



## Tigmar: The World of Cinis

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In general, the world know to the humanity of Tigmar consists of the Sea of Akka, the lands to the south of this body of water, the desert to the northwest, and the edge of the mountains to the north. In very general terms the humans consider themselves the rulers of Tigmar, the land between the Twisted Mountains in the east and the Tain river in the west.

The Tanderon Mountains to the south as well as the Twisted Mountains are inhabited by Goblins, a race which is a bane to humanity. Across the Tain river are the Ssall, a race of frog-like beings who, according to the humans, are determined to fill the lands of Sampson with swamps and rotting corpses. To north lies the Sea of Akka, and as navigation techniques are not well developed, knowledge of the lands beyond this sea is fairly sketchy.

The World of Tigmar is described in five general sections. The first section is about the land of Tigmar itself. Next are descriptions of the various major human powers in Tigmar. The third section describes the Goblin culture located to the south. The fourth section is about the Ssall who reside to the west of humanity. The fifth section is about the wilderlands which humans of Tigmar consider uncivilized. These places are the Tandus Wastes, Islands of Akka, and the Granite Flats.

## Tigmar

*There are approximately 25-26 million humans in the land of Tigmar.*

Tigmar, the incredibly human-centric name of the world which also applies to the lands the humans mainly occupy, is the majority of the known lands as far as Tigmarians are concerned.

The following describes the people in general, with notes about culture, climate, agricultural conditions, technology, and major religions.

### The Populace in General

What follows are a series of extreme generalities about the people of Tigmar. Following these generalities and notes as to the continent in general are breakdowns by major country and specific notes pertaining to such.

Most places of Tigmar have some sort of Feudal system or government very closely related to such. People are highly class oriented, with peasants, merchants, and nobility being the three factions.

Some areas are giving rise to concepts of freedom, democracy, or other sorts of rule. Farman by far features the most prideful and independent group of peasants throughout Tigmar.

The majority of Tigmar is mostly populated by humans. Of the other races, Mogs are the most common, and they are almost always found as slaves. The rest of the races, such as Kudites and Ssall, are only found rarely.

The majority of people in Tigmar are Aranists. There are definite exceptions, such as the Kingdom of the Fire God, which is primarily of the Fire God, and Farman, which is experiencing a rebirth of Dilgoretheians, and Sander which is dominated by the Ootish.

The countryside is fairly sparse, and peasants in general will provide reluctant housing to the traveler for fear of their lives.

Villages usually are equipped with some general store which sells grain and farming equipment along with small imported trinkets, and the rest of the commerce, usually carried out in barter, is found in the individual homes of the artisans.

Towns have more stores, but not many. Towns are primarily the sights of peasant fairs and gatherings at the end of harvest time. During these times towns are very busy, dealing with merchant caravans from cities and such.

Some larger towns have primitive wool factories where many people card and spin wool bought from the surrounding shepherds.

Both villages and towns usually have a noble family of one kind or another. These families hold a fair sway on their homestead, but again there are notable exceptions, such as most of Farman.

Cities are few to be found. The larger cities are described elsewhere as they have their own character. In general however, they are supported by trade and rich nobility. Cities are also the sights of universities, libraries, gladiator rings, and sometimes small populations of Kudites.

### **Sexism**

Sexism is widespread throughout Tigmar. It is not as oppressive as Earth's medieval times, and a closer comparison is Earth's recent history. It is possible to be a woman in a position of power, or even as a mercenary or soldier, but it is extremely rare. There are exceptions to this. Orcheron, for example, treats woman as almost complete equals to men.

On the other side, some areas are extremely sexist, such as the Oots and the Kingdom of the Fire God. The Kingdom of Sampson is also fairly bad in this regard, but they are improving having just past laws allowing woman to own property.

### **The Holy Empire**

*The Holy Empire has roughly 5 million people in it.*

The Holy Empire used to cover the entirety of the known world from the Tain river to Sander Lake. It grew from a small kingdom around Lorac al Tur to this massive empire almost four hundred years ago when lead by the glorious Bearer of Light Sampson. Sampson, in the course of one lifetime, personally took all lands to the west of Lorac al Tur and began to wage war with the Ssall. His son Kant, called the Little Torch, later took all lands to the east and many islands in the Sea. The Empire prospered for a hundred years. Then, the continual battle with the Ssall began to take its toll. The border keeps, feeling the capital was too far away and too neglectful of their needs, seceded from the Empire and ceased to pay homage. Shortly after this the Oots colonized Sander and quickly ousted the Empire from the area as the Empire was weak in trying to force allegiance from the Border Keeps.

Then a man who called himself Sampson IV, claiming descent from Sampson, led the West, consisting of the lands from the Wheatlands to the Border Keeps, in an open revolt while the Oots still pressed the eastern borders. The Empire, not used to war after a hundred years of peace, quickly lost hold of both these regions. The Wheatlands proved too large to cross effectively, and the Oots proved too dedicated and the nomads already hated the empire for reasons no one really understood.

The Empire then consisted of what is now Orcheron, Farman, and the Holy Empire for the next hundred and forty years. Eventually, the City of Light, tired of paying high taxes to Lorac al Tur and receiving no aid against the Goblins, one year after the third major assault by the Goblins, rebelled.

The Holy Empire sent armies to quell the rebellion and consumed vast quantities of food along the route while in Farman. Farman, following Orcheron's lead, then revolted. The ensuing war lasted for ten years. The Empire managed to quell the Farman, but Orcheron was lost.

### **The Orcheron Rebellion**

*When Orcheron rebelled, their Star sent a famous message to the Emperor stating, "The Light on the Hill should not bother throwing money into the empty Cauldron of Darkness." This was considered a famous pun as Cauldron of Darkness translated in Llepot (yea-pot) as Laracel Tur. From that point on, all in Orcheron refer to Lorac al Tur as Laracel Tur.*

A short twenty years later the Farman people were lead by the fanatic Lord Edwig with his cry of "fallow naught, fight for thyself." He inspired such fanaticism and worship as had never been seen before. The war itself built up and cumulated over a course of around fifteen

years. Towards the end of it Edwig killed himself after saying he had failed, but the Farman people understood he really was driven to this action by the Holy Empire and so they renamed a lake named The Fallen Star Lake to Lake Edwig in his memory. This latter war is known as the War of Independence by the Farman and the Farman Uprising by the Holy Empire, and both believe themselves to have won it.

