Cultures and Races

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# Cultural Template

## Vairman - Basque Rednecks

## Dalesman - Mormons gone wild.

## Arsae

## Amaran

## Erlani Islanders ?

## Uru

### Hard partying Rastarafarian earth mages. They are lovers , not fighters. " The Canon is my word, the order is my deed, and the single intent is my state "

## Tor

## House Takeda

### Know mind, Know sword. No-mind, No-Sword

Text

Accountant

Actor

Advisor

Advocate

Ambassador

Arbitrator

Artist

Astrologer

Lawyer

Author

Baker

Beggar

Boatman

Mason

Butcher

Cartographer

Mapmaker

Cleaner

Clerk

Commander

Cook

Counseller

Dancer

Diplomat

Diver

Doctor

Engraver

Explorer

Farmer

Fisherman

Fishmonger

Fortune Teller

Gambler

Gardener

Gatekeeper

Glass Maker

Goldsmith

Grader

Guard

Hangman

Hawker

Helmsman

Historian

Innkeeper

House Keeper

Hunter

Instructor

Interpreter

Jeweler

Judge

Labourer

Landlord

Lawyer

Locksmith

Magician

Maid

Mariner

Mathematician

Mercenary

Messenger

Miller

Miner

Money Lender

Monk

Musician

Navigator

Peon

Pilot

Pirate

Poacher

Potter

Priest

Printer

Prostitute

Whore

Ranger

Sailor

Scout

Scribe

Seamstress

Sentry

Sheep Shearer

Shepherd

Ship Chandler

Shopkeeper

Singer

Smuggler

Soldier

Song Writer

Spy

Steward

Story Teller

Swordmaker

Tailor

Teacher

Tinker

Trader

Tutor

Veterinarian

Warden

Warrior

Washer

Weaver

## 

## Races and Cultures of Tanah

## Human Races

### Sarsin

| Avg. Height - 5'4"/5'2" |
| --- |
| Avg. Weight - 125/110 |
| Skin Color - Dark brown |
| Hair Color - Black hair |
| Eye Color - Brown |

### Thenaen

| Avg. Height - 6'1"/5'11" |
| --- |
| Avg. Weight - 175/150 |
| Skin Color - Fair skin |
| Hair Color - Red |
| Eye Color - Grey or Green |
| Inherent Skills - ME(Mana) R0 |

### Merovan

| Avg. Height - 5'9"/5'6" |
| --- |
| Avg. Weight - 150/130 |
| Skin Color - Light |
| Hair Color - Full range |
| Eye Color - Full range |

### Kothan

| Avg. Height - 5'11"/5'10" |
| --- |
| Avg. Weight - 165/145 |
| Skin Color - Fair |
| Hair Color - Light wavy or curly |
| Eye Color - blue and green |

### Kalifate

| Avg. Height - 5'8"/5'4" |
| --- |
| Avg. Weight - 155/120 |
| Skin Color - Swarthy |
| Hair Color - Dark, straight |
| Eye Color - Dark Brown to Black |

## Non Human Races

### Duwan

| Culture Name - Duwan, Half-things, Halflings |
| --- |
| Avg. Height - 3'5"/3'4" |
| Avg. Weight - 50/55 |
| Skin Color - Full Range |
| Hair Color - Full Range |
| Eye Color - Full Range |
| Stat Mods - PST -2 PAG +1 DEX +1 |
| Inherent Skills - Duwan have full control over the type of light that their eyes are responsive to. Duwan have rank 0 in several stealth magics (Avert Sight, Walk Unheard, Blend) |

Lithe and fast as a weasal is a typical description of the Duwan. They are small hard muscled people with (typically) long hair and saintly faces.

In general they are a rarely understood or trusted race. They are thought to be thieves and murderers as well as smugglers, bringers of disease and general agents of chaos.

### Rupa Kechil

Rupa Kechil is a catch phrase that simply means ``skin-turner''. Most people assume that all skin-turners are all one species. There are more variations of skin-turners than can easily be listed. Simply take these notes as providing the average view of all the different subspecies.

| Culture Name - Rupa Kechil |
| --- |
| Avg. Height - NA |
| Avg. Weight - NA |
| Skin Color - NA |
| Hair Color - NA |
| Eye Color - NA |
| Stat Mods - NA |
| Inherent Skills - Shapeshifting |

#### **Description**

The names, the history, and the cultures of the shapeshifters are a mystery. What little is known indicates that some skin turners organise themselves along clan or totem lines. There are several animals known to be associated with the changers.

* Tiger Harimau
* Bear Bidok
* Boar Jantan
* Wolf Anjing
* Cheetah Mallini
* Eagle Akila

For as long as Tanah has had a history shapeshifters have been a part of it. In the myths and histories they generally show up as evil mages or children stealers. Only rarely is a shapeshifter portrayed in a positive light.

It is believed that the shapeshifters hide within whatever culture they are born into. It is said that there is a greater form of shapeshifter which acts as a governer in each loosely knit clan. These are given the title Rajah. It is written that the Rupa-Kechil have a sign language called Sift-Rak and that there is no written language per se but many changers use pictographs of the sift-rak in order to convey a message.

