

Nations of D'Naerea

Created April 2001, Updated December 2003

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1. World Overview

One of the primary goals of D'Naerea was to create an easy-to-use fantasy world that more than one GM could run adventures in.

The world of D'Naerea is only roughly outlined. There is no world map, or clear measure of size. So far games have centered on the Empire, and on the island of Silverblade. Two games were run in the year 1290 FG, one around 900 FG.

We have not established whether or not the world is a planet. It has a year equivalent to earth's year. For ease of use, this year is divided into 12 months, using the same names as earthly months.

1.1 People

Conventional fantasy races are used in D'Naerea.

The continent of Ventura was the ancestral homeland of both the Dwarves and the Elves. Halflings, gnomes, and humans do not seem to have an ancestral homeland.

The D'Naerean continent, and the Tashanti desert are largely human-populated, with few fantasy races. Silverblade has a larger numbers of non-humans.

A significant difference between D'Naerea and other fantasy worlds is Elves and Dwarves share a common culture; this culture is based on Samurai-dominated Japan. Elves use Katanas, not longswords.

1.2 Gods and Mythology

The most common mythology teaches that living earth was born of chaos. Au, the supreme principle of Law, created order on the earth. Earth gave birth to two children: Drac and Titan. Au hated Drac, and tore it to pieces. From these pieces came the first dragons, eldest creatures to walk the earth. Au taught Titan, and allowed it to rule the world. When Titan grew old, it was covered in earth and water and from that sprang a whole race of beings, known as the Titans. The titans and the dragons fought for dominance of the earth. In the course of that war, The Titan Kindros spawned the "Kin", the first of the kindred races. The kin were split into two races – Dwarves and Elves. Later, attempts to rejoin the Kin resulted in Humans, Halflings, and Gnomes.

At last the dragons were defeated, and the remaining titans left the world. Terrible creatures of chaos tried to enslave the races, and beast-gods rose from the earth. Au created true gods out of the spirits of some titans.

History began.

1.3 World History

The games use the Granean calendar. This calendar dates from the crowning of the Granean emperor, on the D'Naerean continent. Granean years are either given as "BG" (Before Granea), or "FG" (since Founding of Granea).

Between 2500 BG and 2000 BG, a powerful nation known as the Ruseldar inhabited the northern end of the D'Naerea, the island of Silverblade, and part of the northern continent. The ruseldar were probably humanoid, but nobody knows what race they were.

At the same time, in the south, the nation of Duskan became the first human empire.

About 1500 BG, there was a mass migration of elves from Ventura.

About 800 BG, frost giants started a war of conquest in the far north. They enslaved all other races, conquering as far south as Silverblade. On Silverblade they unwittingly released the fire giants, and that island became a battleground.

In the Tashanti desert, a terrible flood wiped out the human empire around 800 – 700 BG (exact dates not known), most of the survivors fled to the desert, becoming the nomad tribes. For centuries, the desert was a patchwork of tribes. Eventually, one tribe achieved dominance; the Murat. The Murat founded an empire around 200 BG, pushing east and north towards D'Naerea. Devout followers of Jargash, god of fire, the Murat were early advocates of a kind of monotheism (our god is better than all the others combined....)

About 100 BG, a group of humans came from the north. They worshipped the sun god, and said they were from Hyperborea ("The Land Beyond the North Wind"). Despite coming from the far north, they had dark eyes and hair, and olive or dusky skin. They landed on the D'Naerean subcontinent, and founded their city, Grane ("Gran-E").

For the next century, the Graneans expanded their border, capturing the eastern kingdoms, the plateau, and making incursions into the western kingdoms. By 30 BG, Granea was an empire in all but name. In 0 BG, (often called "Founder's Year"), the Granean ruler declared herself Empress, and the continent was officially united as an empire.

It was during the early days of the empire that Rhian the liberator, a holy man, came to Silverblade from Granea. He united the slave races, and broke the power of the giants. For two centuries, Silverblade was run as a theocratic nation.

The Granean Empire was strongest in the east, only slightly weaker on the Loshad Plateau, and suffered constant unrest in the west. They brought roads, engineering, and a solid government bureaucracy. The prestige of the empire lasted well after its demise; the D'Naerean Empire (founded ~1000 FG) claimed to be a direct successor to Granea.

The Granean Empire and the Murat Empire clashed several times over the passes of the Dragonmaw Mountains. Neither could dominate the other.

By 300 FG, the empire was in trouble; the west was effectively independent and the rest of the empire was torn by civil wars. By 400 FG, poor harvests and poor administration convinced the natives of the Loshad plateau to leave their farms, they adopted a nomadic herding lifestyle. By 500 FG, Granea ceased to exist even in name.

As the situation worsened in D'Naerea, Independent warlords, called "Barons" built castles and lead their lives as they saw fit. Feudalism rose, especially in the west. As the horsemen of the Loshad plateau united into tribes, they plundered and raided the cities of the east and west. In the northwest corner of D'Naerea, the kingdom of Usk was a bright spot in these otherwise dark times. Wealthy and powerful, Usk was a center of civilization and art.

During this time, the Empire of Murat had been growing ever more repressive, and fragmented. Dominated by the fire-priests, the empire held vaguely together. Outlawed cults (i.e. everything except Jargash worship) became common. Around 700 FG the Murat Empire exploded into a thousand religious-civil wars.