The Holy Empire, with its devastated and now useless army, elected to re-conquer of the Wheatlands. They have slowly fought their way up Lorac river, re-conquering the small fiefs on the outskirts of the Confederacy of Sampson. The Confederacy of Sampson, busy with the Ssall, has not been able to put much into their eastern war effort so the Empire has been surprisingly successful although casualties have been excessively high. For the last forty years it has been a hot potato in the city proper, and the last Emperor Sampson XI was allegedly poisoned by the current Emperor Luminaire IV because Sampson XI was, “unable to conquer a few wheat fields in the west.”

The religion of the Holy Empire is Aranity. Holy Empire Aranists believe the Emperor to be the Sun incarnate. When the Emperor dies, they burn his body to rejoin him with his other half. The new Emperor, elected from candidates taken from the most powerful noble houses by a council consisting of the head Sun priest and the heads of a few select noble families, is then branded on the forehead with the six spoke star-wheel of wisdom and light, and so Sun comes through the symbol and becomes once again manifest on the planet.

One current plan of Emperor Luminaire IV is to recapture the City of Light. He openly states that he “wants the bed on which he was birthed,” and that he will, “seed the blood of his birth with the blood of the Dark which now hangs like a sallow cloud over the City of Light.” No action has actually been taken as the war in the east has been more trouble than officially admitted and the war in the west has gone much worse than is publicly stated.

However the Emperor has begun gearing up for a holy war effort by banding together religiously minded mercenaries and nobility to form a band called the Paladins of Aranity. Currently they are used to aid Witchhunters and other special elite missions. They also serve as the Imperial guard.

The Lorac River area, sapped by war effort, formed its own coalition ten years ago and started gearing up for open rebellion. The Holy Empire has responded with its usual method; the Empire pretends that the rebellion is not happening. However, the money that the Holy Empire makes has been steadily decreasing while the level of expenditure has been going steadily increasing. Higher taxes are being levied, but it is not enough as

most of these taxes are not paid. The peasants in the Empire proper are weary of the constant wars and many uprisings that have been occurring in the last five years.

The small edge of the Holy Empire in the East manages, unlike slimmer efforts along the Twisted range, to maintain a few iron mines in the foothills which are highly prosperous. This is one of the major sources of income of the Holy Empire, and the entire operation is owned by the Sampson noble house. Needless to say, the area is guarded heavily, and one of the ‘bad’ jobs for Paladins of Aranity is to serve as garrison guards in this area.

The military of the Holy Empire is feudal in structure. The Emperor is served by large number of nobles who are in turn served by large numbers of knights. The knights serve some time each year in the military. Individual towns have militias which do not travel far, if at all. They primarily serve for protection against potential invaders and more recently, protection against the nobility.

The Holy Empire has been known to raise standing armies of incredible warriors when needed. This has not been done in a long time. The legendary Sampson had such an army which he used to take over the entirety of Tigmar four hundred years ago. A similar army was raised around one hundred and twenty years ago to attempt the quashing of Orcheron’s rebellion. When the Empire does raise such an army, it, due to its deficiency in iron goods, equips its foot soldiers with pikes, spears, wooden shields, and heavy bronze short swords. Archers use short bows and longbows. They wear a hardened leather jerkin and leather and wood shin and arm guards. This armor is called Sampite. A leather cap protects the head. Captains usually wear a metal breastplate over a mail hauberk and have a small helm. They use swords and shields as their primary weapons. Officers above captains, for the most part knights, usually have a plate armor and they normally use a long sword, a metal shield, and a mount. When on the mount, the knight also commonly uses a lance. The knightly class is more diverse than the foot soldiers, and it is common for knights to use two handed weapons, maces, flails, battle axes, etc.

The army of the Holy Empire consists of foot soldiers and archers which support mounted units of knights. The knights, amazingly undisciplined, usually fight with general mob charge-and-kill tactics.

The cities in the Holy Empire and surrounding lands have civic militias which do not travel. They often consist of artisans and other types dedicated to protecting their town and independence.

Peasants in Tigmar use quarterstaves, clubs, and small knives, to resolve their differences.

*Twitil-worship*

*A curious aspect of Holy Empire religion is the large number of Aranite cults who worship the Twitil, who are the bird-men of the Granite Flats.*

*In Aranity, there are angels, and sages expect that the Twitils' similarity to the descriptions of Angels is the cause of this trend.*

*Twitil worshippers tout the simple life and dislike intelligence, as the Twitil themselves are very disinterested in such things as thinking.*

### **Lorac al Tur**

*Lorac al Tur has roughly 250,000 people living in it.*

Lorac al Tur is the capital of the Holy Empire. It is primarily a port city. It trades with Sampson and some islands to the north. Lorac al Tur also imports spices and monkeys from the Tandus Wastes. Lorac al Tur does not learn much about these places; traders merely buy goods and then depart.

In addition to trade, Lorac al Tur is a luxury city which spends a large amount of money on gladiator fights, sports, politics, and food. The most popular sport of the city is a game called Dak which is a cross between lightweight boxing and a very strenuous ball game.

The noble houses of Lorac al Tur are many. Some of the houses can trace lineage to Sampson and other great lords and heroes of old. The houses occupy themselves striving to control the Empire through or in spite of the Emperor.

In addition, the Emperor, through tradition, must pay homage to Sun, Sound, and Tear. Due to this, these three sects of Aranity have sizable influence in the city. The Sun sect, thought to be highly corrupt, has the most influence since the Emperor is an incarnation of the Sun itself. Even though the Emperor is allegedly the Sun, the Sun sect has commanded, in a seeming paradox, that a Sun priest is needed to help the Emperor understand the true extent of his wisdom. This allows for the Sun sect to have even more control over the Empire, as the high priest can in some cases claim the Emperor's communication with himself is flawed and incorrect and overrule the Emperor's decisions.

Lorac al Tur houses a spoiled elite which believes heavy arms to be crass and so they tend to light weapons. The rich people of Lorac al Tur can afford high quality rapiers which they carry with them. A few of the very rich also wear a light vest of high quality steal mail which is imported from Orcheron. This vest is always removed when dueling with rapier.