Some of the following are the typical variations in shapeshifter sub-species:

* Lunar Linked This is your typical run of the mill shapeshifter. They are able to shapechange with variable success dependent on the phase of the moon. They are most easily damaged with Silver and Magic.
* Totem Aware This subspecies is capable of controlled shape change into a normal ({\it i.e.} Non-Magical) version of some totem animal. The changer can shapechange into, communicate with, and sometimes summon the totem species. The term ``totem'' does not mean that the changer worships the species in question.
* Totem Linked This sub-species is linked to their totem animal. In other words, all changers of this race have a ``familiar'' of the same species as their totem. The gift of changing is conferred by the presence of the link between familiar and changer. Totem-linked changers are faster at their changing but the loss of the familiar can have very bad effects on the changer's personality and skills for some time afterward.
* Dream Dancers Dream dancing involves trancing in order to project a dream self that shapechanges as necessary. The dream self has physical existence and it's physical statistics are derived from the mental statitistics of the changer.

### Kurrock

| Avg. Height - 4'6"/4'6" |
| --- |
| Avg. Weight - 140/135 |
| Skin Color - Chalky white |
| Hair Color - Usually dark brown to black. |
| Eye Color - Black. |
| Stat Mods - PST +2; PAG -2; PEN +1; PSI -4; |
| Inherent Skills - Kurrock are naturals at feats involving physical strength (DF +2). In addition they are able to directly able to convert mental fatigue into physical fatigue. |

Kurrock are truly the most frightening fighters and drinkers around. They tend to get a reputation for just those things as a result but in reality, Kurrock are also skilled artisans, mechanicians, and miners.

They are intense and focused , which makes them a subject of unease for most humans. They rarely get distracted and have a strong scorn for those that do.

Despite their low PSI they seem to excel in producing weapons and tools that are almost magical in quality.

### Tairganik

| Race Name - |
| --- |
| Avg. Height - 6'1"/5'11" |
| Avg. Weight - 200/170 |
| Skin Color - Olive |
| Hair Color - Black to Dark Brown |
| Eye Color - Light colors |
| Stat Mods - PST +1, PEN +1, PAG +1, PSI -4, MST +1, MAG +1 |
| Inherent Skills - Their sight extends somewhat into the IR range which allows them to differentiate between reds much more than most. |

In general Torgans are a tall ( 6'1" Male and 5'11' Female) race of olive skinned individuals. Dark of hair (Black to dark brown with rare auburn ) with light eyes and Pronounced jawbones and Bicuspids. Eyebrows tend to arch toward the edges of the face. Ears are usually elongated and lobeless.

## 

## 

## Erlani Culture

### Pocket Personality Sketch

The typical Erlani is independent, practical, and polite but earthy. Not polished or likely to give anything other than well earned praise. They love good craftmanship, especially in wood. They tend to be hedonistic and ascetic as the situation demands.

They rarely work in groups of more than two and they never, ever appreciate being told what to do by someone other than a priest or holy man. They can cooperate on the big tasks but not the small. A Erlani may agree to aid in a major group effort but each party will work on their piece of it and expect no unwanted offers of help.

### Resources

The Erlani have few of the more common metal ores. The island is volcanic and has some very interesting mineral and gem deposits. Spinels and Tourmalines being common. There are some good orchards and the land is fairly fertile even for a volcanic region. Pearls, Coral, and Shell are common adornments.

Some of the Island corals also have multiple uses in magic castings. Few metals are available. Obsidian and Onderine are notable structural materials. Some small amount of Targs metal is available.

* Onderine is the fibrous exudate of the Erlan dragons. It is fire and stain resistant and as resistant to damage as studded leather except that it provides no protection against crushing. It is nearly trunslucent so it is often worn as overclothing. It is often used in making rope or twine.
* Targ's Metal is a amalgam derived from dragons eggs exposed to heat for long periods of time.
* Sisal Fiber A simple fiber derived from the Conbine plant. It is used in making rope and a heavily narcotic pipeweed.
* Tiger's eye Coral A green and yellow coral used in divination spells and sorceries..

### Technology

The technological levels are very mixed. The Erlani are limited to stone age materials but with many skilled mages. The craft of construction is very advanced. Building is typically done with obsidian, flint and basalt.

Optics are well developed. Many colored glasses and some magically active glasses have been derived. Knives and other edged implements of glass are actually fairly common.

Weapons technology is limited to some basic staves and hand to hand combat. Though they do have ship based ballista and are very familiar with its use. Throwing sticks are in common use for hunting.

Medical technology is very heavily dependent on magery.

### Magic

The Erlani magic is a very educated version of shamanistic wizardry. They have only had natural materials to work with yet most magic using Erlani have a very clear concept of magic theory (Thenaen based)

An Erlani views the world as a series of conflicts that combine to form balances. They actually understand equilibria of elemental forces. Thus a storm is merely a necessary ``ripple'' in the balance.

