of their punishment so as to regain the shame they have given their families. They still wear their own clothing and are perhaps the most striking and motley organised militia in Jaiman. These are the defensive network that is in place to combat and warn of any Y'kin incursions. This is the home of the SeaGuard Knighthood.

*Chakor* ~ The vast ship building yards of the Y'kin are here along with their military training halls and main temple. A huge open temple, more like an amphitheatre it is the centre of worship and sacrifice in their religion. A dark and foreboding place full of tall spires and decaying backstreets it is an isolated large city. The few other races here are either diplomats or slaves. Not many details of this place is known since any visitor is carefully guided and accompanied at all times by an acolyte of the church.

*Achren* ~ The dark scar on the rocky beach of the south coast is the main training temple for the priests of the Y'kin. It is also a major training centre for special troops and local church leaders. It is an isolated small city with the non Y'kin being mainly trusted slaves. This place is full of secrets and dark lore, it is the most tightly guarded town that the Y'kin control. The surrounding area including the roads and land to the east of the grey mountains are dotted with small villages and hamlets each with a selection of church guards and a priestly attachment.

*The Temple of Gentle Fire* ~ This temple of monks train in the dunes near Bucoli, they receive students from around Jaiman and are famous for their slow almost hypnotic style of unarmed combat. They are friendly and welcoming of visitors.

**Economics:** The Sulini & Myri tend to use the currencies of other realms. The Duranakai use their own coins for trade with these races. The Y'kin have their own coins which are rejected in this area and in most other regions. The Y'kin have been known to use the coins of others or mint featureless trade coins and bars of base metals due to the intense rejection of their own tender in trades or payment of outsiders. Their coins are lozenges of metal (roughly the size of the end joint of your little finger) flat with a whole in one end so they can be strung and worn as jewellery. The more coins a person wears the greater the declaration of wealth they are making. Their coins are the silver ko worth 1cp, the silver pok worth 1sp, the gold tari worth 1gp and the blood gold yane worth 10gp.

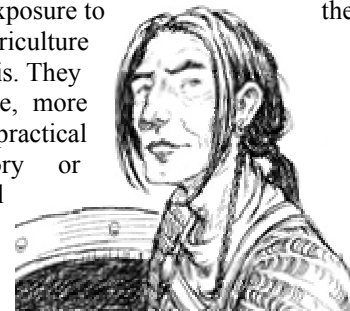
**Politics:** The Sulini are a wandering tinker race with no central rulership, in their two cities a committee made up of a member of every family within the town makes decisions on behalf of the population. The process is long but democratic.

The Y'kin are a strict theocracy. The Myri are a group of villagers with no central ruling body, each village is ruled by an elected body of representatives. The Duranakai are a magocracy with advisors from different castes giving advice and guidance.

**Special:** The Myri produce some of the finest cheeses in Jaiman. They have vast flocks of cattle and sheep and live quietly and efficiently as farmers. The Y'kin worship dark gods and are known to practice sacrifice. They frequently raid their neighbours for such victims. The Duranakai have unique styles of magic wither unto unique in Jaiman, even Arion cannot unravel their secrets, and while they remain so secretive this appears unlikely to change.

## THE MYRI

This is a gentle, simple peace faring race. They are taller than average with pale eyes and blond or reddish hair, their skin is usually tanned from exposure to sun as their farming and agriculture based lifestyle predisposes this. They are a strong and hardy race, more inclined to study nature and practical skills rather than history or philosophy. A very practical people they are renowned for their single mindedness, not from stubbornness but rather from a direct and simple way of thinking. They follow a task through to its completion with a zeal that is unique, however they find complex theoretical concepts too abstract to be useful and therefore unwarranted of learning. They are a noble and proud race seemingly free of many of the negative emotions and it is extremely rare to find evil Myri. Some bold souls of this race make fine warriors and excellent monks.



**Race:** human

**PreferredClass:** any

**Languages:** Rhaya, Taal.

**Religion:** The Faith, with many followers of the Andam Way.

**Special:** +1 con, +1 str, -2 int. The Myri are very mentally focused and receive a natural +1 against spell and spell like effects and a +1 bonus to concentration checks which is always considered a class skill.

**DragonTaint:** 10% chance of sorcerer

## THE DURANAKAI

A unique race of Jaiman thought to be of purer dragon blood than any other race. They are magically gifted having some styles of magic not found anywhere else of Jaiman. They live partially underground in immense lodges and have extensive dealings with the Runiir and other underground species. They have a close relationship with the Myri whom they have taken upon themselves to protect and teach. They employ the Myri to produce much of their food and also use them as guards and agents in dealings with other races. They are reclusive and usually do not leave their halls without specific reason. They live in the mountainous region of North Tanara and are led by a complex magocracy. Their appearance can be startling with their natural pure white hair dyed colourfully in a wild array of styles. Their jewellery and tattooing give them a otherworld appearance and the presence in the surface world of a Duranakai traveller is a cause for great attention.



**Race:** human

**PreferredClass:** wizard

**Languages:** Rhaya, Toman, Taal

**Religion:** The majority worship Ectoraige, The Triad, Alile or Shoan.

**Special:** +1 int, -1 str. They have access to the following feats from Eldritch Might; all Lace Spell feats, etch object rune and item image. They can also train to become Graven Ones. They have access to all of the mark and greater mark arcane spells. Spellcasting prodigy is an extra feat at first level and the feat; tattoo focus may be taken without being specialised and multiple times, in the same spell school or a different one.

**DragonTaint:** 25% chance of sorcerer

## THE SULINI

These are the travelling tinkers of the rolling plains of Tanara. They occupy the fertile land that is the southern border of the bay of Urulan. This wandering nomadic lifestyle is due in part because of the Y'kin attacks on these people that has been a source of terror for the Sulini for generations. The travelling lifestyle was a way of preventing regular attacks on known towns and villages, by living off the land and constantly moving it tended to make ones life longer and happier, free of Y'kin attacks. The Sulini in generations past had planted an amazing array of fruit, grains and vegetables across the plains to provide sustenance for the following families of tinker to live off. They are a jovial race, quick to show friendship, but slow to actually befriend. Their love of bright garish colours and ostentatious jewellery combined with their incredibly elaborate and equally bright caravans makes them a unique sight to behold roving the grasslands of this beautiful realm. They have a reputation for being tricksters, seducers and vagabonds that makes them either loved or despised. All this aside the sounds of a Sulini tinker caravan at night with the singing, bonfires, music and laughter is a welcome sound to many lost and weary traveller. A word of caution; never break a deal with a Sulini tinker – they have their own unique legal system which only they seem to understand and deal harshly with many crimes that other more 'civilised' peoples think very little of.

**Race:** half elf

**PreferredClass:** rogue

**Languages:** Rhaya, Un'Erlin

**Religion:** Triad, Coulide, Lussa, Nusas & Uimfe

**Special:** Perform & bluff are always class skills. They may become mirror masters as from the book of eldrith might and have access to the mirror based spells therein. Size as Erlini

**DragonTaint:** 13% chance of sorcerer

## THE Y'KIN

Little is known about this savage race save for that gathered from their actions over generations. They are blood thirsty, warlike, expansionist, theocratically led race that is very difficult to deal with due to the supremacist ideals. Their lands are quite fertile and their architecture like their demeanour is dark and foreboding. That is to say not all Y'kin are like that, only the ruling church and the actions it takes. Many Y'kin work and flourish in other places but always the doubt is present are



they spies or agents of the church or as they seem peace minded citizens that fled the horror of their own realm. The Y'kin church includes sacrifice as a regular part of its ceremonies and many say that the gods they worship are one step away from being demons themselves. Whatever the truth is one fact remains known it is not a safe place for travellers as many people disappear after being supposedly recruited into being an unwilling participant in one of their ceremonies. There are some incredible monuments of bygone ages including a string of lighthouses that illuminate the rocky coastline, agents from Nomikos are attempting to negotiate access to study these phenomena, and who can guess what other wonders lie inland in this dark realm.



**Race:** human

**PreferredClass:** cleric

**Languages:** Yinka, Un'Rhaya

**Religion:** The New Religion, in particular Asharat and Sinn.

**Special:** Knowledge (religion) is always a class skill as is sense motive. (this is due to the religious training every young Y'kin receives and the paranoia that surrounds their every life makes them very wary hence the sense motive. For a Y'kin born into a different area use the local special abilities or penalties for that district.

**DragonTaint:** 9% chance of sorcerer

## URULAN (THE GREAT FOREST)

This is the ancient home of the Iylari (elves). It is a vast island split by a low mountain range and having a warmer southern portion with dense jungle like rainforests. It is a beautiful land that many people never see. The elves are very reclusive and the ruling Loar nobles enforce this by extensive wardens and enchantments to detect and deter unwanted visitors. Due to this policy being in place for as long as anyone can remember very few people try and enter the realm of Urulan.

**Climate:** Central spine of the island is mountainous while the surrounding island is mostly forest. The southern half is warm and the northern half temperate.

**Demographics:** Many small thorps and hamlets exist in the forest and mountains of Urulan. These are mainly family villas and lodges, some are noble Loars' retreats, studios or private gardens. All Iylari buildings are like a natural extension of the environment, working with the forest and rocks making them part of the construction rather than moving or destroying them. This gives their larger cities a truly unique appearance in function and structure.