The poor of Lorac al Tur use quarterstaves, cudgels, and short knives to resolve their differences.

### **Mauling**

*Another form of duel found in Sampson is Mauling. Mauling consists of two duelists who strip naked and use sixty pound stone mauls on one another until one combatant is down for a ten count. This duel is used primarily to resolve issues of strength, stamina or virility.*

### **The History**

Lorac al Tur was founded either in 856 PS, or around 1056 PS depending on current scholarly debate. 856 PS as the founding date is the widely held belief. When it was built the settlers, led by Saint Tur, found a flat hill bordering the Mour river which both provided fresh water, a defensible position, and an excellent port. The

settlers immediately set about building their defenses as they were immediately harangued by the Sander Nomads who then had dominion over the entirety of Tigmar.

Soon they had built the first keep whose foundations lie under the Spire, and then they built the surrounding Old Wall and the Moat. This process took around three hundred years due to constant warring and as soon as it was completed, the Nomads with the help of some other force forgotten by history sacked and burned Lorac al Tur to the ground, with the exception of the keep. This area of history is hazy and some theorize the keep was actually built and subsequently destroyed one or two times in this period.

Undaunted the Turains, as they were then called, set about rebuilding the city. Soon after its second completion, they were attacked and only narrowly averted another sacking of their fair city. In response to this they built their walls even higher, to their now impressive thirty five feet.

In the course of the next few hundred years there was many civil wars which sometimes caused buildings to be destroyed or kings to change. In general, however, the city slowly grew in size within its new walls.

Around 206 PS the Turians finally conquered the lands around them, purged those lands of the Sander Nomads and founded Gunifores to the south and managed to secure much usable farmland. This immediately led to the first Golden Era of the city, called the First Growth. During the First Growth the city expanded almost five-fold and so another wall was built to surround the new wing of the city which also was located on a shorter but still significantly defensible hill. During the building of this wall, the city was attacked by a fleet of people allegedly from either the Kant islands or from the north who sacked the city, leveled much of it, and then fled with many slaves and plunder when reinforcements in the south and east appeared.

Once again the city was rebuilt and the Second Wall was completed. The Keep was expanded at this point so as to be able to hold the bulk of the population should it be necessary. The final stone of the Second Wall was placed in 34 PS. The city once again resumed its normal course for twenty years when Gunifores turned with the southern farmlands and attacked it. In 11 PS the city fell and the King was killed and replaced by Marcus DuThunder who claimed that he was the son of Sound. During the war the old sector of the city was leveled almost completely as the troop eagerly stormed about plundering. The new sector (which is now the Mercantile District and the Murg) was plundered but not as much due to the poverty of the area.

The next great event was Sampson's father, allegedly born to the family Katon narFort which was deposed by

DuThunder. He gathered a group of nobles and managed to overthrow Maximelius DuThunder, Marcus's son, who was a harsh tyrant. During this process the newly rebuilt city was accidentally burned to the ground.

Sampson was born into the blackened ruins of the city and as he grew up he watched the city being built around him. During his youth there were many revolts which were quelled by his father.

When Sampson began his conquests, Lorac al Tur grew very prosperous and the population soared due to immigration. This growth, called the Second Growth, inspired the Third Wall and the dismantling of the portion of the Second Wall which lies between the two new districts.

Shortly after Sampson returned, he accepted his divinity and changed the Turians and the Turian kingdom to the Holy Empire, leaving the original boundaries of the kingdom as a province called the Turian Province.

### The Districts

Lorac al Tur has several districts both inside and outside its walls, each of which has a different personality. They are each described briefly below.

#### Imperial Palace

##### *Imperial Grounds Architecture*

*In the Old City many of the better architecture feats in this area have been painstakingly maintained in their glorious and classical form.*

*The arch, dominates the landscape of the dwellings and supplementary buildings here.*

*The palace itself stretches a full five stories, with ten story towers except for the north west tower called the Spire which stretches a full twenty stories high and is built of black and red marble.*

The most touted district is the Imperial Palace and surrounding grounds. This area is both the most defended and best kept area of the city. Massive walls surround the excellent strategic position on a hill alongside the Mour river and the sea. This district is the old city. The Old Wall, as it is called, originally surrounded the city but as the city expanded the rich bought out the poor in the old city, knocked down the shacks and dwellings, and put in their own larger homes, estates, and whatnot. After that, the Emperor bought out the rich and built the larger Temple of Sun, some better barracks, and reserved the rest of the buildings for his own noble guests and retainers.

The Palace itself was a castle converted to a huge keep and then later was improved architecturally over the ages so now it has massive spires, gargoyles, colored rock roofs and walls and other inessentials. The building is bizarre in its completely eclectic collection of period

architecture, and although it still in many ways looks like a keep, it is treasonous to call it anything other than a palace. The courtyard of this building contains the Imperial Garden which is famed for its exotic plants and strange monkey collection.

There is an almost separate culture in this area. The servants live in the outlying supplementary buildings and in the keep itself. There is also a guild of imperial blacksmith who forge the most coveted swords and armors throughout the Holy Empire; these smiths are selected from a huge body of applicants, as the pay is extremely good.

The Emperor has a retainer of around two hundred knights, some of which also have families, of high birth, and at any given point another two hundred noble 'guests' are there for political and social reasons. There are always events staged for the evening, and the day is packed with negotiations, meetings, and whatnot.

#### Temple of Sun

The Temple of Sun is a massive dome-like construction built by the great architect Sou-san who was brought in from the City of Light in 34 PS by Emperor Sampson II, the 'Little Torch' to honor his father. It is a massive dome surrounded by some normal square buildings. The top of the dome has the sun's path painted on it with seasons marked and illustrated with fresco paintings.

The High Priest gives services in this temple, and also lives in it. Three of the four attached square nubs are used for monk apartments and libraries, and there is also a basement level which allegedly contain more books and artifacts and confiscated wizard equipment.