Interesting enough they view their shapechanging as a attempt to alter a balance and reach a different state. Man is human only so long as his elemental and other forces are in balance. When he drives himself man can achieve a different state such as cat. Of course, manipulating this balance can be dangerous since the changed individual may lack the discipline to alter the balance again.

### Subsistence Patterns

Hunting and fishing are very common. Gardening tends to be very simple (Sow and Come back later). The island, while hazardous, does support its population well. There are many stands of wild Breadfruit, Papaya, Coconut, and Redfruit. Wine made of Papaya and Redfruit are common.

### Clothing

The clothing of the Erlani tends to be a simple vest of leather or ondurine, short trousers with a tie up front, a pair of sandals, and a sash belt to cover the top edge of the pants. Cloaks are often worn against the rain. Knotted rope shoulder sashes are much prized for the skill in knotwork they represent.

### Values and Kinship

The Erlani are a very open people among themselves. In order to survive they have had to overcome almost every predjudice they have held. As a result, they tend to honor idependence above most other things. At least when they can be independent they make the most of it. Teamwork is never discussed, just done as quickly as possible to get it over and done with. This does not mean that they dislike groups of people, they just prefer not share tasks.

They also understand and encourage curiousity. Nothing strange is to be ridiculed. If someone asks a question it is answered. Some believe that the curiousity is inherited from the cat based changers.

They have no nudity or sexual taboos. In addition their understanding of money is limited to a knowledge that it is useful and was very important to their ancestors.

They have few formalisms for weddings or divorce. Polygamy is practised in both male and female centric forms. Divorce is often a matter of simply leaving the unwanted individual's goods out on the stoop.

### Language

A very bizarre blend of idiomatic Kaliphan, Family Thenaen, and Siftrak hand gestures. The written form of the language is mostly written Thenaen with some of the Siftrak glyphs for animal related concepts

Literacy is common though the Craft-men of the monastery do the most reading and writing. Writing is kept up as a religious duty more than out of any great secular need.

The language uses many a or aa sounds. With some flowing ae or aea combinations from Thenaen. A player attempting an Australian accent will probably get pretty close.

### Vocabulary and Grammar

| Crafter - Shipsman,Sailor, Leader or learned man. |
| --- |
| Lubber - Disbeliever, ungodly |
| Dragon Eyed - Crazy, Holy |
| Jailbird - Oldtimer of the first ship, Incredibly independent of thought |
| Jailhead - Too independent of thought, stubborn. |
| Mate - A man |
| Sheel - A women |
| Fairsail - Pretty good, Excellent |
| Dragon Taken - Stuck in animal form |

### Religion,Myths,and History

The religion is very independent. There are many totems that may be appealed to. Each of the Erlani tends to worship a specific one because they feel that that totem more closely expresses their nature than any other. This may be more than wishful thinking, many tend to send their respect to the totem they find simplest to shapechange to

Individuals who are known to have a specific favoured form and worship that forms totem are known as having a "True Totem".

The totems are all related to the god of the corresponding shapechanger clan.

| Harimau - Tiger |
| --- |
| Bidok - Bear |
| Jantan - Boar |
| Anjing - Wolf |
| Mallini - Cheetah |
| Akila - Eagle |
| Nijaka - Osprey |
| Varahawn - Dragon |
| Thisin - Dolphin |
| Dravanor - Dragon |

In addition they have deified their sailor ancestors. The holy books are the logs of the three ships that brought them to the island. Priests, also called Captains, are trained in all of the sailing and leading arts. No Erlani would call himself captain until he had been acknowledged a skilled sailor and, as described in fist diary of Captain Yolanna, ``a just and fair judge as well as a true spiritual guide''. The priests together constitute the Council of Captains, a body that has some limited ability to ensure their wishes are carried out. Mostly with the older Erlnai, the youths can't sit still long enough to hear pronouncements.

### Myths

There are many myths and tales centering around the wreck of the ships and the subsequent taking of the island

### History

The first ancestors settled the island some 200 years ago when a set of three ships carrying a mixture of Thenaen mages and merchants, some 600 slaves captured by the Kalifate during a revolt, and some settlers (mostly Rupa Kechil) ran aground on the barrier reef surrounding the Island.

Due to a few small problems (slave revolt, lizard attacks, storms, eruptions, etc..) the initial repair of the craft was delayed. Many of the shipbuilding skills existed but no organized shipbuilding began until the council of Captain's decreed that some effort should be made to keep the sailing skills alive.

Some 4 other ships were wrecked on the Reefs in the next two decades after the first landing. After that, changing shipping patterns and war left the Isle isolated.

They have gradually developed into a broadly spread collection of diffuse communities.

15 years after the settling of the isle a mage/changer named Targ discovered that the eggs of the dragonets could be comverted into a tough, springy metal via a simple but lengthy process. This metal, caled Targ's metal, is a standard building material for those items that must be built of metal (ships tools, and the like).

13 Years later Ondur the Gray discovered the cloth that can be woven from the fibrous exudate in the dragon's lair.

### Tradition

The most important traditions focus on the recognition of a child and their totems. While their are no sexual taboos, heredity is very important and a great deal of work goes into dealing with the child's shapechanging or magery skills and whatever Craft skills they may have.