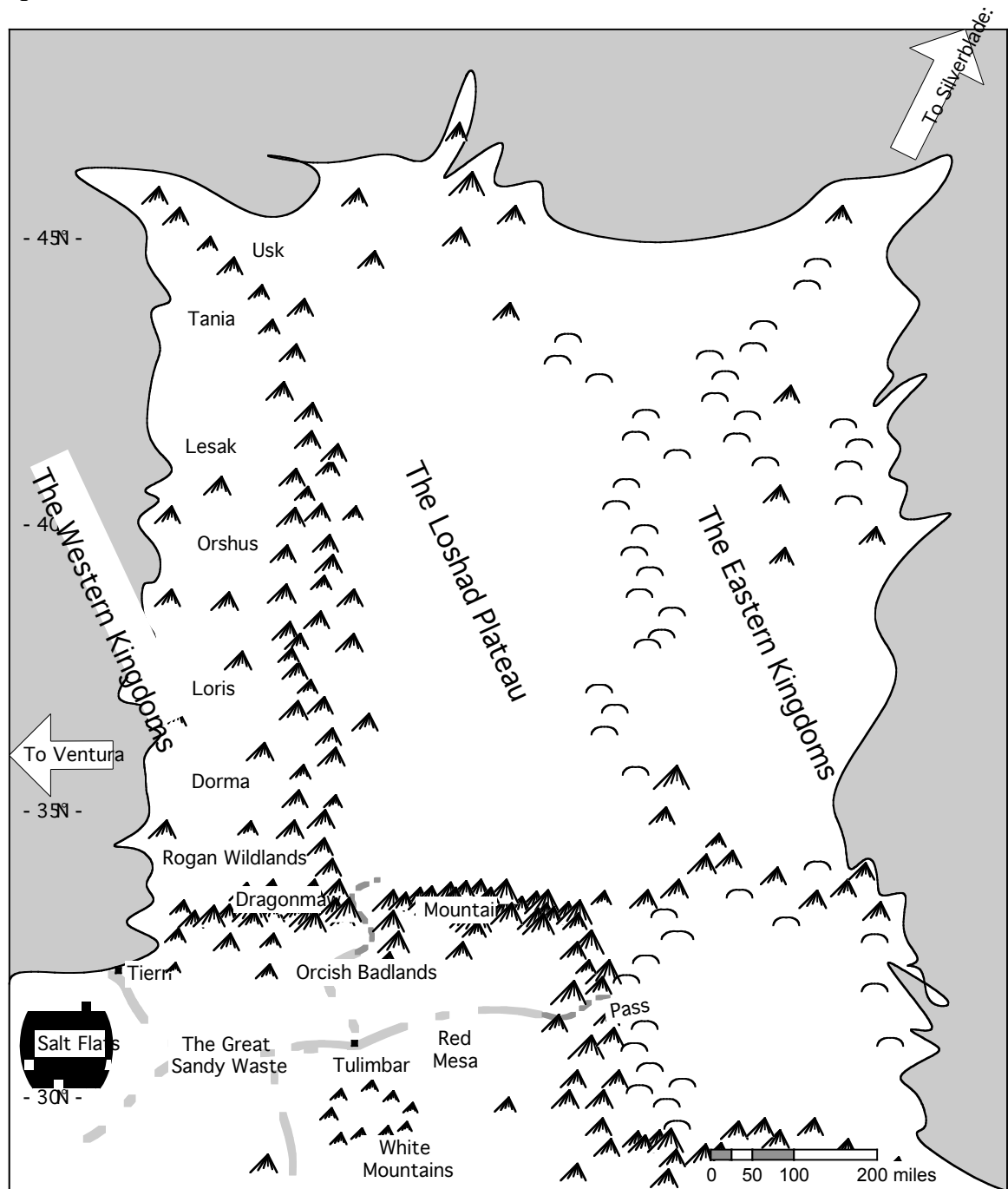
In both the east and west, barons and cities united to form kingdoms. No sooner was the nomad threat ended, then a new threat came from the north. Around 800 FG, the Skanari barbarians began to raid from the north. Throughout the 800's and 900's the Skanari raided, settled, and eventually founded their own kingdoms along the northern shore of D'Naerea.

Meanwhile, in the desert, the Tashir tribe, under their leader Jamal Al-Tashir, swept across the south-west end of the desert. Unlike other nomad tribes, the Tashir united cities, rather than burning them or destroying them. In the early 800's, Jamal captured the old Murat capital of Sarnath, renamed it Tashan, and declared himself king.

The Loremaster, one of the most important people ever in the history of the world, was born in the mid 800's. In 886, he became the enlightened one, and taught the way of the Lore to the Tashan. 886 FG, became year 0 OtL (Of the Loremaster), and the Tashanti calendar was ever after dated from this. Shortly after the Loremaster's death, in 907 FG, his family took control of the Tashanti throne. The ruler of Tashan became the Caliph ("successor") of a theocratic state, and a campaign of war and expansion began.

2. Campaign Timelines - 900 FG

2.1 Map – Circa 900 FG



2.1.1 Languages and Literacy

In the early 900's, literacy was far from common.

Kingdoms Trade

Basically what one considers "Common". This is the predominant language of the associated Kingdoms on the main continent. It is a conglomeration of pieces from the various languages that make up the various nations of the northern continent. There is no written form of Kingdoms Trade. It is a spoken, always accented language that is constantly subject to alteration depending on local influence. City raised characters can take this as a native spoken language, non-city bred characters cannot.

This language is a pigeon tongue, and is comparable to Old English.

Caero – aka Western Kingdom Standard

This language is strongly lilting, with subtle influence from Tashanti and Archaic Kingdom.

This language can be compared to Gaelic.

Granian – aka Eastern Kingdom Standard

More guttural than WK Standard, this language is directly descended from Archaic Kingdom, but has subtle influence from Gnomish.

A particularly rough form of Granian is spoken on the plateau, by the nomad tribes.

This language can be compared to the Latin-influenced German of the Holy Roman Empire.

Classical Granian – aka Archaic Kingdom

The ancient language of the entire northern area of the main continent. Some historians say that the northern half of the continent had been held by a fierce government that descended from the arctic regions of the north. This government is long gone (the details differ on their leaving) but much of their written works remain. Their influence is still strong in the north-eastern most regions, who adopted the refined bureaucracy of the old government. This is more commonly a read/write language.

Archaic Kingdom is the “classical” language, and is comparable to earthly Latin. It is still used for formal documents

Skanari

A rough, guttural language, Skanari is distantly related to Granian. It is the native language of the northern continent and the ice flows. There is no written form of the language.

Tashanti

The standard language of the desert tribes. In fact, each tribe and each city-state has its own dialect, although the Caliphate has been working on standardizing the language as the empire spreads.

Duskan

The archaic form of Tashanti, whose influence can still be seen.

Zevestan

The root language from which Elvish, Dwarvish & Gnomish spring. The written form of this language is predominant, while (like our own Latin) the actual pronunciation of the spoken form tends to vary.

2.1.2 Technology

The technology of D'Naerea resembles the middle ages. Good steel is forged, but the process is not cheap or efficient enough to use iron or steel as a building material. Ships have a single mast, and one to four steering oars. Wagons, carts and chariots do not have suspension, making them uncomfortable for passengers at best. Undershot water mills, including floating water mills, are common, but most grinding is still done by animal power.