#### Imperial Docks

Part of the Imperial District is the imperial docks. This yard has a line of warehouses which store grain and goods to guard against the possibilities of siege and famine. The Emperor, it is rumored, tends to sell these grains when he feels he needs the money, and over time the supply having not been replenished as the Emperor siphons off the funds for his war efforts, has reached an all time low. Being an Imperial dock hand is a good paying job, and is sought after by many. The Imperial Dockyard has its own culture with its own barracks for the dock workers and sailors and many inns, whorehouses, and other such marvels.

#### Mercantile District

This is the richest district in the city. It is a combination of largish homes and even some estates. The nobility and the merchants have some degree of conflict here, as the nobility bitterly resent the power money buys the crass and uncultured laymen who have the gall to live

alongside them.

This area has a huge number of bars, taverns, and inns which are all outrageously expensive. Duelists abound in these places, and the highest class assassins, mercenaries, and bodyguards all ply there trade in this area as well.

The Mercantile District borders the grounds of the Imperial Palace, with some larger estates closer to the palace gates itself. The property values go up sharply with closeness. In addition, the line of estates bordering the Imperial Palace's Old Wall are protected as historical architecture by zoning laws, and are also, to preserve them as much as possible, free of taxation.

The Mercantile District is heavily patrolled by guards who harass and expel beggars and people in poor dress.

#### Red Tail Inn

An inn worthy of note is the Red Tail Inn. This inn has an ale, called Red Tail, which is not to be beaten anywhere in the world. Most say it is imported from some estate in Farman. Aside from the ale, the inn serves as the connection between the wealthy and more cultured pirates and the wealthy merchants. More often than not, some pirate of renown can be found sipping an ale of Red Tail at this place.

#### Pen and Ink

This bookstore in the mercantile district specializes in historical texts. They also sell paper goods and ink, which is the bulk of their business. Another large trade good for them is maps, and their walls are adorned with false treasure maps given to the owner throughout the years.

#### Lady Shella Medly

Shella Medly is an amazingly educated woman who works in the Pen and Ink. Highly knowledgeable of most famous historical texts she is easy to draw into conversation on any of these topics. Many intellectuals and scholars throughout the city come to the Pen and Ink allegedly for paper goods, but in actuality to ask Shella Medly a question or two which they find themselves unable to answer.

The primary purpose of the store, as far as Shella is concerned, is to gain access to more books. When the store purchases a book, it does not appear on the shelves until she has finished reading it.

#### Sir Robert Medly

Sir Robert Medly, a poor nobleman, is the owner of the Pen and Ink. He is a normal looking sort who has not seen the sun for too long. He works in the Pen and Ink with his wife, Shella Medly.

### The Murg

The Murg is the area which lies between the Mercantile District and the docks. The Murg is filled with workers and artisans. It is called the Murg because a large family, the Murgs, allegedly founded the main textile plant and has since spread. While poor due to huge numbers, the Murg family is scattered throughout this district.

Every year the Murg has the Murg street fair, called Murg, in which merchants from far and wide come to get seconds, rejects, and sales off the artisan's labor. This fair is predominately on the east side of the plaza and along Kings Boulevard in the Murg.

#### *The Old Gate*

*The Old Gate is the centerpiece of the Plaza. Built as the main gate for the city in the Second Wall during the First Growth, it was a source of pride for city denizens. It had many carvings depicting the triumphs of ancient heroes, and celebrates the birth of Sun. When the Second Wall bordering the Second Growth city was being torn down for building supplies, the gate was preserved and the carvings restored to their original glory.*

*Currently one of the towers house the city guard and a small prison, and the other is a museum to the triumphs of Sampson. His armor and weapons are on display there along with many tapestries depicting his glory.*

#### The Plaza

The Plaza, a large cobbled area surrounding the Old Gate, is always crowded with farmers, artisans, and poor merchants from dawn till dusk selling their wares. It borders the Murg, the Tenderloin, and the Strip. This market on High Day spreads to the nearby streets, especially towards the Main Gate. The marketplace is traditionally a place of fun and festivities as well as business.

Trials of the larger sort occur in the plaza, and there is a huge public gallows on the west side of the guard gate tower on which speakers and demagogues often preach when they are not in use. Monthly, a city drama troupe called the Marketeers, puts on a play using the gallows as a stage. This evening show draws tremendous crowds, and the tradition is one of immense pride for the people living in the Murg.

#### The Tower

One of the towers of the Dead Wall was bought by the Iridin which was a minor but wealthy noble family heavily engaged in trade. Currently the Tower is said to have been converted to a fairly nice living space, but still rumors of wizardry and the possible existence of a university about the place.

In truth it is a place of wizardry, called the Istein University, and is one of the few schools still in

existence. The magi of the tower has secretly threatened that if the Witchhunters prosecute the tower or any of its residence, the magi will personally see to the destruction of much of the Old City. For some reason the head Witchhunter, Grand Inquisitor Thrax, believes this. Some of the more cynical believe that the head Witchhunter leaves the place alone as he himself is a wizard and was trained there.

Nevertheless no actual magics have issued from the tower and so the populace chooses to ignore it rather than rise against it. Its location in the Murg is a good one, as Murgites tend to ignore those who ignore them, in general.

#### *Istein University*

*This is the university which houses Iz'Tallmak the great demonologist who wrote the main book on Demonology in Tigmar.*

#### Stonewall Fence

The Stonewall Fence is a shop build against the dead wall near the Plaza. The Stonewall Fence is perhaps one of the largest fencing operations in the city. They specialize in jewelry and gold. They also melt things down into ingots and forged coins.

The store itself is built of stone, one of the walls being the original city wall itself. It has a basement used as a safe, and an upstairs where both Stonewall and Sentie live. There is always a large roaring fire going in the main room, and people theorize this is to cover the smoke made by the forge in the back room which is used to melt precious metals.

#### Stonewall

Stonewall is a slender man who uses a large monocular in his trade. He is an expert appraiser and is often employed by many merchants and nobility from the higher class districts. He is unusually fair in his dealings except when it comes to the government, which he hates. The easiest way to get Stonewall to do or buy anything is to present a viable argument as to why it harms the government of Lorac al Tur.

Stonewall is thought to be very uncivilized due to his wearing only a thin, no-sleeve shirt and loose light pants when in his shop, but in public he dresses appropriately, and conducts himself well.