*Urton* ~ Northern most of the elven lands this isolated large town is home to many elven xenophobes and those Loari and Linaeri who seek privacy for contemplation or research. It is a quiet secluded town build with many towers and bridges that enhance the height provided by the towns steep cliffs and give an impressive view across the wild oceans and the lands to the north. There are few Erlini here and those that are act as merchants with Rivertown and Elven Quay. The port itself is strongly defended and the Northwatch guards are well known for their training and strength at arms.

*Qui'el* ~ The home of magic for this land. It is an isolated small town occupied by an enormous tower and sprawling buildings adjoining it. It is entirely devoted to the training of Elven magic and related arts. Many of the wizards here are



also members of Arion Tower and they two groups share information and assets.

*Arojil* ~ This mixed large city is the home of the Loar noble houses, their vast estates makes this city one of the largest in all the realms, both in population and land mass since most of the buildings have sprawling estates with guest houses and farmland attached to them. There are a fair number of other races represented here but most are emissaries or scholars acting as tutors to the noble houses. It is the one city of Jaiman where one does not feel oppressed by the sheer mass of life; it is an open place full of parks, open-air displays and markets. It has an extensive wharf, but little trade passes through here, the noble houses carefully control their own fleets and Erlini traders who buy on behalf of each house to supply them with rarities from abroad and the few necessities that cannot be locally produced.

*Suth'ryan* ~ Known as the Black Gate this enormous structure is made from stark black blocks of granite and is rumoured to have been made by the Runiir and Iylari peoples many generations ago. Its function is to prevent incursions from Gorai'ya that is the ancient city that has fallen to the Unlife. The Black Gate is a wall that extends across this strip of land and is dotted with only 3 massive gates; each is heavily defended and manned by its own guard of Erlini warriors and wizards from Qui'el. The walls between the gates are walked by Erlini guards who relieve their brothers from the watch towers which are set every mile, each of these is manned by a single wizard and a detachment of 20 Erlini warriors. It is considered a great honour to be accepted into the Southern Guard and its members wear the symbol of a white circle with an unbroken black horizontal line with pride.

*Gorai'ya* ~ The ruins of this once beautiful city have been strengthened by the Unlife. The many elven undead minions of this region work tirelessly in manufacturing defenses and machines of war from the dying forests that surround them and throw them at the Black Wall to the north. This is a dark realm that only the brave rangers, wizards and scouts of the Warders of the Gate venture into to gather information and wage war on the Unlife in their own lands. The Iylari peoples are ashamed of allowing their fair city to fall into corruption and its example is used in every day life to strengthen the resolve of their inhabitants against the Unlife and also to berate children from misbehaving.

**Economics:** The coins of Urulan are beautiful and unique. They are in the form of small discs, slightly smaller than most realms coins, they are made of a grey ceramic like material in the centre of which is a clear resin like plate with the emblem and worth of the coin in many languages. The method of creating these coins is a mystery and has not been discovered even by the scholars of Nomikos. They radiate a faint magic if detected. The Iylari use a coinless debt and honour based economy when dealing with each other, so these coins are mainly used in their dealings with other races and many of them reach the lands to the west. They are commonly accepted and given near full value in exchange due to their unique nature. They are the jael worth 1sp, the laer worth 2gp and the ye'os worth 40gp. Each can have the resin removed and each half used a coinage of half its full value. Each coin is of a unique size and the resin centres fit only that particular coin.

**Politics:** Royalty with noble hierarchy based on family ties and relationship to the ruling family. The older the family the more power it wields in the council chambers.

**Special:** The Iylari pottery, china, paintings and sculptures are some of the finest in Jaiman and are very sought after by collectors and those wishing to show their wealth. The unique wood/resin compound Shaalk is made only on Urulan, it can be used to make armors and paper of amazing strength.

The fine and delicate elven wines of the region are expensive and well sought, they are the Arojil Whites and the deep bloody reds of Qui'el.

### THE IYLARI LOAR (GREY ELF)

The Loari are the noble caste of the elvish peoples. They are condescending and aloof, not deliberately so but due to their isolation and long lives they tend to contemplate and discuss things differently than other races. Their habit of discussing people as if they were not there in the presence of those not used to it can be incredibly insulting. They are a strong tall race, proud and noble, a deal made with a loar will never be broken by them and they expect the same from others. They a deep sense of control about them, their white, grey, blond or black hair combined with violet eyes makes their appearance startling and intimidating. They are a slow, contemplative race slow to act but decisive once a course of action has been found. Their inbreeding over generations to perpetuate the violet eyes (which are a sign of loar nobility) has lead them to have a weaker constitution than many other races.



**Race:** grey elf

**PreferredClass:** wizard

**Languages:** Iylar, Erlin, Rhaya

**Religion:** Correlon, Alile, Adur, Shoan, Mannam & the Triad.

**Special:** +1 dex, +1 str +2 int, -2 chr, -2 con.

Male 5'2"+2d10 120lb+(x1d4)

Female 4'9"+2d10 85lb+(x1d4)

Intimidate and sense motive are always class skills due to their training in politics and noble interaction between the Loar noble families.

**DragonTaint:** 17% chance of sorcerer

### THE IYLARI LINAER (HIGH ELF)

The Iylari loar children that lack the violet eyes of noble blood and the vast bulk of the iylari on Urulan are linaeri, those elves that undertake the mundane tasks for their noble families. Most linaeri are born into a family whom which they serve for their entire lives. Their hair is red, brown, black or blond, their eyes grey, hazel or green. They have a more emotional state than their loari nobles and are much easier to befriend. Most iylari encountered on the Jaiman mainland are of linaeri blood. Rarely a loari noble will tire of the political games of their home and travel to the mainland in search of adventure but this is the exception to the loari way. They linaeri are a musical and joyous race and much of the artwork produced by the iylari and sold on the mainland as Urulan treasures is done by this race.



**Race:** high elf

**PreferredClass:** bard

**Languages:** Iylar, Erlin, Rhaya

**Religion:** Correlon, Alile, Adur, Shoan, Mannam & the Triad.

**Special:** +2 dex, -2 con.

Male 5'2"+2d10 120lb+(x1d4)

Female 4'9"+2d10 85lb+(x1d4)

They are an artistic race and receive a +1 bonus to crafting skills when producing items and also gain +1



bonus to perform. Craft and perform are always class skills.

**DragonTaint:** 14% chance of sorcerer

## THE ERLIN (WOOD ELF)

These elves live a more simplistic life than their iylari brethren. They live in the forests in small hamlets or thorps living at one with the environment around them. They were the elves originally sent into the forests to keep the humanoid creatures from attacking the iylari lands. For generations they have completed this task and still perform it to this day. They are the elves most commonly encountered on Jaiman and many of them have integrated themselves into human society. They have sandy or brown hair with brown eyes and they are slightly shorter than their iylari brothers but much heavier and stronger.



**Race:** wood elf

**PreferredClass:** ranger

**Languages:** Erlin, Rhaya

**Religion:** Correlon, Cam, Adur & the Triad.

**Special:** +2 str, +2 dex, -1 con, -1 int, -2 cha.

Male 4'11"+2d10 120lb+(x1d4)

Female 4'6"+2d10 85lb+(x1d4)

The erlini receives awareness as a bonus feat at first level and spot, search and listen are always class feats.

**DragonTaint:** 12% chance of sorcerer

## THE MELURIAN STATES

The thin strip of coast that is the southern border of Jaiman is a dangerous and wild place. With a long history of wars and internal strife it is a shadow of its former glory. Once its knights and noble houses rivalled those of Rhakhaan and U'Lyshak but now after centuries of destructive civil and political wars the houses have entirely fallen and been replaced by ragtag armies of ex-mercenaries and brigands. Some small kingdoms exist where violence is not the status quo but these are rare and transient as the winds of change and war blow ever strong in Meluria.

**Climate:** Hot, windy beautiful beaches make up the southern side of Meluria. The north is the peaceful bay of Elysea where perfect white sand borders bright blue water and sea life abounds. Littered through this paradise are the hulking skeletal wrecks of Melurian war barges and battle fleets; destroyed during the great wars and left where they drifted onto the sand banks. Some locals still live off the findings in these wrecks but this is a dangerous lifestyle since the number of mercenaries and brigands in this area is such that any sudden change in wealth goes unnoticed. A high but thin range of mountains occupies this strip of land and is crossed by many roads and dotted with forts, palisades and defended townships.

**Demographics:** Many isolated camps and thorps exist, most harbouring bandits, pirates or smugglers. The safest places in Meluria are the established towns but these have heavy taxes and restrictive laws and are designed to benefit the longer family lines that live there and keep newcomers at a disadvantage.

*Farrn* ~ A strongly defended integrated small town that is defended by a ragtag knighthood calling themselves the Blue Knights of the Coast; they wear deep blue cloaks and whatever armor they can find. Their intent seems genuine and that is to make the roadways and thorps of the region safe from brigands and the sort. They do ask for donations from

those they protect, and some have recently spoken of those who refused to pay falling fell of brigands soon after. It may be that this is a form of extortion but in the region it is always hard to find the truth.

*Tuloria* ~ A small integrated town that sits of the great road of northern Meluria. A strong militia that charge for the use of the roadway mans it and occupies the simple wall and gate that crosses the roadway. Since the lands through the mountains to the south are very dangerous the few merchants of the region see no reason not to pay the fee. They also hire guards and guides for those not familiar with the regions dangers. The town has a proportion of its residents living in the wrecks that litter the sandy shores and the town is a dangerous and unpredictable place.

