

Rammin

Rammin ab-Thennanin ab-Wortl ab-Kosh ab-Rosh ab-Tothtoon

The ramian was a slave race of the lamorri who have Voligire as a homeland, but also can be found on Sillipus and in Drail. They are opaque to Isho and seem to have no naull. The ramian are given to a cyclic bloodlust, possibly associated with breeding season, called chiveer. Small spikes form on their face and body - no ramian with spikes is to be trusted or even approached. Some ramian resist the bloodlust to become the revered Chiven Rachu-eh, or 'owners of the self' and may be trusted - they are identified by the burst blood vessels at their temples, usually decorated with ornate jewellery to bring attention to their exalted status. Beware of ramian who use dye to stain their temples to pass as Chiven Rachu-eh.

Essay #6, by Mark Wallace

The ramian invasion of 3113

Before Burdoth was a realm, it was split into many provinces, which often opposed each other. Only through the wars of many centuries did the principle province of Ardis establish herself dominant over the others. This was not to happen until the Energy Weapons War of 3445.

The Ardis region has historically wielded the most might of the Burdothian provinces. Though it originally extended only as far north as the Glounda Forest, ramian sieges of the 32nd century forced the Dharsage rule of Ardoth to press north to drive out the conquering ramian forces, establishing Ardoth's presence as far north as Sychill.

With the advent of regular ramian invasions, the Dharsage knew that it

would only be a matter of time before the gire forces entered through the Bolpey Channel and to Ardoth herself. Ardoth intensified her ship-building and patrolled the Bay with earnest. Burdoth's eastern-most lands were garrisoned. At the same time as Ardis was expanding by the north and Northeast, Lusail, the realm's northern-most province, was also suffering gire assault. After losing Trosoe, a large coastal city, the people of the neighbouring city of Sydra fled south to a branch of the Lusail River. This temporary migration of coastal peoples settled at the foot-hills of the Liggitt Mountains, boxed in-between the Ayns on the north and the Roise Mountains on the south. The city they founded is still populated, and is called "Elds."

Hearing that the gire were continuing their inland march, many of the refugees of Alds decided to leave the valley, fearing that with no route of escape, they were certain to die at the hands of the gire. A population of about four thousand headed back to the end of Syls Valley and entered a large forest, feeling assured that the ramian would not venture there to find them.

Their leader, Salmansi T'san, was an inspirational man, a true visionary who was able to convince these people to enter a dark forest, full of unknowns, under his leadership. They travelled aimlessly for many months, learning what was edible, and what was not, what was tame, and what was wild. Near the heart of the forest they came across a valley with a lake, in the centre of which rose a forested island. Salmansi stopped the weary procession and told them that they were at their new home. Construction of their city began immediately.

Lands for council were placed on the island Elgry, in the lake's centre, to which a long dock was built to the shore. The buildings in the forest were designed to blend in, not carve through the wilderness. Tree stations were

erected in a huge line of sight that ringed the city. The site chosen in Glounda was relatively free of corondon, mandare, scragger, and croid, all of which had plagued the travellers since their entrance into the forest. Tarro, however, were abundant. Their new home fell short of being a paradise.

The ramian invasion of 3113 took the entire Bay of Assydre by complete surprise. They ripped into the coastline, laying waste to town, cities and farmland. The native S'sydrans were killed in indiscriminate hordes wherever the ramian gire travelled. This was especially true in Sydra, the bay's southern-most city. The ramian "Eecroh" were sent in advance of military force to stir as much panic as possible.

One of the city's tribute captains sat on a hill-top early in the day, from where he saw several ships travel down the coastline from the east. The unfamiliar outline of the gire vessels aroused his suspicion, and he ventured down the hill for a closer look. Small landing vessels were nearing the sandy-white shores of the bay. Even from a great distance he knew that the forms travelling to the beach were not human. Finally he was close enough to see them clearly; they were hideous, bony things that stood a near arm's-length above a man. They wore little clothing, and carried few weapons. Upon hitting the shore they disembarked rapidly, travelling in pairs in all directions. This Sydran was about to head back west to the city, to warn his people when he recalled Syla's whereabouts. She had taken advantage of the warm Mullin day to rest by the side of the city's Thoo'h'sa. There was no way that she could know of these creature's arrival. The scene of her death was tragic - the young tribute captain lashed out at her murderers and began a vengeful killing spree. Legend says that this young man slaughtered so many of the invaders that the people of Sydra had time to escape the siege of their city. The fabled character was given

the name "Lelligire," which means "Ramian killer." The city of Trosoe took his name at the end of the war.

Sydra and Lelligire greet each other:

After the war's end

After the ramian had been driven out of Sydra, but before any Sydran refugees had returned from Elds, or elsewhere in S'sydra, many of the surviving Lelligirians travelled to Sydra to scavenge the city's remains for stone, wood, and anything else that could prove useful for construction. The Sydrans returned to find their city pillaged by Lelligirian hands; there was great outrage, which turned immediately to hostility. The survivors from Elds were lead on a four-day march to Lelligire, where they terrorised the population, burned and looted. The damage done to the two cultures was irreversible; Sydra and Lelligire would be enemies from this time on.

Gire and Ardothian Forces

During this time in 3113, battles were being fought between the ramian gire and the Dharsage forces. Although a few centred around the Essanjan Sea, most took place further to the north, in Sychill Sea. In these early years, the bronth of Dobre were not ship-builders. Their inland existence had kept them apart from the battles. Through what is now the Ocean city of Sychill, the ramian forces poured into Burdoth. Though contact between humans and their enemy was limited, it was eventually learned that the ramian intended to take the Burdothian lands as their own - the assault was a prelude to invasion. It was noted early on, with scepticism of its significance, that the gire were interested in flat, fertile lands, especially those with plentiful water supplies. Though these needs would be expected of any conquerors, the ramian war-machine seemed pre-occupied with the cultivation of soils as soon as they took an area.

Each year they crept further south into Burdoth, cultivating huge fields of the "shirm-eh" plant - considered a weed by all but the shirm-eh-chewing thriddle. In the years to come, Burdoth's northern coast saw a heavy flux of gire ships importing ramian, and exporting shirm-eh. It was about this time that ramian entered Dobre, igniting the rage of the realm when they massacred a population of 45 just north of Tlon (the largest Dobre city). Dobre quickly mustered its coastal population, and with the assistance of Essajee, created the famous Loo-raum, "Ramian-Killer" ships. The Dobrens made wave after wave of assaults upon the gire ships in Sychill Sea, and in the northern waters of the Assydre Sea. In the ninth year of the war, the ramian were no longer able to force their way in and out the Sychill peninsula. The small island of Reet became their naval base, and was one of the last of their strongholds to be disbanded by the Ardothians.

Reet

At the invasion's end in the coming generation, ramian were driven back out of Burdoth through the north. Reet was their last stronghold, and spelled their final defeat. After losing the islands to the combined Lelligirian and Ardothian fleets, the ramian retreated back to Voligire. Little was left of Reet's original Lelligirian population by war's end. Those who lived here now had thrown off all allegiance to Trosoe (now Lelligire). The people of Trosen had been treated with the contempt and snobbery of the Trosoens for centuries, and now, after being destroyed by the ramian, they had no feeling left for their origins in Lusail. Had Trosoen (Lelligirian) assistance come earlier, the massacre at Telmin would have been avoided. The new capital, T'sulya, shared few bonds with Lelligire. Sydra would be her favoured trading partner.