Fireworks are a recent invention, using simple gunpowder (imported from Siu Ming), and magical enhancement to produce spectacular effects. Fireworks are considered arcane devices. Gunpowder is not used in war.

Steel good enough to make two-handed swords and rapiers exists, but is relatively rare. Full plate armor is unknown, although partial plate (mail reinforced by plates) is common. Heavy cavalry is a relatively recent innovation in D'Naerea; the western kingdoms especially have developed the idea of feudalism and the mounted knight.

Crossbows are another recent invention. Still using wooden bows (spring-steel having not been invented yet), light crossbows are common, with heavy crossbows relatively rare.

Block printing is used, but is a recent invention. Woodcuts are the most common form of engraving. Reading and writing are considered esoteric arts – suitable for clerks, bureaucrats, and other weirdoes.

2.2 Ventura

The subcontinent of Ventura was a powerful feudal state in 900. Inhabited almost entirely by isolationist elves and dwarves, the Ventura was the “Japan” of this world. Ruled by their emperor, the Venturans held themselves aloof from the rest of the world.

Their isolationism came to a terrible end in 914. The titan Korvash the Destroyer awoke in the mountains in the central island. Simultaneously, radical isolationist elves set out to “purify” the island, awakening the powerful spirit of the Forest of Tears. Their intention was to use the power of the forest spirit to eliminate all non-elfen peoples from the island. However, they were foiled in this by, among others, the powerful druid Daimler. The forest spirit engaged the titan, and the resulting conflict shattered the sub-continent. Most of the land sank. The rest remained a chain of islands.

During the destruction of the island, the imperial family attempted to escape using the archaic magic webway system. They entered the web, but never exited.

Geography

Prior to its destruction, Ventura covered more than 350,000 square miles. The subcontinent went from 36° N to 50° N. There was some 2,500 miles of Open Ocean between it and D'Naerea. It measured almost 900 miles north south and roughly 600 miles east west. The subcontinent was centered along a single mountain chain, which was highly volcanic. Estimated population was an astonishing 12,000,000 elves and dwarves, with a smattering of other races.

After the explosion, Ventura became a chain of islands, with a total area of about 150,000 square miles. The explosions destroyed more than _ of the population. Many others fled the islands, settling in D'Naerea.

Clans and Social Organization

Venturan elves and dwarves are organized into a series of clans. Dwarven families are named for minerals or metals, elven families for animals or plants. Clans are always linked families, and so carry two names – such as Iron Tortoise. In general, the more valuable the mineral or metal, and more grandiose and spectacular the animal, the more important the clan is.

Ancient Ventura

The pre-history of Ventura is shrouded in myth. Claims of gods walking the earth, and divine dragons inspiring the kin are rife. What is probable is that sometime around 1700 BG ogres dominated Ventura. Whether they were invaders (as some histories claim) or the original inhabitants (as others report) is unclear. What is certain is that the elves and dwarves allied as never before to battle the ogres and their ogre-mage leaders. The war lasted two centuries, and resulted in the total subjection of the ogres. Many fled the island. Some fled to other planes of existence.

The Venturan Imperial system was founded around 1500 BG. The first Jade Emperor founded the modern social structure: the semi-divine imperial family, the samurai caste of warriors, and the heimen and jimen classes of commoners. Priests were rare – not fitting conventional ideas, but Shugenga filled the roll of priest and wizard. The system was restrictive and sometimes oppressive, but it was also stable. A large number of elves and dwarves emigrated from Ventura around 1500 BG, unwilling to accept their role in the formalized social order.

The Webway

Some time early in the Imperial era, Venturan Shugenga were researching the many forms of magic and psionics. Their researches led them to create the webways, a system of dimensional portals that could be used to travel around the empire instantly. Their initial success led them to build portals in other lands. In Duskan, they encouraged building pyramids, which served as anchor points for the webway.

Then something went wrong. Probably the problem lay in the eastern island of Silverblade. Silverblade is a thin-skinned region, where the higher and lower planes touch near to earth. Whatever the problem, the webway was shut down. It remained unused, virtually forgotten, for centuries. It was rediscovered in the early 900's, when the imperial family attempted to use it to escape the destruction of Ventura. They entered the web, and were never seen again.

2.3 The Eastern Kingdoms

2.4 The Plateau

Five hundred years ago, the plateau was the breadbasket of the Granian Empire. When the empire collapsed, the natives reverted to a nomadic lifestyle.

2.5 The Western Kingdoms

2.5.1 Usk

The last three centuries have not been good to Usk.

Overview

Roughly triangular, 250 miles east-west, 150 north-south. Total area roughly 16,000 square miles.

Geography

Usk is a roughly triangular land, at the tip of the Blackspine Mountains. A wide, sandy, alluvial plain, and marshes and fens along the northern border dominate this land.

The Uskan Sound is a partially sheltered area almost 50 miles wide and 10 deep along the northern coast.

Climate

Lies about 45° N, with a climate similar to northern Oregon.

Population

Despite centuries of immigration, Usk's population stays lower than its pre-plague levels, around 200,000 people. The population is incredibly varied – refugees from Tashan, Duskan, Ventura, the Plateau, the Empire, Skanar, and places even further away each have their own tiny neighborhoods.

The permanent population is quiet, a little grim, and quite puritanical. Frustration over the cynicism of the temples, many of whom became wealthy during the plague years (and many of whom sent their wealth out of Usk) has made Usk a less pious place than many other countries. Recently, a new movement of priests has begun. Calling themselves Seekers, these people preach a simple, unworldly doctrine of hard work and strict morals. Not in conflict with any organized religion, the Seekers encourage discussion about the nature of gods and reality.

Over the next couple of centuries, the Seekers movement will grow into the puritan-equivalents of D'Naerea.

The population of Usk is concentrated in dense pockets of villages and towns, with large stretches of wilderness in between.

History

Usk was flooded with refugees in the early 900's (from 915 on) as elves, dwarves, and gnomes from Ventura fled their ravaged land. It was further flooded with refugees in the 930's, as the Caliphs of Tashan battled for supremacy. Another wave of refugees came from the plateau, escaping the horse-clans. The refugees brought many things – including diseases. At first, the problem was contained.

In 950 FG, Urlon Skaggison, Jarl of Jarls and Warlord of Skanar, invaded Usk. His skanari warriors seized the cities and towns with minimal bloodshed, as Urlon planned to use Usk as staging point to invade the entire D'Naerean sub-continent. He imported soldiers and mercenaries from all over the north, planning to use Uskan gold to finance his great enterprise. It was a complete disaster.