*Fulcrumia* ~ The most civilised and established of the states of Meluria is highlighted by the large town of Fulcrumia. It sits in a natural valley that is protected well by rock formations and narrow roads. Its militia is well trained and only rarely dabble in thievery and banditry. The House Hallwen nobles who claim to be a surviving noble bloodline rule this region. This is doubtful, yet the results of their rulership can be seen in the relative stability of this region.

*Aranmor* ~ A dark and bleak island that the locals shun. Rumoured to be inhabited by demons and worse, a peaceful island that appears ominous in its apparent calm. There is no life on Aranmor that can be seen from sea apart from the unnaturally dense jungle that covers every part of its lower reaches and from that dense envelope the sparse and empty mountains rise to occasionally billow smoke and spew ash.

*Plasidar* ~ A thriving land of merchants, pirates and thieves. It is ruled from Gul and its fleets control much of the trade in this bay. A strong elven population occupies this land and are mostly Erlini with a few Linaeri. These folk are most un-Loari in their behaviour and have integrated fully with the regions inhabitants such that many half elves exist from such unions.

*Gul* ~ The capital small city is lead by a merchant council and has an impressive fleet. A dangerous and yet exciting integrated city it is full of all cultures and walks of life. The trade in the region flows through this place and many merchants start or finish their journeys here.

*Sidar* ~ A dark and strange place this small village is dwarfed by the thin black tower at its centre. A dense twisted wood that is completely fenced off and protected by magical defenses so that none may enter it surrounds the tower. Merely gazing upon it brings headaches and pangs of irrational fear. Some have even said that spirits from within the twisted dark bows of the sickly trees have threatened them and even appeared before them when venturing too close. Pale-faced Erlini who refuse to leave occupy the village, they avoid conversation and never elaborate on why they choose to remain here. They trade extensively with Gul for food and materials, as these perishables seem to rot quicker in the region surrounding the tower. The Erlini are very cautious and protective of this region and always ensure visitors are accompanied at all times and when sleeping are always steered away from the towers locale.

*Ormian Island* ~ The island home of the Nomikos Library is dotted with tiny thorps that serve to produce the foods and requirements of the scholars of the vast hall. It is also home to many manors and towers that belong to wizards and the like who frequent the library and find it easier to have their own lands rather than stay in one of the many (but expensive) hotels that cater for foreign and visiting scholars.

*Nomikos* ~ The library is enormous and open to all. Strict defenses involving wizards, clerics of Ectoraige and other of the Faith and the feared Changramai ward this elaborate city-library. The grounds itself are large enough to

encompass an entire large town. It is a sprawling building of white marble and open vistas. All manner of intelligent and gentle creatures may be found here. The library scribes have strong links to Arion, Qui'el and Gryphon College. A council of scribes known as the Loremasters leads the library and they have the undisputed rulership of this island. The rules and regulations of the library are as follows;

- No evil may enter the halls.
- Respect the library and its staff
- Use the knowledge for evil not
- Donation of 1gp per day is required
- If threatened, all guests will defend the library and its servants
- Obey the Changramai, scribes and Loremasters in any matter while on the island

*The Temple of High Winds* ~ This simple series of halls is located on the shores of the coast south of Fulcrumia. A simple road that the monks maintain joins it to the city Fulcrumia. The simple clad monks can be seen running along its paths as part of their endurance training while practicing their art alone or in groups on the sandy beaches and rocky hills of the area. They monastery is always open to those in need and cares for many locals who in turn supply their food and necessities.

**Economics:** The ancient coinage of Meluria is a flat coin much the same as that of Rhakhaan and U'Lyshak but it has fallen from grace and is used only in internal exchanges. Its value is greatly impaired due to the lack of security and structure inside Meluria. The naming is very simple with plates (1cp), silvers (1sp), steels (1gp) and suns (1pp) being the most common used. The plates and silvers are almost pure metals and can be exchanged for a fair rate but the suns and steels are alloys with minimal gold and silver content and their worth along with the state of the land of Meluria has fallen greatly.

**Politics:** The lands of Meluria are a state of anarchy, rival lords (quasi nobles) battle with brigands, pirates, scavengers, villagers and mercenaries. There is no peace in the land of Meluria and travel through this realm is dangerous at best. The Ormian island with the vast city-library of Nomikos is ruled by a council of sages – elected by their peers for their experience, wisdom, understanding and most of all thirst for knowledge. Also on this island is the second changramai monastery where the guardians of the library are trained. Entry into this elite order is gained by defeating a 1<sup>st</sup> year changramai student in combat. The isle of Plasidar is ruled by Duke Arivar Vonbryne otherwise known as Duke Arivar Elvenkin. He is a half elven merchant noble whose family established themselves as the premiere merchant house in the area. They are considered a royal family by the people of Plasidar and the title is passed on through the family.

**Special:** The land of Aranmor is considered haunted and no known map or details of the land is known to exist. Plasidar is a bustling trade city and does excellent business from the traders from Emer to the south as it acts as a depot for goods to be stored before their passage to the Jamian mainland. Its sheltered bay and easy harbour have aided its reputation as the second greatest harbour in Jaiman after Lethys.

### THE MELURIAN JAMERI

As per Lu'Naki Jameri but they start with a +1 bonus to spot, sense motive or bluff and whichever is chosen is considered a class skill. A country made of bandits and mercenaries and they look the part.



### THE NOMIKOS JAMERI

As per Lu'Naki Jameri but their bonus skill must come from any knowledge skill, alchemy or craft. The skill chosen is always considered a class skill. They dress simply and as befits their work. The scholars wear loose robes or smocks, the farmers wear practical work attire and the same for all other professions. This is a socialist type of community where nearly no money exists. Instead exchange of services and work provides meals, housing and community work projects.

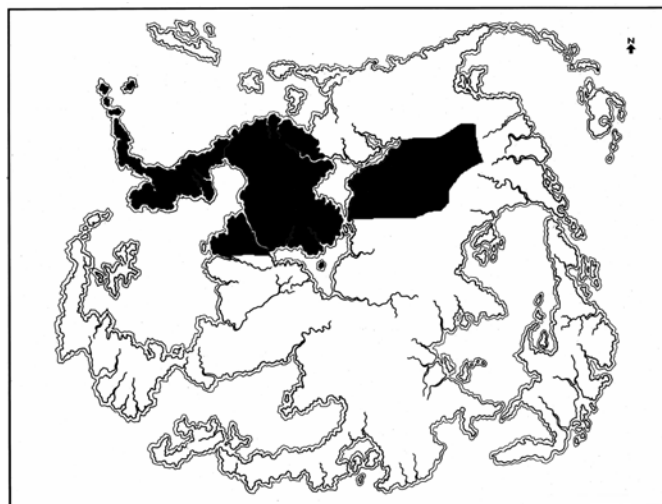


### THE PLASIDAR JAMERI

As per Lu'Naki Jameri but their bonus skill must come from sense motive, appraise or bluff. The one chosen is a class skill. They are a flamboyantly dressed people with heavy influences of ancient dress patterns of U'Lyshak and Lethys.



## THE MID NORTHERN REALMS



### THE ZOR WASTES

This is the harsh and desolate wasteland of the land between the blue forest and the lands of Rhakhaan. At its centre is a glassy plain completely devoid of life that is at least a 100miles across. Those who enter it die of a strange wasting sickness. In the mountains to the north live the Mariel tribesman, wild and free spirited people of small stature but endless energy and exuberance. To live with the mariel tribes is a breathtaking and exhausting experience. They are friendly and honest (but the fact that some of the finest thieves in Jaiman are of mariel blood begs this friendly nature to be questioned). They live on the plains in tents that are carried and erected every night. They seldom stay in one place for more than a month and have several old cities of the Zor empire that have semi-repaired houses that are used as safe homes by various mariel tribes.

**Climate:** Cold in the north with plains and some mountains to the north, east and west. The southern part is temperate and the west edge along the lake is slightly warmer.

**Demographics:** Almost entirely mariel tribesmen of thorp or hamlet size.

*Tharzor* ~ This ancient city is on the shores of the great lake Ainkald. It is a ruinous decaying city the highlight of which is a permanent festival of the mariel. At any one time at least a dozen families will be here swapping food, stories, supplies and organising marriages. To the mariel this is a holy

place and all marriages and ceremonies must be conducted here. It is said to have an everlasting spring of water that gives vitality and vigour to even the sickest of drinkers. This has never been verified and the mariel laugh at any claim that this fictitious font exists.

**Economics:** The mariel use any coins they can get their hands on. They swap gems, jewellery, baubles and almost anything else that looks good. Two mariel doing a trade will establish relative worth of the items and coins being used and then trade. The coins of other realms are rarely used for their correct worth but rather the value that the two mariel barterers agree on. Warning; never deal with a mariel.

**Politics:** Tribal structures where the strongest and wisest lead. Any may challenge the tribal chief for leadership and the challenge must be accepted by the circle of wisdom (the advisors for the chief). This circle is the real power of the tribe and the chief just the figurehead. The circle will lay down the rules of the challenge (every time is different) and the confrontation must take place at the holy city of Tharzor.

**Special:** some who have returned from the centre of the glassy plain have talked of an ancient city, alien in its beauty and full of flameless and heatless lights. They invariably die of a wasting disease or become insane. He scholars of Nomikos and the wizards of Arion may know more but they are not forthcoming with such information.