A parent may state that a child is theirs to raise but if the child gifted in such a way that only one of the parents will be able to train them then that parent will have to train them.

### Art, Architecture, and Symbolism

Animal motifs are the most important imagery followed by sailing. These two motifs make up better than 95% of the art on the Isle.

Especially favoured are songs/pictures dealing with deliverance from sea hazards. Also well liked are themes involving clever solutions to situations that threaten an individual's independence

### Class Structure

The class structure is complex and yet fairly sparse. Their are the many different individuals with their crafts (including Magery), Sailor-Priests, Weather Crafters, and the Council of Captains. Sailor Priests have overriding authority on their ship and some importance as holy men on land. Weather Crafters are important for the knowledge they hold. The Council of Captains is important because the Sailor-Priests that make up its membership are more enlightened than the run-of-the-mill Sailor-Priest.

### Judicial Structure/Legal code

Usually the law is enforced by group consensus.

## Kalifate Culture

### Pocket Personality Sketch

Your typical Kalifate is flamboyant in play and taciturn in work. They are typically considered hot blooded, quick to anger, and quick to cool down. A murder of passion is far more likely for a Kalifate then one that is calculated. They enjoy beautiful music with a strong rhythm and tragic love stories.

### Locale

The Kalifate culture spans from the northernmost seacoast of the Maldevar coast all the way down to the edge of the Tarmanian plains. It is an area similiar in climate and terrain to the southern coast of Spain.

### Resources

The Kalifate have a great bounty in both ocean based goods and fruit of the land. They have ships and good wood for ship building. There are figs, olives, grapes, fish, lotus, myrrh, and hemp.

There is cinnabar, amber, coal, limestone, marble, and basalt. There is ample iron ore. Horses seem to thrive.

### Technology

Steel and Bronze, simple dome ovens, heated baths, simple oil lamps, basic carts , wagons, and buggys. Horseshoes, stirrups, simple looms.

Medical technology is straight forward. A knowledge of bleeding, bandaging, cautery, and stitching is well spread but there is no knowledge of hygiene.

The weapon technology is advanced with breakfront crossbows, spears, rapiers, daggers, capes, and light lance.

### Magic

The high magics of wizardry are known as well as sorceries. Mages are tolerated but often viewed with suspicion. Priestly magic is trusted and encouraged. There are several magic cults based on the worship of the Lady in her maiden or hag modes. These are viewed with some suspision.

### Subsistence Patterns

The Kalifate as a group are accustomed used to living in a fairly sparse environment. They tend to live in large estates called {\it Estanzia}. Each estanzia has its own fields, gardens and its own stock. Some estanzia, notably those near the ocean, have so called fish pens that are fed by the tides. Hunting is common, especially for birds.

Children often do trapping and simple hunting. Fields tend to grow corn, grapes, and cotton. Most Estanzia have 100-200 adults and some outlying homes. Most have some woods within an hours ride for hunting. Many Estanzisa have trees planted in the center as well as a family "oasis".

Trade tends to travel in large gypsy and trader caravans.

### Values and Kinship

Personal bravery is valued as is good horsemanship. Killing an equal opponent is considered a brave act, killing a lesser opponent is diminishing of the winners skill. Dueling is rarely to the death unless the opponent is equally skilled and there is no other recourse. More often a fight is to the humiliation, not death. Recklessness and Style are very important. A truly brave and able opponent may be awarded with the table de' muerte. Don't say "Su Madre". A noble woman is valued for her skill in riding, it is part of her dowry.

### Language

#### **Language Tree**

The kalifate language is very similiar to spanish in flow and rythm.

#### **Literacy**

Literacy is limited to priests, accountants, and the nobility. All woman know how to read dance and musical notations. Priests keep track of the history.

### Religion,Myths,and History

The Kalifate religion seems to be based on the Lord and the Lady but with strong cult leanings for each. There are many little signs that show the Kalifates leaning away from worship of the Lord and the Lady and more toward a cult of worship of the Lady.

Religous observances are split among men and women. Usually men go to temple early in the morning and women go later in the day.

Worship of the Lord refers to him as our Lord patron in addition there is a strong following for one of the fourteen caldes who meet with the Lord who brought with them promises of land and saftey to the people.

--Names of the Caldes

--there should be a name for the Estanzia owned by descendants of the Caldes

There is also a third form of worship for the Steeds of the Lord and the Lady who are known as Rolan and Aphrodie.

There are a series of strictures layed down to the fourteen Caldes. No blood should be spilled on a holy day, no set of single lovers shall be kept apart....

### Tradition

All women must be trained to ride and to shoot crossbows.

### Institutions

Two thirds of Kalifate society is involved directly or indirectly with some sort of cult. The cult may be something as innocous as a religous meeting group or as sinister as the El Tigre hunting club.

Several other cults: there are two women only religous cults of which very little is known, one is known as the moon maidens and the other is called the Lady's Hand's.