In overcrowded Foisryn, the plague exploded like a bomb. In a matter of months, every species was infected, and people were dying like flies. The expected gold of Usk turned out to be illusionary. Urlon's soldiers turned on him, and the would-be conqueror found himself fighting a civil war in a foreign land. News from the north was that his brother had turned against him, and seized the throne of Skanar. Angry and broke, Urlon left his youngest son, Knut as king of Usk, and sailed north – incidentally carrying the plague with him into Skanari lands.

Knut the First (b. 935, c. 953, d. 988) managed to quell the plague by a mix of compassion and draconian policy. King of a broken kingdom, with little money and few resources, Knut was helpless to watch as his skilled populace drained away. Wars up north saved him from invasion, and allowed the country a little stability. The temples wore the last wealth of the kingdom away, dispelling and laying the undead that appeared as a result of the mass deaths in the plague.

Over the next couple of centuries, Usk managed to stay intact. This was largely because it was now an empty land, poor, and with little to offer. Some malaise of the spirit seemed to infect the land as well; the people of Usk were content to remain as they were, living just above subsistence level. It appeared that anyone with any ambition left the country, looking for opportunities in the rising Empire to the east, or martial Tanlist to the south.

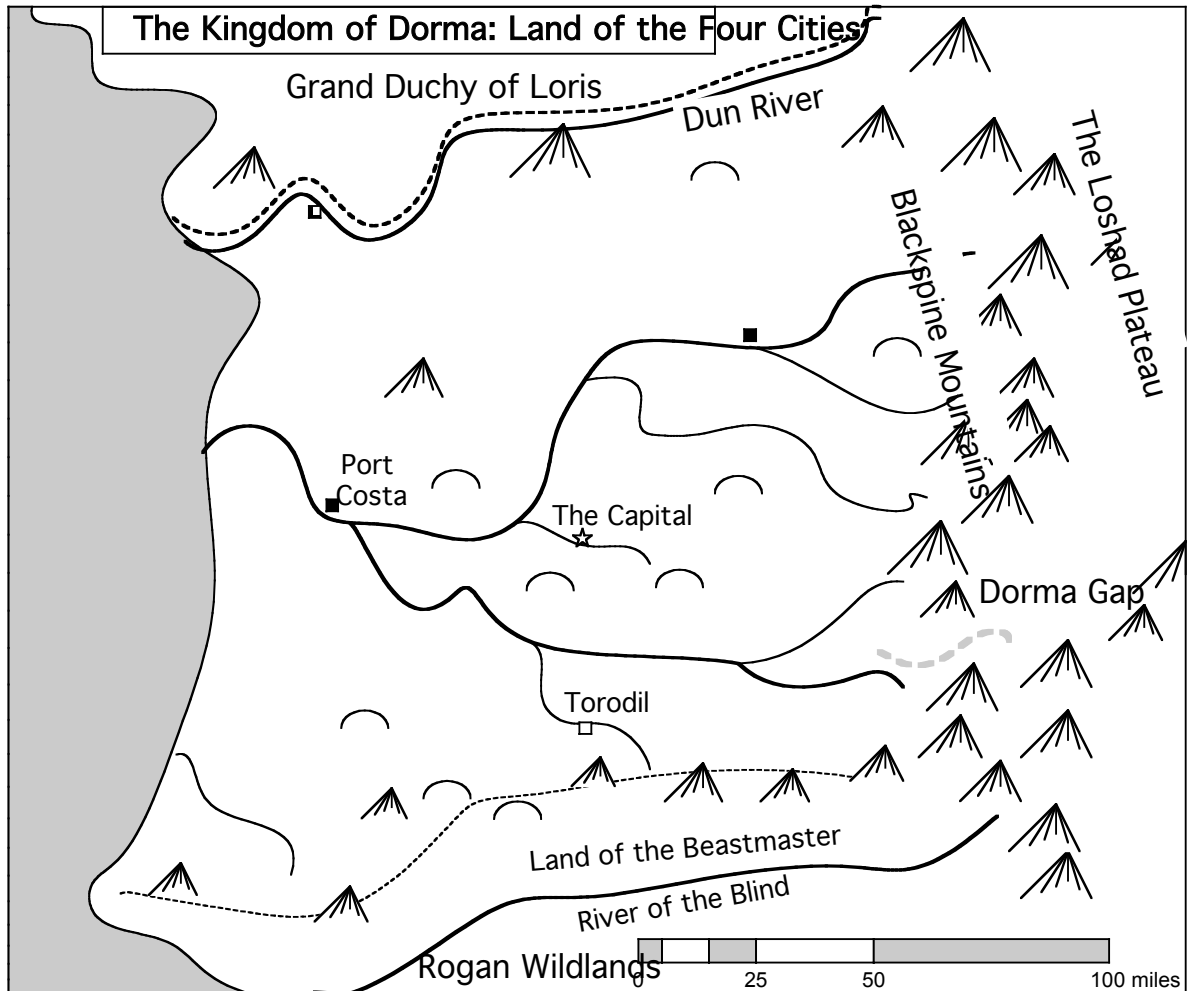
Usk's Kings kept the open border policy – anyone who wanted to enter Usk was allowed, anyone who wanted to leave could. Usk became a dumping ground for refugees – most of whom moved on after a year or two, but many of whom made Usk their home.

Government and Politics

The Cities

Foisryn the City of Roses is now usually called XXXXX.

2.5.2 Dorma



Overview

Dorma is called the “Land of Four Cities”. It is more urban and less feudal than the other western kingdoms, no doubt due to Granean influence. The kingdom was created when the four cities, Torodil, Port Costa, YYYYYY, and ZZZZZ, joined under a single ruler.

Geography

Dorma is a small land, covering perhaps 20,000 square miles, with a population of about 600,000 people, nearly all of them human. The kingdom is centered on the four cities. The area between the cities includes small castles and farms. Dorma is cut by several broad rivers, which allow for inland ports and heavy river traffic. The land is mountainous to the east, sinking to a rich plain. It is rather swampy in the west.

Climate

Dorma’s climate is comparable to North-Central California; It is warm through the summer, cool in the winter. Snow is rare, except on mountain peaks. It is wetter than Northern California, with heavy rainfall throughout the winter, and occasional rain in the summer.