### THE MARIEL TRIBESMEN (HALFLING)

These are the wild tribesmen of the mariel wastes. They live on the northern border and travel across from the west to east. Trading with the other families in Tharzor and sometimes in Onfelop to the east, although this is a long and difficult journey. The people of Minon to the south are used to



seeing the swaggering small tribesmen in their land and frequently trade with them. Those mariel that have joined the urbanised jameri of the region use the urbanised description below.



**Race:** halfling

**Preferred Class:** scout(tribesmen), rogue(urbanised)

**Languages:** Mariel, Rhaya

**Religion:** Cam, the Triad, Baistigh, and Nusas.

**Special:** (tribesmen) Gain the feat Horse Nomad at first level as an extra feat. (urbanised) gain silver palm feat or nimble fingers; players choice.

**Dragon Taint:** 10% chance of sorcerer

### SARALIS

This once fertile land nurtured the great Wyvern dynasty into glory several generations ago. Since then it has disintegrated into fragmented domains where petty warlords and fallen knights battle for parcels of unclaimed land. These armies are made up from the incredible array of mercenary companies that operate in the area as well as the many standing armies of some domains. The soldiers of this land are equipped with a strange mix of armours and weapons. Some soldiers wielding ancient great swords embossed with forgotten family crests clad in noble plate armours ride along side grizzled veterans in Y'kin banded mail and wielding rust smeared falchions. Local lore says that you can dig anywhere in Saralis and find bones and weapons close to the surface.

**Climate:** The northern reach of saralis is considered temperate while the southern portion is hot and dry.

**Demographics:** A huge array of fortified castles, villages and warbands in temporary housing occupy this realm. Each warlord is very territorial and will defend their land with great enthusiasm. The horses and soldiers of this realm are well experienced and they make up the bulk of the mercenaries in the other lands of Jaiman. Most of these bands and crumbling keeps have the population of hamlets or villages but some larger towns exist.

*Shiran* ~ A large city that is well defended by the guards and motley knights of the Minor House Vance. The many spies and knights that occupy its population, walls, policing body and surrounding plains, ensure its rulership over the city. It is a suspicious place where strangers are treated with respect but also feared, it is difficult to deal with the locals without the ruling body finding out such is the complexity of their spy network. Many underground organizations are trying to overthrow the feudal state that the family maintains but the enormous wealth they possess ensures the status quo. The Runiir to the north have many trading interests here and although it is known they do not approve of the current political state of Shiran they also are in need of the materials and produce that Shiran provides.

*Kreaen* ~ The mixed small city that sits on the shores of Lake Karish is home to many a merchant and brigand alike. It is a stopover of safety for the many and varied peoples of the war ravaged land. The leaders of this town have never taken sides or taken part in the battles that have sometimes raged outside its walls. Its station as the main port for the lands to the east across the lake and from the northern lakes has given it the ability to control the flow of food and equipment into the region. Any who takes up arms against Kreaen directly or indirectly finds themselves without a stable supply of necessities and also that the local populace is against them. The ruling houses of the town Noble House Tyrell and Garlan have a unified knighthood that are fairly well supplied and well trained. These guards patrol the region and its roads. They are fair, honest and just and are one of the few surviving groups of honour in this region and if their actions are in league with their leaders then the area will have a bastion of safety for years to come.

*Saral* ~ This realm has been taken over by Damos Huroth Alizon III, a self styled noble perhaps a bastard of house Tarley if the rumours are true. Whatever his lineage his skills of leadership and tactics are second to none in the region. He has crushed every enemy in the southern part of the realm and installed a new and fragile peace; this would a cause for celebration if Damos III were not such a pompous self-important warmonger. The only reason he has stopped his assault on the north is because the financial backing he was receiving from the Norek merchant princes has been exhausted and he is not able to loan any more gold, he is therefore consolidating his presence in the south and taxing the local population heavily to repay the massive sum he owes the merchants houses of Norek. His guards and 'knights' sic bandits, travel the realm and procure any gold they can without incurring to much attention from the locals. Damos' instructions are clear and that is to reap the produce of the land, not rape the land. He is a proud Saralin and actually does think of the peoples well being; if they agree to serve him and follow his orders.

*Turak* ~ This is the ancient capital of Saralis, a huge sprawling castle on the shores of the eastern lake its moat is long dry and its walls and gates lay broken. It is inhabited only by the ghosts of the dead and is avoided by all in the area.

*Ank'Vor* ~ The new capital of Saralis, this once small town has now swollen to the size of a small city and is still growing. The Saralins are fleeing to this city for the relative security it offers. Work is readily available and all manner of



tradesmen and craftsmen are in dire need. Damos III rules with an iron fist here and the law is well obeyed. All churches of the faith have been removed and replaced by great cathedrals of the New Religion of which Damos III is an avid follower. The iron band of kloor keeps the peace here and many of Damos' troops and militia are also knights and sworn warriors of the New Religion. The city is mostly temporary housing at present but is quickly taking shape as an impressive and well-designed city. The ports are well entrenched and defended and trade is brisk. Damos III is offering good prices for the materials he desires and none have complained of the agreements and treatments they have received.

*The Temple of Falling Stone* ~ The very hard and direct form of unarmed combat has its home in the mountains of north Saralis. The Saral March mountains hides their academies from view and their training techniques are somewhat of a mystery. The roads leading to their home are well signed and strangers are advised to take a differing route. As can be expected the roads are well guarded by both Runiir and monks as they both share common land, training and materials. These monks man the tunnels and paths that lead to Xa'Ar aside the Runiir and they share many of the dour and gruff peoples mannerisms, lifestyle and sense of humour. The monks learn Un'Toman as part of their training.

**Economics:** The coins of Saralis are still in use in this realm and are embossed with a wyvern on both sides. The penny is a brass coin worth 1cp, the dragon is a silver alloy worth 15cp, the crown is a gold alloy worth 20 dragons or 3 gp, and the star is a purer form of gold worth 5 crowns or 15gp. They are a smallish coin and quite light. The alloys used in the creation of such coins is now unknown and makes their value quite stable even in the turmoil of this realm.

**Politics:** Vying warlords, dictators, mercenaries and feudal states led by self appointed nobles.

**Special:** A dangerous land devoid of peace and prosperity seen by some of their neighbours. Most people of this realm have seen war and loss as a normal part of living and a gloom of fear hangs over most villages that are encountered in this sorry war ravaged land. The reactions of people of this realm are invariably wary. The sparse woods on the edge of the saral march mountains are the source of the famed dark wood with which weapons and other wood products of great durability are made.

## THE SARALIS JAMERI

This realm is made up of mercenaries, villagers, thugs and quasi nobles. Most people of the state of Saralis have had some military training and are very wary of strangers. This is a classic realm of hunters and the hunted, there are those that survive and usually rule by strength of arms and those that survive by being ruled and quiescent. Use the standard Jameri description but the people of Saralis have blooded or military service feat at first level but suffer a -1 chr modifier.



## THE RUNIIR (CLAN GRELK'RATHAN)

This clan of Runiir (dwarves) is considered dwarves from the PHB. This clan lives in an extensive network of tunnels in the saral march mountains and their clan name in Toman means *guardians*. They are fairly self sustained only trading rarely with the people of Bur'Vom to the east and some trusted saralian traders from the south. They have secluded farmland in the mountains with herds of sheep and goats with many planted grain and fruit crops. They also mine metals and gems while making use of the local dark wood to fashion all

manner of weapons and armor. These are usually for their own use but some are traded for items they lack or cannot grow or make. They also guard the paths to Xa'Ar and regularly battle with the hordes from that dark realm. This fact is mostly unknown by most people of Jaiman who know very little about this clan of Runiir. They receive backing from Arion isle and Gryphon College and forces from these two organizations bolster the Runiir of this secretive clan in their war with the Unlife.



**Race:** dwarf

**PreferredClass:** fighter

**Languages:** Toman, Rhaya

**Religion:** Moradin

**Special:** Gain a +1 bonus in knowledge – unlife and it is always considered a class skill. If not brought up in their clanholme use standard runiir special ability.

**DragonTaint:** 5% chance of sorcerer

## XA'AR

This land was once a thriving civilisation that outshone even the mighty Wyvern Empire of Saralis. In much the same way it has fallen and become a dark place full of hatred and evil. At the height of the empire the King Breven Hallsek III appointed a new advisor after his trusted but old uncle had died, this advisor is blamed for corrupting the king and surrounding him with dark and perverse pleasures. The kings decline into depravity was long and carefully planned over a 40 year reign, but by the end the king was practicing rape, torture and sacrifice in his royal name. The kingdom fell into a vast civil war, the survivors of which were nearly destroyed by an army of the Unlife lead, or so the tales would tell by the advisor himself. The land is now a scarred and ruinous place full of haunted keeps and ancient battlegrounds. The Unlife holds a strong grasp here and any people that survive here have a harrowing existence. There are terrible tales of entire villages of people in this twisted realm that are kept alive to feed the dark requirements of the advisor and his fell army.

**Climate:** Temperate with the two northern isles being cold. It is made up of mostly plains, hills and mountains.

**Demographics:** Lugroki, all manner of goblinoid races although these are sometimes in fear of the Advisor as are the humans and demihumans. The Jameri that live here are a tired and beaten people. Ruled by those appointed by the Advisor also known as the White Mage, or the Magician. He is thought to be Lorgalis the White – an Iylari Loar cast out from Urulan for his dark exploration of the Unlife.