#### Sentie

Sentie is Stonewalls' bodyguard and assassin, should the need for such a creature arise. She is very thin and quiet, and no one knows much about her. She spends her time sitting in a chair in the corner of the Stonewall near the fire at all times, apparently relaxed or asleep, but there are so many tales about her that none are fooled

anymore.

Sentie once suffered some tropical disease which shot her nervous system and joints and now mild chill causes great pain for her. She is always reluctant to leave the fire or main chamber where it is always unusually if not even unpleasantly warm.

### Dockyards

The Dockyards line the entirety of the newer portions of the city. They are choked with warehouses, inns, and cheap rent rooms for sailors. The Dockyards are usually extremely busy and are usually looking for workers to haul things and to sail.

#### The Shipwreck Deck

This bar is located on the docks near the Tenderloin. It is a seedy, smoky place packed with the poorest and ugliest of sailors. The architecture is unique in its being built solely of salvaged lumber and retired ships. The walls are lined with pieces of sails and flags from sunken ships brought in mostly by pirates. The beer is poor and the food inedible. Many gather here as it is the self-proclaimed cheapest beer in the city. They state that they will undersell any other beer vendor around. Free beer goes to any who bring a flag of a destroyed ship in.

This bar also has a lot of gambling and dart playing in it. Fights are common as are underhanded and black-market dealings.

There is no general or individual rooms for rent here. People are welcome to sleep on the inn floor or tables after closing for an extra 2 shivers.

#### Mud

Mud is the owner of the Shipwreck Deck and he is a repulsive man. Acting as his own bouncer, none will mess with his six foot, three hundred pound presence. Mud has his hands deep into many illegal ventures such as theft, piracy, and the fencing of goods.

### The Tenderloin

The Tenderloin is the poor area of the city. The streets are narrow and treacherous and the buildings are rundown and many of them are partially burned or built of burned lumber and wood as there was a recent fire. The cheapness of life goes down as you go northwest in this area. The poorest area is the area bordering the new wall and the docks, and the area bordering the strip is filled with the richer sort of laborer, some poor artisans, and some folk such as butchers and candle makers.

The Great Fire in the Tenderloin, which started just north of the plaza and seriously harmed some of the docks and almost incinerated all of the Tenderloin and part of the strip, happened five years past. Since then some funds

have been tossed to the people of the tenderloin and others have built homes from the remaining rubble. Fire damage has been almost completely repaired along the docks and the strip.

One area of the Tenderloin is the Grotto which is an old public square which is now filled with tents. It is a poor-man's market and chiefly sells food and old clothing but also has its share of black-market goods such as love potions, pagan charms, and poisons.

The Children's Ghetto is the derogatory name applied to a community of Pranists who live in the Tenderloin as law prohibits their living anywhere else within the city. In general the place is well kept and clean. They have their own guards who discreetly prevent the more major crimes from being committed before the eyes of their children. These guards are very much persecuted by the Imperial Guards who spend more time badgering them than actually policing the rest of the Tenderloin.

#### Moggie Bar and Grill

The Moggie Bar and Grill is the main center of a black-market drug used often by the nobility called Mog-juice.

The Moggie Bar and Grill is a seedy establishment with a large back room. No one goes in the Bar and Grill without being carefully watched. People say it is the most paranoid place in Tigmar.

#### Mog-Juice

*This black-market drug is used often by the nobility, and is always sold with an accompanying Guide who makes sure the Moggie remains alive and well. After taking the drug, the Moggie begins hallucinating for around a week. During this time the Guide takes the Moggie around the city and lets the Moggie engage in carnal acts, kill animals and sometimes people, be glutenous, etc. Most Moggies are kept in the Tenderloin for the duration of their experience.*

*When they recover they remember nothing except a bizarre and depraved trip to another world entirely.*

*Law says Moggies are not responsible for what they do while under the drug. Guides are saddled with full responsibility. This law has been said to be biased towards nobility, and not quite reasonable by many critics.*

*The drug has little to do with the race, except it allegedly, "tastes like charbroiled Mog meat complete with fleas."*

#### Big Moggie

Big Moggie runs the Bar and Grill, and he is a self-proclaimed killer of more than twenty Mogs. No more need be said about this delightful character except he has patchy hair, yellow teeth, and is never sober.

#### The Black Ruins

The Black Ruins are old remnants of an alleged

church of some forgotten religion. The church was built somewhere in the x BS (4th century PT) when tolerance of religion was much higher. Since then the ruins have gotten more and more decrepit and since they are in the tenderloin, are currently ignored instead of completely destroyed.

Today they look like some blackened rocks and short wall segments. One corner of the building stands at ten feet high, but it is in the best shape of all. No one takes rocks from the Black Ruins for building purposes as they are all said to be cursed.

The ruins are feared by those around them, and they are said to be haunted. Many people have reported seeing rituals and other dark undertakings performed within the ruins.

### The SW Nook

The SW Nook is a upper low class area which is perhaps the most foul smelling in the city.

Regulation force the more rancid of crafts to be located in either the Tenderloin or the SW Nook and not in the Murg. This pushes the butchers, candle makers, tanneries, and fish mongers into this district primarily as no one wants to live or work in the tenderloin.

#### The Coliseum

The SW Nook has the Coliseum which houses Dak and gladiator games.

There is a description of Dak on page 39.

#### The Wall

The Wall is the largest prison in the entirety of Tigmar. The Imperial dungeon, torture chambers, inquisition rooms, cells, and other such necessities all are tucked away in this massive stone building.

There is an underground tunnel connecting this structure to the Coliseum. The Wall is strategically placed downwind of the other much more touted edifice.

#### *The Wall of Suffering*

*One side of the wall, the side facing the Coliseum, is used for one or Lorac al Tur's unique execution styles called Caging. Those to be executed and who are not significant enough or noble enough to be executed in the Plaza, are pressed between two sheets of iron bars in a spread-eagle position and then hung on the prison wall. There they slowly die from the elements and thirst in full view of the citizenry. Often, before Gladiatorial games, many free citizens go on tour of these people commenting on their condition. To encourage this, the Emperor has decreed the executed can choose to wear whatever garments they desire and own.*

*Sometimes the convicted are stabbed or otherwise maimed before being hung on the wall.*

*One of the purposes of this punishment is to discourage the people inside the Wall from doing further wrongs as they can hear the screams and wails of the executed outside.*

*Any ex-prisoner who is caught in another crime always gets the Wall, but if they live a week they get to serve normal sentence, unless execution was explicitly called for.*

#### The Strip

The Strip is the blocks surrounding Kings Boulevard as it passes through the tenderloin and SW Nook. It is lined with inns, shops, restaurants, and red light districts. In a sense the Strip's hodgepodge of shops and businesses makes it one of the most interesting places in the city.