Descent is reckoned through the female line. So the children of the noble mothers and common fathers are born noble. Childern of noble fathers and commoner women are born one grade below that of the father

### Clergy

The titles of Priests and Priestess are typically variations on the theme "reflected lights".

### Art, Architecture, and Symbolism

### Politics

### Class Structure

### Judicial Structure

### Legal Code

### Legal Code

## 

## 

## Tairganik

### Resources

### Technology

Probably one of the most sophisticated races technologically, the Torgans have the beginings of a true steel based economy. THey have many skilled mechanicians and and understand much of basic physics. Simple steam engines, Lanterns, Screws and levers are quite common. Metal springs are known as are simple mechanical dart guns. The use of a simple smoke powder is well known and so is the use of Naptha. Water clocks and a standard set of weights and measures. Surveying and road building are well honed skills. Plumbing is a known quantity as is composting sewage.

### Magic

### Subsistence Patterns

Both hunters and farmers. Their hunts tend to be of a communal type. Well advanced in farming and erosion theory. Generally comfortable with grains and root crops as well as fruit orchards. Vine crops are also very common - Especially wine grapes and climbing melon.

### Values and Kinship

Torgans value bravery, skill and beauty. They are much given to song and music. Generally they will hold a singer or harper inviolate unless the harper blasphemes. They particularly honor bravery evidenced by self sacrifice and favor tragic and loving songs. Kinships are reckoned by descent through the female and are very important to Torgans.

### Language

#### **Language Tree**

The Torgan language is not Orcish as would be expected from their appearance. It is a fairly formal latinesque language. It shares some common roots with the elven tounge spoken today. In particular it uses the older elven phrases for special names and formal phrases.

#### **Literacy**

Literacy is restricted to Women, Seers, Mages and scribes. Fairly widepread but with definitive degrees of literacy between various classes. Military leaders often learn a basic battle language called Habaksa. A mixture of old Sift-Rak and written symbols derived from hand motions.

#### **Writing Forms**

They use a stilted and formal runic language. Shares some traits with written Bitadari and Dwarven.

#### **Vocabulary and Grammar**

| ambassador Legatus |
| --- |
| Yes Sertae |
| No Non |
| Hand Manus |
| Scout Konsilum |
| Trooper Katern |
| Hand Leader(Ldr of 5) Praetor |
| Lance(Ldr of 50) Sarisanar |
| Ldr of 100 Centurion |

### Religion,Myths,and History

The Torgans believe in the Nadir or fates, and a pantheon of gods reminescent of Roman and Syria. They are fairly pious and hold most reverence for the father and mother of the gods.

Each household rests their fortunes with a founding spirit and each legion believes themselves to be the incarnation of their totem.

### Tradition

Names and Naming traditions are a major part of Torgan life. There is a use name, a true name, a house name, and a fame name.

### Institutions

### Clergy

### Art, Architecture, and Symbolism

### Politics

### Class Structure

### Judicial Structure

### Legal Code

### Military

#### **Command**

The command structure of the Torgan legions is fairly complex. The complexity is not due to their chain of command this is actually fairly simple, it is due to the additional layer of cultural interaction and training.

The Chain of command goes in the following order:

The Senate Council  
 |  
 |  
 V  
 The 13 Legions ---> The High Battle Masters  
 |  
 |  
 V  
 Kinturions ( Leader of 1000 )  
 |  
 |  
 V  
 Centurions ( Leader of 100 )  
 |  
 |  
 V  
 Sarisani ( Leader of 50 )  
 (Lance Leader)  
 |  
 |  
 V  
 Praetor ( Leader of 5 (hand) )

Each of the 13 legions actually varies in number between one thousand and six thousand troopers or Katern. Each of the legions is noted for a particular specialty , usually related in someway to the legion totem.

The 13 legions are : \begin{itemize} \item [The Auric Dragon] The Very Best \item [The Crystal Pheonix] Strategists and Tacticians \item [The White Wolf] Scouts and Hunters \item [The Black Courser] Mounted Lance \item [The Red Bear] Shock Troops \item [The Scarlet Hynd] Runners and Mappers and Signalers \item [The Argent Pard] Acrobatics and Climbing \item [The Shadowed Falcon] \item [The Wolverine Bronze] Engineering \item [The Verdant Griffon] \item [The Nameless] \end{itemize}

#### **Routine**

#### **Arms**

##### **Trooper**

\begin{verbatim} Full Leather Cuirass, Bracers, Large Shield Short Sword R2 Running R2 Javelin R2 Dagger R1 Hvy Crossbow R2 Large Shield R2 Armoured Move R1 \end{verbatim}

\subsubsection{Squad Leader} \begin{verbatim} Chain and Leather, Bracers, Large Sheild Short Sword R3 Running R2 Javelin R2 Dagger R1 Hvy Crossbow R2 Large Shield R2 Armoured Move R2 Mil Sci R1 Horsemanship R1 Signaling R1 \end{verbatim}

##### **Scout**

\begin{verbatim} Light Leather, Bracers, Small Sheild Short Sword R2 Running R3 Swimming R1 Tracking R1 Small Shield R2 Javelin R2 Dagger R1 Armoured Move R3 Signaling R1 \end{verbatim}

##### **Century Leader**

\begin{verbatim} Improved Plate(+8), Bracers, Large Sheild Short Sword R3 Running R2 Javelin R2 Dagger R1 Hvy Crossbow R2 Large Shield R2 Armoured Move R4 Mil Sci R5 Horsemanship R3 Signaling R1 \end{verbatim}

## 

## Shan Culture

### Resources

Ponies, Iron, Glass

### Subsistence Patterns

Generally there is a strict division of labor: The women gather vegetables and grains, handling the normal moving chores and directing the times and methods for the worship of the Sun.