Population

The Four Cities are the centers of most of Dorma’s population. A cultivated zone surrounds each city, out to a distance of about 15 miles (1 day’s good traveling). The four zones hold roughly half of Dorma’s population. About 3/4 of the people live in villages and towns the zones, and the remaining 15 – 20,000 or so people live in each of the four cities. Villages are about 1 _ to 2 miles apart. About half the land in each cultivated zone generates crops. Most of the rest is pasturage.

Outside the cultivated zones, the average distance between villages and towns is about four or five miles. Only about 10% of the land is cultivated. Much of the land is forest, or other wilderness (swamps along the coast). Villages cluster around the manor houses and castles of the nobles.

History

The most important person in recent Dorman history is King Lorimer the first, the Archmage of Dorma.

Government and Politics

Her Majesty, Queen Linea the Bright is in power in Castle Dorma. Her father, the Archmage Lorimer, had named her heir upon her return from a 5 year stint as an adventuring Wizard (Illusionist). For nearly 10 years, Linea had served as King Lorimer's aide and scribe, as Lorimer slowly groomed her for the throne. When Lorimer died in the summer of 813, Linea had been doing the majority of the real work, leaving Lorimer to officiate at diplomatic functions only. Lorimer's semi-retired state of rulership, and his unfailing trust in his daughter, had established a solid foundation of trust with the people of Dorma, which exists to this day.

Queen Linea's rule is extended to each of the four major cities in her domain through the use of appointed representatives. There are 3 appointments in each city, each serving a 3 year term. The terms rotate, so that the possibility of a change exists each year.

The Queen appoints the city Wizards, whose primary responsibility is to maintain governorship over the mystical safety of their region. The Dorman Military Council appoints the Captain of the City Guard, whose primary responsibility is to maintain governorship over the material safety of their region. The city's own Merchant's Council appoints the city Mayor.

As a point of note: "Wizards" in Dorma include any serious arcane magic user. In general, the mystic community does not recognize novices, apprentices, bards or other "dabblers" as "Wizards".

The Cities

Torodil is the southern most city within the Dorman Kingdom. Farmland and several orchards that supply the majority of the kingdom with seasonal fruits, making the city known as the "Fruit Capital" of the kingdom, surround it. South of Torodil's formal borders is the Forest of the Blind, through which runs the Blind River. This River marks the formal border of the Dorman kingdom. The forest itself is wild and untamed.

The three primary political figures of Torodil are: the city Mayor, Mayor Gundahar Barrelman, the city Captain, Major Felix Macelix, and the city Wizard, Lady Penelope Dray.

Barrelman is the son of Alexander Barrelman, a merchant whose family is firmly ensconced in Torodil. As the name indicates, their primary ware is barrels, followed closely by other forms of containers for shipping and transport. Gundahar is a second son being groomed to perform the political functions of a successful merchant family, though not necessarily being groomed to govern the family business. His older brother, Marcus, is the primary representative of the family on the Merchant's Council, giving a great deal of pull to the Barrelman influence. Gundahar's temperament is mild, but shrewd. Some have compared him to a patient stalking tiger, who waited until his prey is positioned the way *he* wants before striking. Oddly, Gundahar's first loyalty is not to his family, but to the kingdom of Dorma, the city of Torodil, and (finally) to the Merchant's Council. While this has given the council some pause, his reputation is enough to have kept him in the Mayoral seat for 3 terms. When the next winter to spring "Change of Seasons" happens, he will be up for his next review.

Macelix is a tactician and leader. He is on his second term of office in Torodil, and is highly respected by both the city guard and the city populace. In the five years Macelix has been posted in Torodil, he has formed both a formal guard and a volunteer militia, both with a respectable level of training. The formal guard has been hand selected from the ranks of the Dorman Royal Army, with emphasis being placed on those familiar with the area and expertise in specific tasks. The volunteer militia was pulled together due to a need to fend off raiders coming up from the wild, untamed areas south of the kingdom. Macelix lives in Torodil with his wife and three of his six children.

Lady Dray is a new appointment (915), just taking office after the Change of Seasons. Her predecessor, Lady Nexine Lang, had begged off a second term, claiming a desire to retire to her home tower to resume her own work. Penelope Dray is the wife of Lord Parker Dray, a householder positioned at the crossroads between Torodil and Castle Dorma. She has moved into the City Wizard's Tower only recently, and is still settling in. Her reputation is one of even temperament, and many have compared her wisdom and bearing to that of honored religious leaders in the kingdom. Lady Dray specializes in Protection Magic, a key reason for her appointment to Torodil.

2.5.3 Loris

The Grand Duchy of Loris is roughly equal in size to Dorma. Lacking a convenient pass to the plateau, Loris has avoided nomad raids and invasions, but has not benefited from east-west trade.

The Grand Duke, Cean O'Lorack, has vague hopes of marrying his son to the Queen of Dorma. The fact that the boy is only 8 years old is not a problem to him.

2.5.4 The Wilderlands of Rogan

Overview

The last stretch of land between the relatively civilized kingdoms, and the Dragonmaw Mountains, Rogan is a wilderness of scrub oak forest and chaparral. The Queen hopes to expand south into Rogan, but first must deal with the outlaws, gnolls, orcs and goblins that make the wild lands their home. Rogan was once a bastion of the Granian Empire, and there are legends of abandoned cities and citadels in that land.

Geography

The region called “Rogan” covers about 20,000 square miles. It is wedged between the Dragonmaw Mountains to the south and the Blackspine Mountains to the east. The River of the Blind, and the Beastmaster’s territory, are considered the border between Dorma and Rogan. Like Dorma, Rogan is crossed by several rivers. These drain towards the western ocean. Vast marshes cover the shoreline. Lack of a viable harbor may be one reason why Rogan has been left wild.

Climate

Slightly warmer and dryer than Dorma, Rogan’s climate is comparable to South-Central California. The coastal marshes are covered in bog-oaks, and pines. The lower slopes of the Dragonmaws are thickly forested, and quite damp. Rainfall is fairly heavy in the winter, scarce the rest of the year. The exception to this is slopes of the Dragonmaws, which has regular rainfall all year round.

Population

In the 900’s, feral orc tribes largely controlled Rogan. Goblins inhabited the forests, lizardmen the swamps, and kobolds the mountains. Total population was probably no more than 300,000 to 400,000 sentient beings.

Most of these creatures lived by hunting and gathering Rogan’s abundant natural resources. A few tribes practiced slash and burn agriculture.