*Aereks* ~ Was a vast trading city; now bastion of Unlife and forward mounting area for their attacks of the east.

*Nemhs* ~ Ancient capital city of the land, sacked and ruined no information has been gathered about its state in years. Thought to be the home of the White Mage.

*Wi'Shokhaan* ~ The great lighthouse marks this treacherous point of land, its light still shines and illuminates the hordes of Unlife that swell in its ruined city. The ancient temples of the Faith and halls of magic once stood here and innumerable magical treasures lie lost in its crushed bricks and mortar.

**Economics:** No coins of Xa'Ar are in common circulation. The state of the internal economy is unknown at present. Their coins are collectors' items for individuals in Nomikos and Arion Isle.

**Politics:** Under the leadership of The White Mage.

**Special:** A dark place not to be visited lightly. At present the forces seem to be probing the defences of the Runiir to the east while not exploring water travel. Their fear or lack of initiative in moving forces over water has been a source of great speculation for many generations.

### THE XA'AR JAMERI

Some poor refugees of this realm have made their way to the safer lands of Jamian. These sorry, pale skinned people have had all manner of terror inflicted upon them and are extremely timid and frightened. Less and less people manage to escape from this desolate realm and some sages suggest that the White Mage is turning his attention on securing all parts of Xa'Ar before truly challenging the defenses of the brave Runiir to the east. Jameri from this realm who have escaped always bear the facial tattoos that make them unique; studies have shown roughly 3 different tattoo types. These symbols themselves vary from person to person but similar shapes divide them into like groups. These symbols have proven impossible to remove and radiate faint magic. They start as a normal Jameri but with a -2 to Will based saves. Not even the scholars at Nomikos have been able to explain this to any satisfaction. These people may always take Hunter of the Undead prestige class without losing a level or being drained of any stats by an undead creature and also without being able to turn undead. If the class is adopted they gain the ability to turn undead as a cleric of equal level to their hunter level upon becoming a hunter. They also begin the game with no memory of what occurred in Xa'Ar but the first level feats blooded and alertness are taken without choice in addition to move silently and hide each gaining a +1 racial bonus and being class skills.



### ARION ~ THE WIZARDS ISLE ~ MISTY TOWER

The wizards' tower sits atop the highest point of this small island. It is home to many of the spell casters of Jaiman and where they meet to exchange spells, gossip information and equipment. Guild membership and access to the island is restricted and enforced by a detachment of wizards and apprentices. There is a small, integrated town that surrounds the tower where traders and farmers work to supply many of the towers needs. The towers council has approved every person who walks this island and it is probably the safest place on Jamian. Membership is dependant on council acceptance and requires the mage to be of non-evil alignment. Here mages can train to become guild mages or archmages and have access to some of the rarer spells of Jaiman. Membership is set at a joining fee of 1,000gp plus 1,000gp per calendar year (use these instead of the figures given for the guild mage). If membership is lapsed the guild must be rejoined. Pupils wear the white robes of the apprentice, as the progress they gain the pale blue robes of the initiate then the dark blue robes of the fully trained journeyman. If they become 9<sup>th</sup> level wizards or guildmages they must wear the black robes of the council and are able to cast votes of decisions that appear before the tower. Those rare spell casters who become archmages wear the robes of their choice. (but not the robes of any other mage – they must be unique). Sorcerers, warlocks and bards may not join the guild.

**Climate:** Hot.

**Demographics:** A simple integrated town made of stone that seems to have no seams or joins.

**Economics:** The wizards council uses chits for its internal economics, these are worth cp, sp, gp as normal and are a roughly squared ceramic material. For dealing with outsiders they use the currency of other realms or trade bars.

**Politics:** Magocracy by a council of all mages above 9<sup>th</sup> level lead by the guildmages and archmages inner council.

**Special:** Every specialist school has representation within the council and these factions lock horns on differing topics. It is this internal struggle that weakens the council's ability to react quickly and many clandestine responses by the council itself are actually on behalf of only one or two factions.

### THE PEOPLE OF ARION ISLE

As per the race from differing areas but instead of the previous special they gain the following, but they must take courteous magocracy at first level as one of their feats. In addition they receive a +1 bonus to knowledge – arcane rolls and this is a class skill.

Many differing races can be found on Arion Isle and it acts as a home for many mages and wizards who would otherwise not

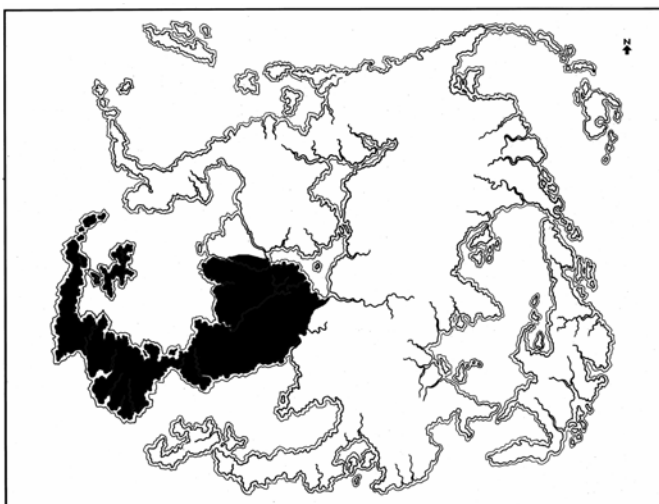


be welcome in their own lands. One of the jobs the guild does is search in all various cultures for potential mages and recruit them for the tower. Many cultures in parts of Jaiman have festivals for this event and in others people have been known to just disappear overnight. Either way the priority of the guild is to offer guidance to potential mages and teach them the precepts of the

tower as well as wizardry. The sworn oath of a member of the wizards' guild is as follows

*“To harm not an innocent, to share my knowledge, to crave not power but wield my gifts with humility and wisdom for the better of the tower, the land and its peoples.”*

### THE WESTERN REALMS



### LY'ARAN

This land was once the twin empire of U'Lyshak, its cities, knights and noble houses were trading with its neighbours and its crops and produce were some of the finest in Jaiman, even the Red Hills are named for the red wine it once produced. It fell into chaos when the armies of the Unlife revealed themselves under the leadership of the Priests Aarnak and their force of deathknights. These fell creatures slew the defenders of many of the towns and villages and took the

realm as their own. The land has slid slowly into a state of abandonment as the evil creatures pursued their dark goal of ridding the realm of all life. It would seem their goal has been reached and at present they seem to be waiting, building their forces before testing the might of the U'Lyshak armies to the east.

**Climate:** Temperate with mainly hills and plains.

**Demographics:** Unknown.

**Economics:** None.

**Politics:** It is suspected to be under the leadership of the Dark Council – 3 powerful Priests Aarnak.

**Special:** A land not travelled lightly, it is dotted with ancient cities and ruined villages. The sounds of nature are absent here, as any surviving life has adapted for a secluded, fearful existence. The only movement on this scarred landscape are the ever-present patrols of Unlife as they scour the land for the scarce few survivors to present to their dark masters.

## ULOR

This desolate island was never well inhabited, barren and unremarkable except for a single mountain upon which sits an enormous tower. This tower is a remnant of a bygone era and none in living or recorded history has entered it. It is said that the tower was created to control a powerful gate to the lower planes; it may be that the three dark masters that caused the downfall of Ly'Aran penetrated the tower and claimed that secret as their own. It may alternately be that the three were taken by the power of the tower and are acting under its influence. Whatever the truth may be the seas around this island boil and crash to prevent any vessel landing and terrible creatures lurk beneath the waves and upon its shores with like intent.

**Climate:** Temperate with calm seas that can turn into a ferocious maelstrom with little warning. The island is plains becoming hills and a single mountain

**Demographics:** Unknown.

**Economics:** None.

**Politics:** Unknown.

**Special:** The Sages of Nomikos and the Council of Arion have an outstanding bounty for information and proof of anyone landing on this island and entering the tower. They however seem unwilling to take the task themselves which should serve as ample warning as to the danger of the task.

## U'LYSHAK

The great kingdom of U'Lyshak is under the rule of the High Priest Yaarth (church of Trialos). He has assumed regency since the young prince Kier Ianis disappeared some years prior and the remainder of his family refused to take the throne in his absence. Under the rulership of the Priest the region has become more militant with knights patrolling the roads a common sight. Outlaws prey on the weak and punishments for petty crimes has become harsher and harsher. There are rumours of a civil war about to break out and may change the face of this ancient kingdom forever. It is a noble land with rich fertile fields and vast farming districts. Dotted across the land are castle and keeps belonging to the various noble families of the region, these families have a strong influence over the local politics and some ancient laws are still in place that other realms have since removed, as they are considered archaic. The major law still in place is the right to bear arms; only those of noble birth, or of knighthood may wear half and full plate armours. When doing so they must bear their family crest proudly and unhindered. They sight and sounds of tourneys are commonplace in this land as are the

cries of the poor and downtrodden as there are in any feudal system.

**Climate:** Hot with much of the land being fertile plains with some mountains to the northwest. The great Remiriath forest lies to the south.

**Demographics:** A strongly mixed and ancient land where humans control most of the power due to their noble lineage and demihumans are still considered outlandish. They are a terribly xenophobic people, if not obviously then subtly and it is a hard land for demihumans to become accepted or successful.