### The Underground

Lorac al Tur, being repeatedly rebuilt, has many old and must ruins under the foundations of the new and glorious buildings. The Old City, the Mercantile district, and the Murg all have multiple layers of buildings.

Some of the underground has been connected by various people throughout the ages, and now strange people live in it.

There are a few openings to the underground through the sewer system which runs water down some channels underneath the city to the river, and the Old Moat Trench, which separates the Old City Underground with the New City Underground.

### The Old Moat Trench

A moat used to surround the Old City which is now the Imperial Palace. When the First Growth happened, the people damned the moat with plans to fill it in, and to create a lake to the south. They never filled it in but they did dam it and build the Second Wall across it to the south, connecting the Old City to the new. Some water does seep through the dam and under the wall, so a small potable stream trickles down the Old Moat.

The Old Moat Trench has two parts, the lower, located to the north, and the upper, located to the south. The lower trench is filled with rabble and the extremely poor and homeless who have built little caves along the walls and live there. Some have even built little gardens of sorts which provides a meager amount of nourishment.

The upper trench is periodically purged by guards and is maintained as a garden for the estates bordering the Old Wall. In general the rich of the area terrace the slope and create many walkways, patios, decks, and even some waterfalls which provide a pleasant place to spend ones time.

### Outside the City

The exterior of the city is mostly farmland run by rich lords in a plantation style. The plantation style farming is especially prevalent to the south of the city where the odor is more restrained. The area to the west actually has many free farmers as well as poor plantation owners.

### Gate Town

Gate Town is the area just outside the main gates. It is filled with rabble who have been barred passage into the city and travelers who arrived too late to get in as the city closes its gates at night.

Gate Town is a fairly bustling community as many farmers sell their wares there instead of paying the entrance fee to get to the Plaza.

### The New Estates

The New Estates are what became of the rich when they were bought out of the Imperial City. Some settled in the new city or mercantile district, and others came to this area bordering the lake. The New Estates are huge groomed areas with some fields which generate a small income for the owners.

Mostly these places are leisure homes for the truly rich and lazy. Boating on the lake is a major sport with these people, as well as aimless walks and planned dinners. Much of the nobility who really should be to the south on their fiefdoms stay here as guests or with family in anticipation or hope of being invited to a banquet or ball at the Palace.

### Farman

*Farman, a very well farmed land, has around 6 million people in it, with more than 99 percent of these people being rural.*

*"Farman is most likely the single most uninteresting land in the world.*

*-Bartlan*

Farman is a sizable land filled with grain farmers and shepherds. A few small cities may be found in Farman, and these cities concern themselves with grain trading and brewing. Most grain created in the land which is not fed to cows or goats is made into a variety of alcoholic beverages. There are also a large number of orchards along the main rivers of the land. The foothills, covered in a scraggly bent-treed forest, are used primarily for sheep grazing. The Farman people are very quiet unless attacked or given orders. In either of these two cases the folk of Farman become very upset and irrational and attempt to enact violence on the perceived antagonist.

Edwig Shire is the capital of Farman. It is a smallish city, numbering about five thousand people.

The people of Farman consider themselves an independent nation. The Holy Empire thinks that Farman is the Southeastern Province, and it is treason to say otherwise. The last few years have been peaceful as each side claims to be in the right and yet refuses to take action. This stagnant political situation followed the great Farman Upheaval (which Farman lost) or the War of Independence (which the Farman won), depending upon perspective. There are still noble lords who technically belong to the Holy Empire scattered throughout Farman who usually act as landowners. They have some degree of power over their immediate vicinity, and they too pay little heed to the Holy Empire.

However, Farman towns tend to have crack civic militias dedicated to keeping the Holy Empire out of the country. Farman does not have a jail system for the most part; they tend to have community trials and then public stoning to deal with people they find deserving.

The Farman people pride themselves in their independence, and are thought to be, as far as peasants go, very arrogant and hard to deal with due to their stubbornness.

*Edwig Ale*

*Edwig ale originates in Edwig Shire, Farman. Edwig ale is the only produced good, aside from salt, that gives the land of Farman any sort of acclaim anywhere in Tigmar.*

### The Dead Strip

The dead strip is the strip of land to either side of the River of Tears which consists of salt flats and occasional

fields of saw grass. The Farman consider the dead strip theirs for no particular reason. Little lives in this area as the soil is terrible due to the salt content of the Sea of Tears and River of Tears. The Farman do mine the flats for salt that, considering the sea located immediately to the south, should be of little value. However, some nobility in Lorac al Tur think the salt from the River of Tears is a delicacy and will pay a small amount for it.

The Farman east had some mining operations in the low foothills which were destroyed by Goblin activities. Now Farman can not field enough military strength to maintain any kind of mining operations in such a harsh environment.

## Orcheron

*Orcheron has 2.5 million people living in it.*

*The City of Light has a population of 75,000.*

Orcheron is a kingdom with six major provinces. Each province, called a Ray, has an overlord also called the Ray. The entirety is ruled by the Star who lives in the City of Light.

The Orcherite people live close to the Sea of Tears, which they use for transporting goods from the south and west to the north as the land is fairly broken, poisoned, and parched along the sea shore, making land travel difficult.

The first province, called the Ray of Creation, is fairly rich in soil. The western edge has a large lake and river which supplies water to Kanun, the Ray's capital city. The Ray of Creation produces a fair amount of lumber as well as wheat and barley.

The second and third provinces, called the Ray of Valor and the Ray of Perseverance have some settlements along the coast where they fish in the Sea of Tears. The western area of the province can produce some salt wheat, which is a weedy, poor grain that somehow manages to live in the salty soil. For the most part, these two provinces are poor. The Ray of Perseverance is particularly poor because the sea seeps salt water into its many lakes and lowlands.