The only significant population of humans was the swamp pirates. These individuals lived in the marshes of Rogan. Using small, fast-sailing boats, they launched raids from the swamps on ships headed from the western kingdoms to Tashan and back.

History

2.6 Tashan

2.6.1 Geography

“Tashan” in this context is a large desert land, covering more land area than the D’Naerean Empire to the northeast, but with a similar population. Cities are built wherever there is an oasis large enough to support one. At this point, the south and west are undefined. The north is bounded by the Western Ocean, and the Dragonmaw mountains. The east is also bounded by mountains; in these mountain passes, the kingdom of Vendana conducts a valiant struggle for freedom against the Caliphate.

One significant area in Tashan is Duskan, the Dusky Land. Lying along the banks of a great river, Duskan can be compared to Egypt. It is an ancient and mysterious land.

2.6.2 People

It is impossible to describe the people of an area as large as Tashan without oversimplifying. In general, there are two main groups: The Al-Hadhar are city-dwellers. Farmers, traders, and craftsmen, they are stationary and civilized. The Al-Badia are nomads. They live in the deserts and plains, herders, riders, and raiders, they nevertheless share a common culture with the Al-Hadhar. The population is divided more or less equally between civilized and nomads. Finally, there are the “fringe people”, isolated groups of barbaric people who live in the wilds, but are not nomads.

Many of the non-human races live in Tashan. Dwarves, Halflings, and Orcs all live in the Caliphate. Elves and Gnomes are rare, only appearing as outsiders and visitors (the climate is too hot for them). However, culture is not defined by race. The concept of a “dwarf culture” is alien to the Tashanti. As a result, most non-humans are completely integrated into human society. A person is defined by behavior and faith, not species.

Most of ‘civilized’ Tashan is, at this point in history, still dealing with the overthrow of the Murat, and the new faith of “the Lore”.

2.6.3 Language

The official language of Tashan is Tashanti. However, most people still speak their local or tribal language and/or dialect. Tashanti is the version of that is used for official pronouncements and paperwork. As all business must be conducted in Tashanti, it is becoming more common. It will eventually become the “common tongue” of Tashan.

2.6.4 Religion

There is only one official religion in Tashan: the Way of the Lore.

In Tashanti belief, a person known only as the Loremaster lived around 850 - 900 FG (Founding of Granea, a common northern calendar). The Loremaster understood the ways of destiny and the gods, and taught men to understand the great destiny of the world, of which the gods are mere servants. The Loremaster was a spiritual and political leader, and the Tashanti calendar is dated from his reign – Tashanti dates are given as “otL” meaning “of the Lore”.

The loremaster’s recent death has caused a revival of old tribal religious practices, particularly among the fire-worshippers of Murat. The new Caliphate is furiously crushing these old faiths, and his scholars and clerics are frantically converting people by any means necessary.

The Lore

The Lore is a combination of statement of belief, code of behavior, code of law, and practical advice. The Lore acknowledges destiny, and states that gods and men alike have a responsibility for a higher plan. Scholars from other nations have been known to observe that it is not particularly religious in nature, but to the Tashanti there is no separation of religion and everyday life.

The teachings of the Loremaster are collected in the “Book of Lore”. This book is considered the final say in Tashanti law. Lesser teachings are collected in the “Ways of the Gods” a collection of books, and laws, said to be the teachings of the enlightened gods.

Magic

The Book of the Lore does not specifically forbid magic. There are a few derogatory references to the art in the Book of Lore. Consequently, the study of arcane magic is widely frowned on in Tashan. Sorcerers and Wizards are regarded with suspicion by most right-thinking people. In some areas of western Tashan, magic is completely forbidden. In general, the further east one travels, the more tolerant of arcane magic the people are. Tiern (capital of the eastern emirate) even has a full-time wizard’s guild. Only in Duskan, where arts Arcane and Psychic have been practiced since time out of mind, are magicians respected.

The suppression of magic has led to a revival of psychic powers. Long practiced in Duskan, psionic powers are starting to be recognized, and respected, in the rest of Tashan.

The Gods of the Lore

Among the Tashanti, it is widely recognized that some gods have been “enlightened” and follow the lore. There are other gods, mostly local gods, who are considered part of the enlightened pantheon in their region. There is no standard list of approved gods, and this is causing a great deal of confusion.

Destiny

Destiny is a mysterious force, greater than gods and men. The Loremaster taught men to follow their destiny, but acknowledges that destiny is beyond human (or divine) control. At their worst, the Tashanti are fatalistically cruel (It is written that Ahmar dies – it would be a sin to try to heal him). At their best, the Tashanti are fearless and generous (I will tend these souls, sick with the plague, for if it is my destiny to die of the plague, then it would be useless to flee, and if it is not, then I cannot be harmed).

2.6.5 History

Most Tashanti believe that the world was created some five thousand years ago, by the will of the divine. It is widely agreed that genies and demons invaded the world almost immediately after creation, and seized large tracks of land for themselves.

Roughly four thousand years ago, the kings of Ob discovered the secrets of magic, and with those secrets, the ability to fight the genies. It is not clear whether the people of Ob were human or not; they may have been serpent-men, or worse. Whatever they were, the people of Ob won freedom for the mortal races from the tyranny of the immortals. In the days of Ob, Tashan was not desert, but fertile plains. As Ob faded, so did the grass, leaving Tashan arid and rough. This was, of course, Destiny’s plan.

Roughly 3,500 years ago, while the Ruseldar ruled the north, the gods inspired Duskan to become a great nation. For a thousand years Duskan was the greatest civilization humanity, and it’s allied races, had ever known. The people of Duskan were (primarily) human. They built great monuments, and awesome tombs. Their roads are still sometimes found.

Roughly 2000 years ago, a terrible flood enveloped Tashan (most believe the entire world); the cities of Duskan were swept away. The land, already dry, was rendered barren. There were few survivors, and those who did survive did so by retreating to the high steppes, where they became the horse-people, the Al-Badia.

While Duskan is fallen, it is not forgotten, and the sleepy people who live in the shadows of past glories still whisper secrets. But the nature of those secrets eludes the living sages. For centuries after the fall of Duskan, the people of Tashan remained scattered. But slowly, cities were built and trade began again. In the year –1043 otL (of the Lore), [-157, FG], the Murat barbarians swept out of the mountains, and conquered and united many of the cities of Tashan. For the next five centuries, the Murat Empire ruled with an iron fist.