*Helyssa*

*Cynar* ~ This large isolated city is the capital of the land and is in turmoil after the disappearance of the ruling prince, the High Priest Yaarth is changing many ancient laws and has appointed the lands religion to be that of the New Religion while all but banning the Faith. The nobles of houses Vyman and Ryger have readily accepted this shift and are allied with the High Priest. While the house Ianis and their cousins the Tullys along with their allies the Blackwoods oppose the priests rule. The commoners still cling to the Faith while the Priests inquisitors attempt to ferret out underground masses and find the Faiths' priests. The city itself is an enormous port with a brisk economy and a respectable fleet. Many a person goes missing in the city at present and it is not a safe place to be open about ones beliefs.

*Aram*

*T'Lek* ~ This small isolated city is surrounded by thorps and hamlets in the region, however it is a land in civil war. The city itself is home to some enormous churches of the Faith and is populated by many high ranking followers of the Faith in the various seminaries and training camps in the city. While in the land the knights of Melcolm battle the followers of house Eagan and the commoners suffer unheard. While Eagan supports the New Religion and has strong ties to both Saral to the north and the High Priest in Cynar to the south, house Melcolm proudly follows the Faith and openly condemns the High Priest of murdering the young prince. This land is torn by war and while the Priest cannot undo the edict of the missing prince to declare house Eagan a Black House, he can offer military and logistical support. Many an iron band of kloor has been seen fighting in Eagan colours and while Melcolm has many priests and knights from the city of T'lek, which they hold, they may be facing too great an enemy.

*The Temple of Flowing Water* ~ The monks have not taken sides in the conflict and have refused approaches by both parties. Recently Iron band troops have clashed with some monks near their training halls and the Temple has declared itself isolated and removed any chance of negotiation with either party.

*Vorn*

*Vorn City* ~ Lord Boshkar of house Westerling rules this district. He is a practical man from a practical land and is building troops to both protect his district and claim any land that becomes forfeit. The strong family and their cousins the Redforts have amassed an enormous treasury with which they have supplied their troops well. The knights are well disciplined and well trained and are preparing for war. Boshkar is not a religious man being far to pragmatic and the long standing jealousy they have had for the ocean borne wealth of Cynar has planted the desire to take it in their time of weakness. Vorn is a small isolated city occupied by many keeps and fortified halls. It is well defended and well supplied from its isolated fields and farms to the north. Its people are well treated but stand no chance of rising to a greater station and this land represents well the disparity of have and have nots in the feudal state.

*Sensche*



*Kysar* ~ The mixed small city of Kysar is the exception of this land where elf, dwarf and human mingle in crowded streets. The ruling house Hoat and their cousins the Presters have instituted many changes in their land allowing looser laws of trade and ownership and several large merchant houses are already making their way into other districts. They have lessened taxes and promoted education in the land. Their knights are noble and true and battle any injustice proudly. The ties they share with their elven neighbours of Remiriath forest are growing stronger and stronger and the land has a bright future. They are seen as a weak state and easy pickings by their neighbours and are treated with disdain in conversations in Vorn.

*Remiriath Forest* ~ This vast land houses many Erlini peoples. They have vast lands under their control and allow no trespassers. Wards and warders guard the forests many paths and strangers are quickly dealt with. None may enter their realm without permission. It is rumoured that a great ruined city of an ancient era lies at the centre of this great forest but this is unknown for sure. It is known that many visitors from Arion and Nomikos travel through Sensesche under the escort of the knights of the realm and are passed on to the care of the warders for passage into the dark forest. The links between Sensesche and Remiriath have grown stronger and stronger recently and many elves are now seen in the humans' lands.

*Norek* ~ This started as a trading town for the elves of the forest but quickly grew into a sprawling integrated small city. Its trading fleets and merchant houses are some of the largest in the land while its fleets trade regularly with Plasidar and Lethys. The city is known as the Twins since it is actually 2 separate large towns, the original to the east is enclosed in the boughs of the forest and houses the elven interests of this place. Originally the xenophobic Erlini would allow no visitors to sleep on their soil and made them camp on the other side of the rivers mouth. Over time more permanent structures were built as trade increased and the Erlini relaxed their laws. Eventually bridges were built and open trade encouraged. The ancient laws are still in place and no visitors after dark are allowed onto elven soil and no inns or the like cater for strangers on the eastern side of the city. The two differing architectures of the city make it renown in the lands and people travel vast distance just to see the enormous bridges of Norek.

**Economics:** The coins of this realm are some of the most widespread and used in all of Jaiman. They have not changed in many generations and to this day are still being minted. They are the brass bit (1cp), the copper penny (1sp) the silver mark (1gp) the gold florin (5sp) the gold crown (1gp) and the white star (1pp). They are all rounded coins, with the symbol of the royal house (a chrysanthemum) and the reverse shows a star filled sky.

**Politics:** Feudal system with a royal line and noble houses.

**Special:** A land of plenty and yet want, it produces vast amounts of crops and spices with which it trades for base metals and other goods. Its strength lies in the vast infrastructure it has developed over the many generations it has existed, but still clings to a rigid feudal system under the control of the noble houses. The White Brotherhood who protect the Silver Crown are desperately searching for their prince while the Priest Regent has charged them with this duty, in their place he has instated his own Templars to take on all tasks that the White Guard once had.

## THE U'LYSHAK JAMERI

The people of this realm are either of noble birth or commoners, these commoners make up the bulk of the population and contribute the bulk of its produce,

unfortunately they have only a minority of its wealth. They are a quiet people used to being led and those few who choose to become adventurers do so to escape this dull and restricted



life. To be born into servitude into a noble house is to be for life, and for those so known to have abandoned this station they have broken one of the basic laws of this land and will be tried if caught. The ancient houses of this land are the Zori people. A separate human race by the fact they have bred only with other noble houses and retained

some unique characteristics. The bulk of the people of this land and those who are of one of the New Houses are of Jameri blood.

**Special:** Roll of Table 4 in the character history, or roll % and if 86-95 – upper class and you may become an aristocrat of a trading family and if 96-100 you are of noble birth and may become a knight or aristocrat of a new house. Trading families gain a +1 bonus to all appraise rolls and this is a class skill, new house nobles gain +1 bonus in diplomacy which is always a class skill, commoners gain a +1 bonus in an individual profession or craft and that single choice is always a class skill.



## THE ZORI NOBLE FAMILIES

The Zori people are always of noble birth and part of the great game of houses. Their bloodline can be traced back many generations and the oldest families have the greatest prestige and honour. Most of the knights of this realm are of Zori birth and they can be easily distinguished from their baseborn Jameri serfs and freemen. They have slightly pointed ears and delicate features. While being in size comparable to that of normal humans they are seldom short or overweight but usually of average height and slightly slim build, tightly muscled rather than bulk. They eyes are green or blue and their voices of a higher pitch than the Jameri.



**Race:** human

**PreferredClass:** any

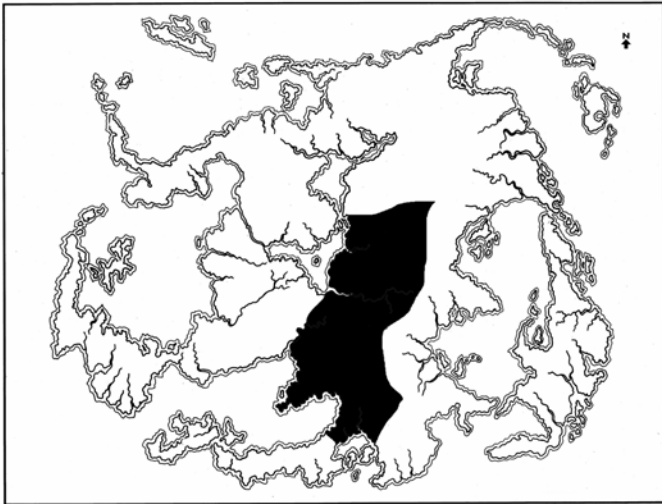
**Languages:** Rhaya

**Religion:** Usually the faith, but of all the regions their emphasis on religion is probably the weakest. The Jameri tend to be more observant of their beliefs than the Zori who tend to change them based of political and social benefits.

**Special:** -1 con due to the inbreeding, but the player can choose the stat for a +1 increase (not con) that the players history emphasised the development of. They gain a +1 roll to diplomacy, which is always a class skill, and are always of noble birth. They must start as an apprentice multiclassed character with one of the classes being aristocrat but can choose to be trained as a knight. Roll on the knights table to find what family the Zori comes from and choose one of the families of that rank.