Men are active hunters and fishers, building stone weirs that bring in a good amount of fish.

### Values and Kinship

#### **The "Great Game"**

Among the Shan there is one theme that is found throughout the culture: The believe that they have been put on the land as a test and a game. Each Shan, woman or man, has their own "Magic". For each, this resides in both the person and the tools they use.

The great game demonstrates to all this magic and keeps one prepared for "what comes after". A typical part of play is to count coup by attacking another in such a way as to demonstrate the attacker's skills while making the defender look foolish.

#### **Kinship**

All of the same generation are brother and sister. If they are actually siblings of your own parents, they are referred to by their ages. If they are to young to have gone through the comng of age ceremony then they are all just "timsa" or younglings.

Parents are referred to by father and mother but all others are simply "kiha" or older relatives.

### Language

### Religion,Myths,and History

#### **Near History**

The Shan were originally nomadic wanderers. Dependent upon their ponies and their skills as hunter - gatherers. Approximately twelve generations ago the Shan settled on a sheltered and almost inaccessable set of plateaus. Until recently these plateaus provided for their daily needs. Around four years ago, as a result of an earthquake, several ares of the lowland gained access to the plateau. Among them were the lands of the Kargans, known to the Shan as "Ugly Talkers".

The councils of each lodge have decided to send out many scouts to determine the best path to use in order to escape from the Kargan.

### Technology

### Art, Architecture, and Symbolism

### Politics and Warfare

### Military Structure

Structure, what structure ? This is a purely cooperative society.

#### **Command**

Usually given, at the appropriate time, to the person best able to handle the situation. In enemy territory he who knows the land best is often it. Of course, they can always ask for advice from a more experienced warrior.

#### **Arms**

General weapons among the Shan are simple. Steel daggers, Horse Bow, Bolas, Whip, Net, and Javeins, and Spears.

## 

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## Kurrock Culture

Kurrock are very hard to figure as a culture simply because they are so directed towards creation and artisanry that the have little time for politics. Skill in ones chosen field is what rules. Such are the tastes of Kurrock that all will agree who does what better than whom. If you ask in a village, who is your best warleader they will all agree. If you ask them who is the best smith they will agree.

They spend much of their time improving themselves. They practice continually and contests of a monthly nature are not unheard of. All Kurrock want to be known as being the very best at something.

### Resources

Kurrock tend to settle into regions of rich mineral deposits and care less for the aboveground fertility of the land than most races. Iron and coal as well as the precious metals tend to be their favorite materials.

### Technology

### Subsistence Patterns

Kurrock tend to farm both below and above ground.

## 

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## Duwan Culture

The Duwan are a very small group and fairly little is known about them. They generally have roundish and clear bright eyes, Furry feet , and a good appetite. There is a tendency towards good lying/ storytelling in the culture.

One of the strangest things about Duwan is that some goodly number of their population often go on walkabouts. The walkabouts are rarely short. An interesting sidenote is that because Duwan seem to be rather careless of most others' property rights other than their own their need to collect mementos of their travels has contributed to their reputation as thieves.

### Resources

Usually they settle in areas that have enough farming land and some iron ore.

### Technology

Most Duwan settlemnents are fairly low on the technical end, but they need little. If they do set out to get tools they are often attracted to the intriguing rather than the useful.

### Magic

### Subsistence Patterns

They tend to have a fairly sophisticated farming setup. Most food is grains and rootstocks with some of the simpler meats such as fish

### Values and Kinship

Duwan value thrift and cunning. Orderliness is a desireable trait and well thought of. Courtesy and style are foremost in most duwan minds. They care well for their own and care little for the tall folk. Not disdain, just disinterest.

### Language

Duwan speak Duwan. They rarely use trade talk. Most can read and write in Duwan.

### Religion,Myths,and History

### Tradition

Duwan traditions and rituals very from village to village and hutch to hutch. In most cases , holidays are caused by events of local noteriety and little else.

### Institutions

### Clergy

### Art, Architecture, and Symbolism

### Politics

Most actual ruling is that of self rule combined with detailed traditions. Usually there is a judge or elder to interpret the laws as necessary. The Duwan truly believe that "There taint na sech ting as a fraa lunch", with the corallary "'Cept dat which ya borra for y'self".

### Class Structure

### Judicial Structure

### Legal Code

### Military

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## Dalesmen

### Resources

Fertile lands, good clays, coal and oil. Copper, Iron. Aliantha plants.

### Technology

### Magic

### Subsistence Patterns

Grain and fruit growing as well as trade.