The god of the Murat was Jargash, the god of fire. The priests of Jargash, the Order of the Flame, grew powerful, and repressive. As the fire-priests drifted away from the common people, cult activity became rampant. In -169 otL (717 FG) cult activity erupted into a thousand petty religious wars. The fire-priests frantically tried to suppress the battles, but they were partially successful at best. Murat broke up into a hundred petty kingdoms. Today Murat is remembered for sophistication, elegance, and ruthlessness.

In -68 otL [828 FG], the Tashir, a tribe of Al-Badia, swept across southern Murat. The Tashir conquered many cities, but unlike other nomads, did not burn or destroy them. Their leader, Jamal Al-Tashir, captured the old Murat capital of Sarnath, renamed it Tashan, and declared himself king of Tashan.

In -40 otL [846 FG] a child was born of mixed blood; nomad and town-dweller. Little is known of the enlightened one's childhood. But at the age of 40, the enlightened one was visited by representatives from the gods. From that point on, Destiny took charge. The enlightened one copied the words of the gods onto sacred scrolls, and preached in his (her) hometown of Madis. Driven from Madis, the enlightened one came to Tashan. There he (she) converted the king (Jarnath Ben Jamal) to 'the Lore' and became known as the Loremaster.

At its core, the lore is a simple faith, of survival, responsibility, and respect. Followers of the Lore accept that gods higher representatives of the divine plan, but do not try to humanize them in any way. The Book of Lore is part practical advice, part philosophy, part law, part exhortation. It is wholly compelling.

When Jarnath Ben Jamal died, he passed the throne on to the Loremaster, saying that "let those who understand heaven also rule on earth. There is no evidence that the Loremaster accepted the throne.... However, it is on this pretext that the Loremaster's family took the (then humble) title of *Caliph*; Successor. The Loremaster did not live long after Jarnath Ben Jamal, but died in 21 otL, in a humble house just outside of Tashan. The Loremaster's family seized control of the throne, and after a brief civil war, found themselves in charge of the kingdom of Tashan. From there, they launched the first jihad – or crusade – to convert the world to the Lore.

Immediately after the Loremaster's death, a great pillar of smoke and fire appeared on the northern horizon. One of the Loremaster's nephews, who were battling for the throne, decided that this was a sign. He and his followers built ships, and fled north. They eventually colonized the Buenaventura Islands. Until recently, 21 OtL (914 FG) these islands had been the Venturan Continent.

3. Campaign Timeline - 1300 FG

3.1 More History

In the 900's, the D'Naerean continent was threatened from all directions. In the north, Gorl the Great's Empire of Ice controlled the northern seas. In the south, the expanding Tashanti Caliphate swept across the mountains, the conquer Vendana, the southernmost of the Eastern Kingdoms. The only choice was to cooperate. The eastern kingdoms united and repulsed the Tashanti stab northward. They incorporated the Skanari living on the continent, and repelled those who raided. The Loshad tribes were welcomed into the Empire, with friendly tribes being armed and set upon the unfriendly tribes.

In the early 1000's, the Confederation of Eastern Kingdoms became the D'Naerean Empire.

One of the first enemies of the Empire was an outlaw war-wizard known as Darksmoke. Darksmoke was arguably the most powerful wizard in the world. He and his ally, the dragon Grimirar, led an inhuman army to conquer the kingdom of Rogan in 1031. In 1064, he abandoned his throne, building a fortress in the Dragonmaw mountains where he could study in peace.

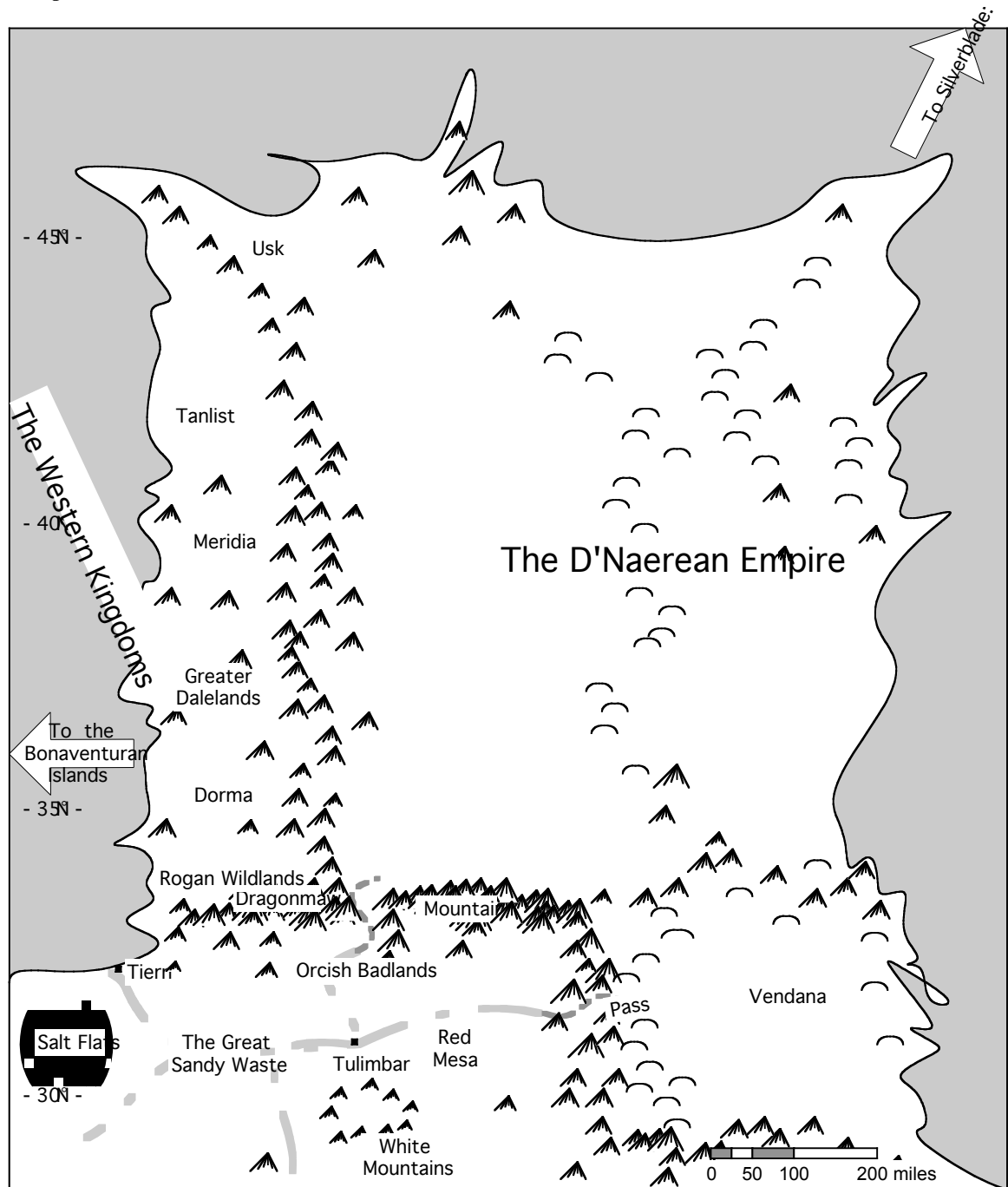
In 1080-1090 FG, a band of adventurers arrived on Silverblade, conquered the island, and founded the "Haven Charter". This document created the first "modern" government. The charter worked reasonably well, although the haven princes slipped into tyranny. Under the charismatic Robert O'Hain, the charter government was restored in 1271.