The outer rim of both of these provinces is the most fertile and produces wheat. However, these areas, due to their distance from the cities of Orcheron, believe themselves separate and only remain with Orcheron in name for religious reasons.

The fourth province, the Ray of Justice houses the capital of Orcheron. As occasional heavy rains cover most of the Ray of Justice's lands with salt water swamps, little food is produced. The capital, named the City of Light, is located on a large but low mountain so it does not become a salty bog. It is primarily a port city and governs the trading of all things to the north and south. The City of Light also has a large population of artisans renown throughout Tigmar.

The fifth province, called the Ray of Brilliance, is less salty than the second, third, and fourth provinces. It has some wheat fields, and some shepherds that live in the foothills. The fifth province also serves as a buffer from the Goblins during invasions from the spur of mountains to the east. The fifth province once attempted to have a line of keeps along the foothills but they were destroyed by the Goblin's god. The fifth province also used to try to mine the mineral rich mountains to the east, but this project utterly failed due to Goblin military efforts, and now Orcheron gets their metals by trade and war.

The sixth province is the southernmost and is called

the Ray of Power. It is a highly fertile land, but it suffers the brunt of Goblin attack. As the land is ravaged so often, the people of the province rarely spend time building any kind of great work, and most live in shoddy huts. The potential food production is much less than it could be due to these conditions.

Every twenty years the Goblins swarm over the Ray of Power and half of the Ray of Creation and half of the Ray of Brilliance. During these attacks Orcheron is brutally reminded that Sun is not, apparently, all powerful. The people of Orcheron feel that Sun will be crippled until they completely secure the Sixth Province. Humans theorize the Goblins are attempting to take the Ray of Power for their own.

Orcheron's military is more religiously oriented than most. They have specialized units of holy knights called the Shards of the Sun which serve as elite forces in wartime. At other time they serve as palace guards. They use highly polished metal shields and tend to use maces and swords as their weapons.

#### **Aranity in Orcheron**

Aranity is, not surprisingly, the primary religion of Orcheron. However the Orcherites and the people of the Holy Empire are much different denominations of Aranity.

Primarily the Orcherites do not believe the Emperor is Sun incarnate. This is the most inflammatory conflict between Orcheron and the Holy Empire.

In addition, Orcherites fear Dark more than other Aranists, and believe that Dark follows all human beings in the form of the Shadow, nipping and biting, and trying to corrupt the spirit of the shadow's owner. This is why the people of Orcheron fear pure dark as they believe that at this time the soul is weak and more easily corrupted. Thus emerges the continual reverence of the greatest light, the Sun.

Because the Orcherite people are universally afraid of the dark they have mastered the making of lanterns and other light-producing objects. Due to this fear, the City of Light is a wonder to which many pilgrims travel far to see. At night, the city is so illuminated that it may be seen from all directions for fifty miles or more, depending upon the weather. It is called the "beacon on the hill", and is the holy ground where the Sun was born, according to all Aranity.

#### **Salvation Tokens**

*Both the religious and 'secular' authorities of Orcheron have the ability to give out Salvation Tokens. These small silver coins have a hole in the center so they can be strung together. The more Salvation Tokens one has, the better ones chances for a good experience post death.*

*Salvation Tokens are given out when a citizen has displayed*

*some good quality, such as turning in a criminal or repenting ones crimes without prompting.*

#### **Lack of Control**

*Many make fun of Orcheron as they are having so many problems keeping the Ray of Power.*

## Sander and the Oots

*Sander has roughly five hundred thousand people. Trading Post and the near vicinity, which is heavily farmed, has around forty thousand people.*

Sander is mainly a scrub land with some hills and a very large lake in the middle of it. Between the lake and the sea is the Colony of Sander, which is a trading post between the nomads of Sander's scrub lands and the steppes to the east and the merchants and pirates of the sea. The name, Trading Post is a rather humble one when the size and complexity of this city is taken into account. It is mainly built of granite, with roofs of grass and sometimes even wood. An occasional building has a stone roof supported by great wooden beams which come from Kant or which is smuggled in from Orcheron through Lorac al Tur.

The small forests on the mountains to the immediate south have few trees large enough to make good lumber due to the harsh living conditions from the granite flats and its highly acidic soil. In addition this region is very unfriendly to humankind and it is hard to maintain any kind of operation there.

*Twitil Harems*

*The Oots, for all their being pure and magnificent, keep groups of Twitil in harems where they daily rape them and eat their eggs.*

*Many are forced to work at weaving silk, and some are plucked for their feathers.*

*This is their glory—the enslavement of angels.*

*-Kard of Tur*

*The Ten Oot-Mak Awards*

*I Knowledge of the Oot-Mak*

*II Greater size,*

*III Courage*

*IV Wisdom*

*V Dexterous hands*

*VI Physical attractiveness,*

*VII Sonorous singing voices,*

*VIII Intelligence*

*IX Strength*

*X Ootish shields and armor.*

## The Colony of Sander

The culture of the Colony is one of waiting. The legends of the land report that the Colony was built almost three hundred years ago as an outpost of the Oot Kingdom - the legendary Kingdom Magnificent. Twenty years after the settlement, just as the lords were getting

settled down and dominating the landscape as was fit for any Lord of Oot, the Kingdom disappeared. The more educated of the world connect the Kingdom's disappearance to the lowering of the water level in the Granite Flats which prevented Kingdom ships from reaching the Oot colony. Others theorize that the cost in reaching the colony became excessive due to Pirate attacks and so the colony was abandoned. The Colony, too arrogant to accept this explanation, explains the disappearance in full through their religion.

The Oot-Mak, the divine overseer of the lands of Oot, promised upon the creation of the race of Oot, a race above and beyond the race of humans, that upon the proper purity of life being reached, and upon the proper magnificence of the kingdom being reached, the Oot-Mak himself would take the Oots to the higher world, where they would begin a better empire, and so fourth.

It should be noted at this point that the Oot Kingdom was actually named the Oot Kingdom Magnificent XI. With each advancement the Oot-Mak gives the Oots a gift of some sort. There are further legends of the previous kingdoms on other worlds, but they are long, drawn out, and tiresome.