### Values and Kinship

Patriarchal with a strong male rule. They value practicality, thrift and caution.

### Language

A very broadly spoken slow and low tongue similiar to welsh. All males are taught to read to rank 4 or more. No woman is taught to read beyond rank 3. They share a written runic form with the Vairmen. H\={o}tman means Headman.

### Religion,Myths,and History

Like many of the cultures of the region the men of the dale worship the Lord and the Lady. The dalesmen view the Lord as the master and the Lady as the subservient adjunct to the Lord. The Lord appears as a tall bald man with a hammer and an Axe in hand.

### Tradition

The bride generally marries into an already established family and becomes the ``Least Wife''. She is called this until a newer wife comes into the family.

Heavy incest taboos, no particular age taboos. It is a punishable offence if a woman expresses interest in a man. As a esult of their culture there are a large number of lesbian relationships.

There are many traditions regarding the planting of crops and such.

### Institutions

### Clergy

Priests of the Dalesmen are bald and each carries and Adax (Hammer and Axe combo) They are each assigned two wives at their ordination. This is based on the belief that no man can contemplate the Lord's will when burdened with worldly problems. They often act as judges for the whole community.

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## Arsa'e

### Locale

The Arsa'e are found in the desert bowl surrounded by the Blood Mountains. It is a fairly ``wet'' desert in that there are a number of water sources flowing through or around it. Perhaps the closest thing in our world would be the Arizona or Colorado regions near the Colorado river.

### Resources

The Arsa'e are blessed with many riches of the earth. There is abundant amounts of many different clays, suitable for pottery. There are opal,turquiose,and pyrites easily available. There is sand and Soda lime suitable for glass.

In addition there are a wide range of grains and fruits that grow wild, among them are peaches, apples, melons, wheat, corn, tobacco, sunflowers and wildrice.

\begin{quote} There is plenty of gold and silver ores though they are not mined often. In addition there is a good quality iron available as the result of a large number of meteor strikes in the deep desert. \end{quote}

### Technology

The level of Arsa'e technology is impressive and unevenly spread. Glassblowing has been taken to a high art. Glass suitable for sophisticated bottles is routinely produced. Simple magnifying glasses have been seen in the hands of the Arsa'e but none have ever been taken from one.

\begin{quote} Magnifying glasses are called ``Goddess Eyes'' or ``Gods Eyes'' depending on the gender of the shaman blessing it. There are also powerful telescopes that are never shown to outsiders. \end{quote}

Arsa'e builders have mastered the production of structural clay to act as structural beams such as ladder crossbars. The clay is also useful for producing millstones.

The potters of the Arsa'e rival the finest of the potters of China. They are able to produce a wide range of fine pottery that graces almost every home. The kilns seem to be made of another type of clay.

Weaving is well advanced. Both broadlooms and knitting are known. Cotton and wool are the most common materials. Dyes are brilliant and basic hues such as red, brown, black, yellow, purple, and a light blue.

Leather working is usually only used to produce saddlery for the ponies they raise.

Medically they are skilled at basic wound treatment, repairing cavities with gold and silver, supportive treatment and basic hygiene.

\begin{quote} Light for nighttime is raised from another type of clay pottery that glows when warmed \end{quote}

The Arsa'e have a sophisticated method of irrigation and terrace farming.

Cooking is done in domed ovens (for bread), open fires (especially for ceremonial meals or celebration), solar reflectors (for every day dry cooking), and solar-follow crock pots (for everyday meals).

Beds are typically hammocks.

Steel is exclusively used for weapons or religious artifacts.

### Magic

Magic is a part of every Arsa'e life. But they do not consider it magic. There are prayers for almost every major event in Arsa'e culture and each one is a small spell. The prayer for the rising of the bread actually helps the bread rise, the prayer for the granting of a boy child or a female child does influence the gender of the child to be born.

What an Arsa'e considers to be magic are the Shaman great songs and dances: the summonings of the {\it Blessing Way} and the {\it Ghost Way}, the banishings of the {\it Dying Way}. All of these are the great magics and only a shaman can attempt such.

### Subsistence Patterns

Arsa'e are farmers and hunters. The farming is dependent on the irrigation and terrace-culture techniques. The hunting mostly consists of the six-legged lizard called the {\it tyrik} or ``Little Dragon'' and mountain pronghorns. There are many smaller species that provide eggs and meat at various times. Fish are a rare delicacy.

### Values and Kinship

The Arsa'e value harmony above all else. Outbursts of emotion in public are not considered part of the {\it Way}. A true Arsa'e accepts all that occurs with a quiet face. Anyone who displays anger in public is tainted by some spirit and must go to a shaman for a blessing or exorcism.

As part of their desire for harmony they do not rush anything they do not have to. Conversations start with a long discussion of the weather and relatives before it ever gets to the actual topic to be discussed.