**DragonTaint:** 6% chance of sorcerer

## THE MIDLANDS



## RHAKHAAN ~ THE PHOENIX EMPIRE

A vast and wondrous land full of noble houses, vast castles, knights clad in the finest of armours and the mighty road system that allows quick and safe transit almost anywhere in the realm. A complex system of markers gives distances to major cities and regular way houses offer safe refuge for travellers caught between inns. These inns are spaced so as to cater for one days normal journey on busy roads and every three on the quieter ones. The inns are home to a detachment of road wardens who based from that inn guard the road and scout for any trouble. They are regularly moved between inns and are paid a base salary and an incentive proportional to the decrease in banditry in their region of roadway. This system works extremely well and every coin spent in these inns is taxed at an extra 10% being the road levy, which goes to paying the guards, and road maintenance crews, which are made up of convicts of the realm. The houses are vying for political power and constant wars are in action; these wars are not fought openly but with poison, manipulation, spies and prestige being the main forces. The noble knights vie for power and recognition in tourneys and other like competition; only rarely do they come to blows meant to draw true blood. This however would seem almost unavoidable since the Emperor Jerrin Arej Malvion Faslurin VII is under threat from the north in the form of Frelik of Minon a bastard son of Minster if rumour were true, who has taken the land of Minon as his own and now wars openly with Kaytha. His army of Saralin mercenaries are slowly taking the lands of Kaytha while he forces the emperor to consider sending imperial troops to confront him and risk open civil war. It is unknown from whence the usurper gained his gold to fund this war but his resources seem limitless. He has strong allegiances with the New Religion and holds masses with his troops before major battles. The iron band has elements within his and many of his captains are warpriests or templars of the chaos god Lutann.

**Climate:** Temperate to the north and south with the middle strip of land including Prevan, Haalkataine, Lathornia and west Lethys being hot and humid. The land is mainly plains with some forests at the foot of the great range of The Grey Mountains which provides the eastern border to this enormous state.

**Demographics:** As mentioned above many way houses and inns exist on the major roads. A vast and complicated network of well-maintained roadways covers the entire land and these roads continue far from the lands into neighbouring territories. Well-defended border towers manned by the feared border guard protect and defend these borders.

*Minon* ~ A relatively poor nation by Rhakhaan standards, it is mainly farmland and vast flocks of cattle and sheep. Its main produce is fine cheeses of all varieties and preserved meats. The house Minster is a poor family despite its long heritage. Its ideals and belief is true however to the Faith and its current household is in hiding as Frelik has taken this land with little opposition. For the common person life has been undisturbed even though war technically rocks their land. The noble knights and their charges of house Minster are in hiding and sought after by guards and seekers of Frelik. Against the power of the New Religions priests and Templars it is suspected that these nobles will not evade them for long and may be heading for Gryphon College. The large mixed town is home to many differing races and trade barges travel between Minon and Kaytha regularly. Some produce here is taken to Arion isle, but most is sold in local markets for regional use. The Minsters' keep and stables occupy the highest local hill, at the edge of the town. It is poorly defended since this has been a peaceful place for so long and is currently being renovated with heavy fortifications by Frelik. How the locals respond to the introduction of the Religion has yet to be seen, but is expected to be negative if Frelik openly damages the Faith's churches or persecutes its followers.

*Gryphon College* ~ Home of the Magicians guild of Toran, it houses many clerics and templars of the Faith who come from outer districts to worship at the enormous cathedral here. The college wars openly with the Unlife and the Religion and bases itself on a steep mountain surrounded by vast farmlands. The locals aid and supply the collegians for their protection and the sight of formations of gryphons and riders over the lands tend to discourage any wrongdoing. How this place will fare with Frelik's advancing army is of great interest to many on Jaiman.

*Kaytha* ~ This large mixed city sits on the banks of the lake of mists and is a busy trading centre. Its fish products are distributed inland and its cuisine is well known across Rhakhaan. Minor house Greatjoy's castle sits just south of Kaytha across the river. It is heavily defended and its knights are well armed and trained. The castle itself overlooks the town and the Greatjoys are well thought of in the region. Their knights are noble and true. It is a bright town full of music and song, its inns and food stalls have friendly competition to create the finest foods and dishes in Kaytha, and they proudly compete in the yearly food and brewing festival that draws many visitors from distant lands.

*Calthos* ~ A small mixed city that is nestled in a river fork and overshadowed by the Grey Mountains. Its location is due to the rich minerals to be found in the mountains to the east of the city. Its entire economy is based on mining, smelting and producing fine metal goods. Their arms and armour are some of the finest in Rhakhaan and many master smiths travel to learn, compare and sell their craft here. It is a great honour for a knight to bear a weapon of Calthosian Steel. It is an ancient city full of tradition and pride and Rosehall and Serret have enormous interests in the local metal industry and are fearful of the impact that the civil war will have upon their economy. Trading houses have enormous warehouses here in which they store materials prior to transporting them across Rhakhaan. As can be imagined these are heavily defended and finding work as caravan guards is a common trade for the youngsters of the area to pursue. They applicants are then trained and equipped by the merchant house, which also sees to their accommodation and protection. This is to instil a feeling of family and loyalty in the guards and they are fiercely protective of their respective trading houses. The Calthos Merchant Guards are a mercenary company that only hires out as caravan guards and operates across Rhakhaan, they are well known for their loyalty and honesty.

*Prevan* ~ The mighty state of Prevan separated from Haalkataine almost eight generations ago. At the time House Avanir was rewarded this prized land for saving the child emperor from an assassination attempt. Since then relations between the two regions has been strong and the Imperial Troops and Phoenix Guard use the borderland of this area as training grounds and drill pits. The Houses Avanir and Chayle both have extensive family involvement in both of these military groups and make it a matter of pride to ensure close political and military involvement between the two regions remains strong. Prevan city is a small mixed city that has a smattering of farmland, mining and production facilities. Its areas of interest are very broad and what they cannot produce themselves they can easily obtain from their neighbours. The city is relatively new and is carefully planned with the noble houses manors and keeps occupying the upper tiers of the city since it is partially built on the mountains steeps. The defence of the city is very sound and well manned by detachments of local and imperial troops.

*Lathornia* ~ House Yronwood has kept this land under its control for many generations. It is an old fashioned state where the commoners are vastly poorer than the nobles and the disparity between the groups is very obvious. The changes installed by Jerrin VII have been undermined in this area as the houses combat the imperial will openly. The restructuring of the political system here is proceeding very slowly and the houses make no secret of their disdain for dismantling their power base, which they see as an attack on their noble heritage. The noble houses make their homes across the land of Lathornia. None of them are near Baytown itself, which is probably why Baytown itself has developed into what it is today.

*Baytown* ~ This is otherwise known as Freetown where any may walk the streets safe in the knowledge that you will not be judged by your birth, no special benefits exist unknown to those of higher birth than you and the quality of goods and services you receive will be equal to all. This small mixed city is home to many an escaped serf and bonded labourer not happy with the lot given to them under the hand of the Lathornian Noble Houses and fled to this haven. Nobles and their servants often receive worse treatment here than the commoner and it is not a place to show noble etiquette or education. Thievery is rife in Baytown and it the base for numerous bands of brigands who make their living on the land or bay, feeding of richer targets than they. Baytown is also well placed as a port to transport goods and passengers for the northern states of this realm; as such it is the home for several well provisioned merchant houses. Most of these houses are actually owned in part by the noble houses of the land but this is a very well kept secret.

*Haalkataine* ~ The imperial capital and home to the Emperor is a thriving mixed large city. Its stark grey stonewalls and buildings as well as the grim weather give it a foreboding presence. It is protected from the east by the spine of the Grey Mountains and to the west by its mighty walls and defensive trenches. It is a city that has grown from a childhood of war and its design is always functional ahead of aesthetics. The imperial palace is the largest single construction in the

city and occupies an entire city centre block; it is adjoining the Cathedral of Hope ~ the major temple of the Faith and also the barracks of the Imperial Phoenix Guard. The major houses have keeps and castles atop the mountain range and are connected by winding roads and gate towers. A constant state of political war exists between these houses and the imperial capital is the most dangerous place for those of noble birth who fall from grace. Assassins and rumourmongers find good employ in this dark and foreboding city.

*Tubern* ~ Great house Fowler has held this land for many generations. Its ancestral keep sits in the centre of a sprawling mixed large town that takes up a great deal of space for its population due to the many plantations and vineyards that have been slowly absorbed by the city proper over time. Its knighthood is small and less formal than most other knights. This neighbour of Haalkataine takes little joy in the political

games of the capital. Many major houses have interests in the crops of this region and also keep manor houses for holidays and trips abroad. Its countryside is unblemished by war and it sees somewhat better weather than the capital. The main purpose of this area is to supply delicacies for the capital since the weather of Haalkaaine is unsuitable for many of the delicacies they crave so much.

*Noros* ~ Known for generations as the war front of Rhakhaan, here young aspiring squires, knights on penance and troops who have erred in their duty are sent to man the watch towers that ensure safety from the Y'kin incursions. The watch towers are well fortified and well provisioned with many disgraced nobles making their temporary homes here and

most bringing with several wagons of 'necessities' upon their semi banishment from 'civilisation'. The men who man these towers and ride between them are a motley group with nobles sitting beside common soldier, they are all equal in theory but depending on the officer in charge many different systems are in place, some emulating the feudal state with rich and poor receiving differing treatment and many merely having men regardless of birth. The small town of Noros is little more than a fortified provision store that has grown as needs increased, now almost every delicacy and frivolity can be sought and found here due to the vast moneys that noble outcast manning the border have at their disposal. It is a rough place where the sword is barred as much as sharp words and those unfamiliar with the way of soldiering will be at ends with a town that has been completely shaped by that profession. The Great Twin Houses of Theon-Harlow are in charge of this area and their knights are functional and pragmatic, not leant towards flowery words and etiquette but rather the baser side of knighthood ~ combat, resiliency and obedience.

