

Quick And Dirty Summaries Of The Races/Cultures Of The World

by

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1 Human Races/Cultures

1.1 Merova

Merova lies on the northeastern edge of the continent. Merovans are built like the Norman French with many brunettes and ash blondes. Merova is the King Arthur's court of the world. This is the traditional fantasy version of feudal society composed of Knights, Nobles and Ladies. Is a single kingdom with 36 strong dukes newly united under one king. It has high wizards and sorcerers as well as priests and priestesses. If you want to play a traditional men at arms or a knight, this is the culture to be from. Women's roles are more limited, with only priestesses **easily** being able to travel and adventure.

Typical Merovan characters would be Knights or men at arms. Priests or priestesses. Thieves. Wizards and sorcerers of various types.



Illustration 1.1: Mero

1.2 Koth

The Merovan southern neighbors. The Kothan Kingdoms are a collection of clans gathered under strong chiefs. Your typical Kothan is taller than average and both men and women fight. The men generally tend to be large Viking types with long blonde hair and beards. The women have an equal say in day-to-day life and government as well as partaking in the common defense. The Kothan ability to hold off Merovan expansion is due in great part to the Kothan Maiden Archers and their longbows.

Typical Kothan characters would be male or female warriors, oracles, healers, shamans or priests/priestesses.



Illustration 1.2: Southern Kothan Moot House

1.3 Thenean Islanders

The Thenean Islands is a set of islands far to the south of most of the other cultures. The Theneans are an island trading culture. There's somewhat a cross between Venice in the Renaissance and Gypsies. Their entire culture is based on a group of large trading clans that compete with each other with the whole lot of them being ruled (loosely) over by a council of retired captains. Men's and women's roles are often tightly defined but

equal. Both men and women can be captains of ships as well as being warriors. But warriors in their culture are strictly limited in their social status and social interactions. Their priests and priestesses are linked to the sea and the gods of their fathers. They have an affinity for air and water magics especially.

Typical characters would be Traders, Warriors, Priests and priestesses, as well as Air and Water mages.



Illustration 1.3: Thenae

1.4 Dalesman

The Dales are a set of valleys to the west of the Merovans lands. They lie at the foot of the Barrier mountains.

The Dalesmen are a group of sturdy blondes. The Dalesmen culture has some similarities to the Mormons. They practice polygamy and have a culture firmly based on a strong patriarchal God and appropriately subservient goddess. They farm and rule cooperatively. There is a set of village

elders for difficult decisions but for the most part, they are generally skilled in achieving consensus among themselves. Many other cultures have some sort of problem with the Dalesmen, so they tend to stay united against the other cultures.

1.5 Vairan

Vairan are a slight people with black and brown hair. They inhabit the Barrier mountains in the high reaches above the Dalesmen. The Dalesmen consider their culture to be lewd, licentious, and depraved. The Vairan live simply, and very much for the moment. Generally theirs is a hardscrabble form of living. As much of their food comes from the large dangerous beasts that attempt comes through their mountains as via farming or sheep raising. Their warriors tend to use short bows, spears, and throwing knives while depending on agility rather than armor.

The other thing that comes out of Vairan culture is the Judges. There a set of monks that live in Monasteries in the high reaches. The Vairan and Dalesmen consider them to be the ultimate word in law and even the Merovans accept their judgments and consider them to be equal to Merovan priests increases for logically.

Typical characters would be hunters, warriors, and Judges.

1.6 Kalifaan.

The Kalifan are a slight, dark race on the Western edge of the continent. They are a cross between the caballeros of old California combined with the Vakaro's of Argentina. They are most comfortable in horse and live on large estates called Estancias. The weapons of choice are lariat, lance, and horse bow.

They are fairly patriarchal society.

Typical characters would be Vakaros (who sometimes act as warriors) , priests, or Sorcerers (Especially fire mages).

1.7 Merash

The Merash occupy the incredibly hot coast of the southern continent. Their color and features are a cross between Aztec and southern India.

Their empire extends through huge portions of the southern continent and encompasses many different races and cultures of humans.

The Merash have one of the most intricate of all of the cultures. They're governed by a caste system, but your caste is determined at birth and may have nothing to do with the caste your parents were born into. Your caste is determined by your gifts. While they tend to have a hands-off style in governing the various cultures they have conquered, all of the cultures have adopted to some extent these intricate sets of rules.

Typical characters include warriors, acrobats, mages of many different types, priests and priestesses of many different gods.

2 Non Human Races and Cultures

2.1 Hairoch

The Hairoch are the Northern neighbors and allies of the Merovans. They are large, with 6'5" being an average height. Both men and women have facial tattoos. The keynote to their culture is that of discipline. They rarely indulge in combat if they can avoid it. They don't speak unless they truly have something to say and their promises have power. The weapons of choice are typically staves.

Typical characters would be warriors, shamans, healers, or Namers (A type of mage who works through knowing the true names of things).

2.2 Torga

The Torgans occupy the northwestern edge of the continent. They have been described as a cross between Romans and Orcs. They are large, powerful and have course features that with somewhat tusk like incisors.

Torgan women are not significantly weaker than the men yet typically do not serve in a combative role. They often serve as shamans or healers. Torga has the most disciplined of all the armies. They have no mages.

Typical characters include warriors, healers, shamans.

2.3 Rupa Kechil

The Rupa Kechil are seminomadic people who tend to be centered around the inland seas to the north and west of the Barrier mountains. Similar in looks to Native Americans (especially those of the Northern Woodlands) The notable difference about the Rupa Kechil is that they are shape changers. each has a form they can change into whether it be bears, mountain lions, eagles, etc.

They are organized into clans based around the creature they change and answer to their chiefs and those chiefs answer to the greatest shape changers of their creature type, the Royals.

Generally they are poor at using magic and rarely have individuals that use significant magic. When they do, it is generally Shadow magic.

Typical characters are hunters, warriors, or shamans.

2.4 Bitadar

The Bitadar live throughout the majority of the continent in small enclaves linked by magic.

The Bitadar are elves, but not as Tolkien would recognize them. The Bitadar are strange to human eyes. They are often in mental communication with each other and have slightly different forms at different ages.

Some are terrifyingly good mages while others are terrifyingly good warriors.

2.5 Kurrock

Kurrock are a race of dwarves. They are clearly not human. They reside throughout the northern mountains in underground strongholds. They are a race of craftsmen and that is their fame.

2.6 Duwan

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3.1 Credits

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