Extra Notes to be dealt with

Towns are designated as for war or for alliance clan groups and moieties (botherhoods) in pueblo acoomadtion units pit dwellings as comtemplation chambers semi-circular town regions farmers,weavers,potters,builders drummers,singers,dancers jewelry - Carnelian, Pyrite, turquiose Great craters throughout the region. Slave warriors ! Janizeros Domed or wall ovens Sacred Birds, raised for the royal religion permeates all aspects of life. Each peublo is a self contained religious as well as political unit. Snake dances and other hazardous dancers foot racing bullroarers head tattoos group expression of religion should be the opposite of the normal demeanor killing, even in self defense, causes one to become a member of the brotherhoods

## Vairman

### Resources

Tough, not plentiful woods. Tourmaline, opal, and sapphires. Silver, Mercury, Tin, and Lead. Wyvern, Beast hounds, Pards, Lerna.

Aliantha plants (Heal-All). Grapes and a large apple like fruit that ferments up quite handily to form a nasty brew.

### Technology

Good steel working is fairly common. Mostly used for crossbows and large curved throwing and fighting knives.

Wood working, basic oil lamps, some simple chemistry, very good dyes.

Tin, Bronze, Brass and other small metal work is very good.

### Magic

They have several monasteries that provide the Star Mages and Shadow Mages used as judges for both the Dalesman and Vairman cultures.

### Subsistence Patterns

Raising sheep and lerna. Some trade.

### Values and Kinship

Equipartioned between male and female. Child is given the name of the parent it chooses on its 3rd birthday.

Bravery and honesty are foremost amiong the virtues. To be graceful is the highest aesthetic virtue.

### Language

The vairman language is a broad mixture of a sharply spoken hispanic tongue and of a gaelic tongue. Tends to be very sing song or ``chanty''. Most vairman are literate in the basic symbols and handtalk. Only mages or totem holders are taught to read. The written alphabet is the same as that of the Dalesmen. The sounds tend towards k\={e}, s\={e}, la, t\={a}. \begin{tabbing} {\it Meaning} \= {\it Word} \\ Tasela \> light woman \\ Tasel \> Pleasure Love \\ Melante \> Measure of Honor or interest \\ Hotman \> Headman \\ Chelket \> Sister \\ Maske \> rabble rouser \\ Tolla \> Balance (revenge) \\ Berma \> Sick with hunting after pleasure \\ Kushla \> Brother or Sister in arms \\ \end{tabbing}

### Religion,Myths,and History

The people of the Eyrie worship the Lord and the Lady. The Lord and Lady are a brother/sister/ fighter/hunter/lover combination. They are always potrayed as twin vairman dressed in the simplest of clothes . Both have long black hair of equal length.

### Tradition

#### **Wedding**

When a couple decides to become lifemates there are several events including a house raising and a land gifting. It is not unheard of for a vairman to marry two women or vice-a-versa. Usually these double pairings involve two of the same sex from the same family.

#### **Bedding**

\begin{quote} Start young, start well \end{quote} It is believed that the best lovers one can have when young is a cousin or closer sibling. Few unwanted pregnancies occur.

#### **Other**

The concept of revenge or Balanace is well developed. It is rare that the balance due any group or individual ends up requiring a life.

### Institutions

A great deal of importance is attached to the exchange of knives or bracelets.

### Clergy

Priest and Priestesses are always ordained in pairs. Usually a brother/sister or cousin/cousin pair are ``called'' together.

### 

# Native Borne

Lion Lehoia   
Tiger tigre   
Willow sahatsak   
Pine pinu   
Boar basurdea   
Pig txerri   
Wine Ardoa   
Wind Haizearen   
Fire Sua   
Water Ura   
Air Aire   
Shadow Itzala   
Light Argi   
Dark iluna   
Mage magoa   
Witch Bruja   
Wind Talker Haizea hizlaria   
Fire Talker Sua hizlaria   
Water Talker Ura hizlaria   
Air Talker Aire hizlaria   
Shadow Talker Itzala hizlaria   
Light Talker Argi hizlaria   
Dark Talker iluna hizlari   
Land Talker Lur hizlaria   
Flame Bruja sugarra Bruja   
Blacksmith errementari   
Goddess Talker jainkosa hizlaria   
God Talker Jainkoaren hizlaria  
Priest sacerdote   
Priestess apaiz   
Corn Farmer artoa Campesino   
Mind Talker kontuan hizlari   
Wind Talker Haizea hizlaria   
Fox Oyarzábal   
Warrior gudaria   
Hunter cazadora de   
Weaver Tejedor   
Ant Inurri   
Ass ipurdian   
Badger Azkonarra   
Bat saguzar   
Bear Hartza   
Boar basurdea   
Chicken Oilaskoa   
Cow Behi   
Crab karramarro   
Dog Txakur   
Donkey asto   
Duck Ahate   
Eagle Arranoaren   
Ferret Ferreter   
Fish Arrainak   
Fox Oyarzábal   
Frog igel   
Goat ahuntzetan   
Horse Zaldi   
Lizard muskerra   
Mule régimen de semiestabulación  
Otter nutria   
Polecat ipurtatsa   
Rabbit Cunicultura   
Seal zigilua   
Squirrel URTXINTXA   
Whale Balea   
Wolf Lobo