*Sanaria* ~ This is an ancient land that has been held by the Redwyne house for generations. They are one of the oldest families in all of Rhakhaan and have the proud history of marrying many differing noble families of Rhakhaan. The house itself is more academic than militant and few knights are produced from this land. This is in part due to the powerful influence that Nomikos has had on the region since the Sanarans supply the island library with an array of basic foodstuffs and inland delicacies; so trade is one of the main





incomes for the region. This house also supplies many scholars and scribes to the northern provinces since they are not as ill thought of as the Lethians. Many of the court mages used in Rhakhaan are from the academy in Sanara City; a small integrated city that boasts a myriad of inns and pleasure establishments. Many Rhakhaan nobles travel to Sanara to delight in the decadent halls of Sanara since their southern cousins have a different moral code than the uptight northerners. Street vulgarities referring to someone being as 'common as a Sanaran' are frequently heard in the north. However many of these young northerner nobles bent on sowing their seeds often find themselves travelling back north with a young Redwyne bride in tow after being cleverly manipulated by the vast network of House employees that exist in this interesting, to say the least, state.

**Lethys** ~ This was once the major trading port for the region of Rhakhaan, now it is the only metropolis in Jaiman. It is a fully integrated place with all manors of races being represented. The Lethians, although being in superior numbers and economic backing to Haalkataine are lead by some very loyal families who have no desire to challenge imperial power. While their troop numbers are less than the imperial guard they could easily amass a mercenary army at short notice, but with leadership and direction being provided by the two older houses Veorth and Sunderly any challenge is unlikely. The other minor houses that have risen from merchant backgrounds are quite ready to openly defy the imperial law and frequently teeter on the verge of doing so publicly. At present they restrict themselves to the funding and support of an underground movement whose aim is to separate from Rhakhaan completely and so evade the heavy taxes and tariffs that Haalkataine imposes on all trade that occurs in their protectorate. Already it is uncommon to see plate clad knights or imperial guard in Lethys but rather guards and nobles clad in merchant colours or wearing the red scarf of the separatist movement. At present with Haalkataine and the older houses more interested in the war in the north this civil unrest has gone unheeded, but how far they can push without a response is cause of much debate in Lethian bars.

**Economics:** The Rhakhaan coinage is the most common used in the land and is commonly seen in lands as far as Emer in the south. The current coins are tin adrac (1cp), copper piece (5cp), the silver hope (2sp) the gold talon (1gp), the gold sovereign (5gp) and the platinum lore (5pp).

**Politics:** Once the power base of Rhakhaan was strictly feudal with the many noble houses and the powerful imperial troops keeping the peace. Now the people on the most are well cared for and many socialist ideals being in place with funds for villages to develop better crop systems and the state paying for education of their peasants becoming commonplace. It is perhaps the best place to be if one is of low birth but this may be changed if Frelik of Minon rises to power since he is reinstating the feudal state with vengeance in the lands he has already taken.

**Special:** The wines and brandies of the southern districts are particularly sought after due to their deep and smoky characteristics, while the northerners prefer their dark and malty beers, strong ales and grain sprits.

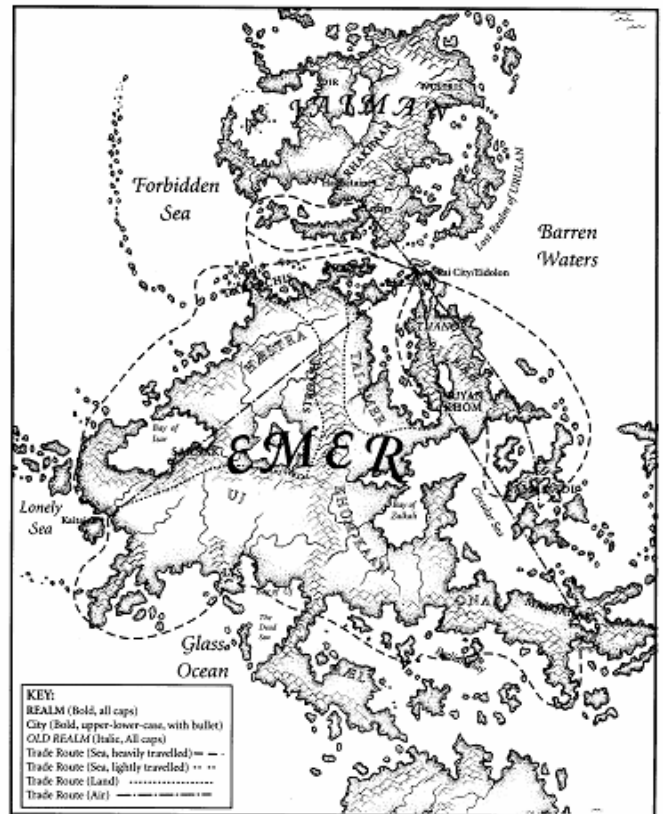
### THE RHAKHAAN JAMERI

The people of this realm are either of noble birth or commoners, these commoners make up the bulk of the population and contribute the bulk of its produce, unfortunately they have only a minority of its wealth. They are a quiet people used to being led and those few who choose to become adventurers do so to escape this dull and restricted life.



**Special:** Roll of Table 4 in the character history, or roll % and if 86-95 – upper class and you may become an aristocrat and if 96-100 you are of noble birth and may become a knight or aristocrat of a house. Both gain +1 bonus in diplomacy which is always a class skill, commoners gain a +1 bonus in an individual profession or craft and that single choice is always a class skill.

## THE LAND OF EMER



The land of Emer is the great continent to the south, it shares with Jaiman sea and air trade in the form of the ley ships, suspended from the balloons that drift along the ley lines of this world. Although not able to carry a large amount of cargo they are quick, safe and ensured of a timely arrival. The land of Emer has some unique races that are found on Jaiman as visitors, traders or immigrants.

### THE KULUKU

The Kuluku are a rare human species that originate from the Khumkaan Forest in southern Emer. They are tall and broadly built with chocolate brown skin, are completely hairless and have emerald green eyes. A broad nose, prominent eyes and lips and the small sharply sloping forehead of their race dominate their face.



**Race:** human

**PreferredClass:** ranger

**Languages:** Karuk, Shay

**Religion:** Adur, the Triad, Lussa and Nusas.

**Special:** Add 6 inches to base. They have a +1 con, -1 dex modifier. Gain track feat as an extra feat at first level, if they gain track through a class a +4 bonus applies.

**DragonTaint:** 10 % chance of sorcerer.

## THE VORLOI

These small framed and reclusive creatures hail from the isle of the Jade Forest south of Khum-kaan. They are lithe with brown skin, green eyes and brown and grey hair, bearded, but always bald on top. Their eyes have a long searching look and just their gaze saddens many people. They are an ancient people that live simply amongst the forest and are at one with its life. They live in simple dwellings that are indistinguishable from the forest and their nature makes them long friends of the Kuluku, Dylari and Erlini. They frequently practice runemagic and tattoo their skin with markings and swirls and this serves as both magical protection and camouflage as they frequently wear very little.



**Race:** gnome

**PreferredClass:** druid

**Languages:** Chira, Un'Shay

**Religion:** Adur and the Faith.

**Special:** -2 str, +2 con. They gain no bonus vs illusion and instead gain the ability to *pass without trace* at will. In addition to the +1 bonus TH against goblinoids etc this also applies to reptilian creatures. They gain no illusion spells per day, and gain no bonus with alchemy. Their +2 bonus with Listen is lost and instead they gain an additional +4 racial bonus to Hide in forested environs (adding to the normal +4 hide bonus) and Hide is always considered a class skill.

**DragonTaint:** 7% chance of sorcerer

## THE LAAN

The Laan claim to be the ancestors of all the human races. They also claim to be the strongest, smartest, most attractive and obviously the clear choice to lead any group of people especially humans. They can be found in isolated numbers, usually individually wherever arrogance and self-opinionated persons are welcome. They are singly arrogant even more so than the Iylari Loar who are renown for their condescending arrogance.



While the Loar may be forgiven for being merely misunderstood, no such reason can be given for the Laan. They indeed are tall, strong and smart, but in their strengths lays their weakness, most other races, due to their nature, tend to despise them. They on the other hand cannot fathom why others will not follow their lead, nor take their advice that is clearly the best course of action, always. They hail from NW Emer and are tall, blond and sharp featured with eyes of bright blue or grey. They have very little facial hair and reproduce very slowly.

**Race:** human

**PreferredClass:** any

**Languages:** Shay, Taal

**Religion:** The Triad, Alile, Shoan, Baistigh & Uimfe.

**Special:** +1 str, +1 int, +1 con, -2 cha, -1 dex. Add 6 inches onto base height. They gain the feat leadership automatically at sixth level as an additional feat and always gain a +3 for determining leadership score.

**DragonTaint:** 13% chance of sorcerer

## THE RHIANI NOMADS

The Rhiani people occupy the lands of Uj in SW Emer. They live in the vast semiarid plains of that great expanse. Their horses fetch huge prices in other lands and their talent with horsemanship and training is near unrivalled. They are a

fierce, proud strong people with dark hair, small frame and sparse facial hair.

**Race:** Human

**PreferredClass:** scout

**Languages:** Rhiani, Un'Shay

**Religion:** Nusas, Lussa, Uimfe and Baistigh.

**Special:** They must take the feat Horse Nomad at first level as one of their starting feats. In addition they always consider wilderness lore and ride as class skills.

**DragonTaint:** 10% chance of sorcerer