Sadly, the Colonist Lords found themselves without a Kingdom for support. Undaunted, they immediately knew that they were not pure, not yet magnificent enough to join their comrades. This was exemplified by the fact that they were sent out to the particular location of Sander to be a colony in the first place.

Upon this realization they resolved to be more pure and more magnificent, and now, two hundred and fifty years later, they are still attempting this feat. They resolved to not change the name of the Colony since they consider themselves the fallen Oots, and they will be servile to their brethren until they prove themselves.

The Oots are small in number, and at this point fairly inbred, but they do have a distinct advantage over surrounding populations and countries. First, they are in fact smarter and stronger than the average human. Second, they have Ootish armor. Ootish armors are suits of plate armor which are the best known to exist. They are made of metal which is apparently indestructible, or at least very resilient. The Oots cannot make their suits, and so possess only a limited number of such armors. There are only 500 Ootish armors known to exist. One of these has been broken, one has been lost to the Holy Empire, and most of 48 have been turned into tiny parts throughout Sander and the Holy Empire. Statistics for such armors are listed in the Weapons and Armor section of the rules.

The Oots nobles in Sander all have at least plate armor made of good Kantish iron if not actual Ootish armor. The Oots tend towards two-handed swords and axes, or broadswords and shields. They often use

weapons which are intimidating and deadly to any in inferior armor. They tend to not worry about defense as much as offense in their fighting style as they used to be invulnerable. The only reason they have shields is due to their usual mounted status and jousting.

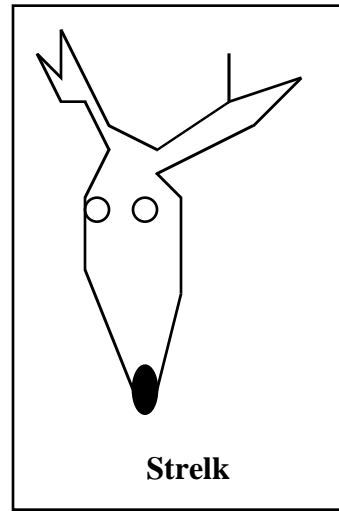
The Oots often rally an army and attempt to conquer the Holy Empire to their west. This has invariably failed. In the process of this failure, they have lost one of their Ootish armors.

The current war levied against the Holy Empire has, due to the Holy Empire's current weakness due to its overreaching itself, been fairly successful so far. However many Oots claim the current victory is because the current Oot-Sub Mak who, particularly fanatic and impressively large, has been the most capable strategist in many years. He inspires increased love from the Oots as he fits into the High Lord's Armor which has been too large for any Oot in the last hundred years. The legends say only one who fits the most glorious armor can be the most glorious.

The Oots have a civil militia in all of their larger settlements, and large numbers of knights which oppress peasants for food. The Oots also, during wartime, raise a semi-volunteer army from the nomads in the South by playing on the nomads' religion and fanaticism.

The Oot Lords rule absolutely over the Colony of Sander, have some influence over the nomads of the Sander lands, and can minimally control the nomads of the steppes to the east. The Oots are limited in number even though they have been multiplying rapidly. Currently they have a population of around eight thousand genuine Oots and another ten thousand Oot bastards and half-breeds which are usually elite guardsmen and merchants.

Forty years ago the people in the Colony of Sander revolted when the Oots attempted to tax more heavily than normal to fund an army destined to fight against the Holy Empire. During the revolt, 5 full units of 11 Oot lords and their guardsmen were killed and the armor stripped from them. Seven of these suits and many parts of the other suits have been recovered. The remainder has been scattered throughout Sander and the Colony of Sander in various peasant houses. Even now, peasants with an Ootish breastplate, shield, or other piece of the Ootish armor sometimes lead small uprisings.



**Sander Planes**

The Sander Planes, which are south of Sander Lake, are filled with a group of people called the Sander Nomads. The Sander nomads are a horse-riding group. They hunt deer and fish from the ocean and rivers. They are in general a crass, ugly, dishonest group of people who believe that they will, with the aid of the magnificent Oots, finally conquer the Holy Kingdom and be able to restore the great herds of Strelk to the farmlands of the Holy Kingdom.

Their main legend is that their lands, located in the Wheatlands and surrounding areas of Tigmar, were taken from them many years ago in a great civil war during which the meek and pathetic, through some horrid twist of the demon-god lightning, won and subsequently began the dubious profession of agriculture, forcing the good people to the east where the grass is definitely not greener. Throughout this process, the Strelk were virtually eliminated.

Some of the more important nomadic groups have preserved small herds of Strelk which they nurture for the future. Much time is spent attempting to steal Strelk from one another on the vast planes.

The Nomads only religion is Torpism. Torpism is a spirit-based religion where the main spirit is the grasslands.

The nomads of Sander use a composite bow from horseback as their primary weapon. If needed, they will fight hand-to-hand with the long-horn daggers called Purgs which they make from the Strelk. They wear no armor as hide is too hot in the dry plains.

*The Sander Nomads, while they hate agriculture passionately, tolerate the large agricultural plantations surrounding Trading Post.*

*Most people believe this is due to their awe of the Oots, and*



*the Oots alleged promise to let the Nomads rule absolutely over the Wheatlands of Tigmar.*

*Another possibility is the Oots have farmed areas which Strelk do not naturally live in, so it is not as much of an affront to the Nomads.*

*The suit of Ootish armor lost to the Holy Empire is now owned by the Holy Emperor himself. He is almost large enough to fit into the suit.*

### **Sander Commerce**

The Oots engage in a lot of trade, even with people they are at war with. Their high volume of trade has made a good life for the flock of pirates of the granite flats.

However the pirates not only molest the Oot ships, but they smuggle things like Orcheron wood out of Lorac al Tur to the Oots in exchange for metal goods.

The Oots are actually very good natured about the pirates plaguing their ships. The Oots, having a good sense of sportsmanship, feel if they can not protect their ships then they deserve in some sense to loose them. In addition they have no choice in the matter of their ships, and only stand to loose if they cease their trade with pirates.

Another prime trading good the Oots export is the curdled and cured milk of Strelk which is considered a delicacy in Lorac al Tur and Sampson. This milk product not only has a distinctive taste, but through a kind of pickling process, it lasts for up to a full year before spoiling.