While the D'Naerean Empire was rising, the Tashanti Caliphate was slipping into decadence. Between 1250 and 1280 FG, the Caliphate was caught up in a terrible civil war.

Vendana became independent of the Tashan around 1150 FG. Vendana refused to become a province of the D'Naerean Empire, and became a lawful church-supported Kingdom.

Needing money, the King of Vendan sponsored exploratory sailing voyages to the east and south, eventually opening up trade with Siu Ming, and the Spice Islands of the Emerald Sea. The discovery of gold and silver in those islands prompted a rush of colonization and exploitation. Vendan created the "silver empire", demanded exclusive trade on the eastern routes, and arrogantly sank all ships that dared try to break their monopoly. The wealth from the silver empire allowed Vendan to fight off several conquest attempts by the Empire.

3.1.1 Map



3.1.2 Languages - Circa 1300 FG

A simplified alphabet was invented, primarily for the “Tradetalk” around 950 – 1000 FG. As trade grew more important, “pure” Granian mixed with Caero and Trade, until the modern language of D’Naerean appeared. This process was beginning by 900 FG, and was virtually complete by 1300 FG. With the invention of printing, around 1300 FG, D’Naerean quickly became the language of both commerce and literature.

Pockets of older languages held out. Vendana retained many classical Granian forms and words,

D'Naerean

Originally a composite language, D'Naerean was standardized around 1100 FG, as part of the new Imperial bureaucracy. The standardized grammar and diction did not catch on immediately, but as imperial merchants and government agents used the language, it steadily caught on. The rise of printing (1300 to 1400 FG) popularized the language still further.

Old Caero

Virtually unchanged from Western Kingdom standard, Old Caero faded out of use between 900 FG and 1300 FG. By 1300, it was only found in rural pockets of the western kingdoms.

Classical Granian

Virtually unchanged, by 1300 Classical Granian was a dead language. It remained in a few areas, particularly in churches and the legal profession.

Skanari

By 1300, Skanari had blended with Tradetalk and Granian. The resulting language strongly resembled D'Naerean, with numerous dialect-words. The adoption of the D'Naerean alphabet during the Empire of Ice (~900 to ~1000 FG) hastened the process.

Tashanti

Now at it's strongest point, the Tashanti Caliphate strongly encouraged literacy. With the rise of literacy and public education, Tashanti became more or less standardized, with even the remote tribes speaking an understandable dialect.

Between 900 and 1300, the Caliphate actively suppressed other languages, crushing numerous tribal variations.

Duskan

Unchanged in millennia, Duskan was a dead language by 1300 FG. The only remaining use was for wizards, demonologists, and archeologists, who studied and used the ancient texts. By this point in history there is no spoken form of the language, and pronunciation was pure guesswork.

Zevestan

Like Duskan, Zevestan was effectively a dead language by 1300; only a handful of scholars bothered to study it.

3.1.3 Technology

The technology of the Empire and western world resembles the early renaissance. The countries forge good steel. 3-masted ships with rudders and whipstuffs (maybe wheels) ply the northern sea. Wagons use leather suspension, allowing passenger stage coaches to be used. Windmills and watermills harness available power.

Gunpowder has not taken over the battlefield, as it did on earth. The presence of magic, and magically-created fire, makes crude cannon unlikely. Without that stepping-stone, gunpowder warfare never took hold. Gunpowder is used for fireworks, and eventually may be adopted for warfare.

3.2 Bonaventure Islands

These islands are a month's sail to the south-west of Silverblade (3,000 miles?). The Bonaventure islands are comparable to Hawaii in size (5 – 10 major islands, many smaller ones). The Bonaventure Islands are at latitude similar to Japan (30° to 45° N). They are west of the Western Kingdoms. There is trade between the Bonaventure Islands, the Empire, The Western Kingdoms, and Silverblade.

These islands were colonized by the nation of Tashan, and so have an Arabic-like culture.

The Bonaventure Islands are the home to the mysterious Forest Of Tears. This forest is the holiest of druid sites.

3.3 The Empire

The Empire is the largest and most powerful nation in the western continent of D'Naerea. The exact size has not been set, but it is a month's journey to travel north and south, and slightly less than that east and west.

The Empire lies in the northern hemisphere. In the center, winters are cool with some snow.

3.3.1 Purvaria

Purvaria is the province along the north coast of the empire. Bounded by Moldaria to the west and the northeast corner to the east, Purvaria is a low, swampy, region. The province itself is nearly 300 miles east to west and 200 north to south. It is triangular, and comprises about 30,000 square miles. It is bounded on the southwest and southeast sides by rolling hills and mountains, and on the north by the ocean. The soil is rich, making Purvaria excellent farming country. Total population is

nearly 1,000,000 sentient beings. The province is ruled from the capital city of Einhard (pop ~35,000), which is near the eastern-center of the region.

Most of the north coast is made up of swamps. These swamps extend inland 5 to 25 miles, a tangle of fens and deltas. The main shipping channel to Einhard, on the river Eisen, is kept open by the relatively swift current, and regular dredging.

While inland Purvaria is relatively wealthy, the swamp-dwellers are eel fishermen, peat burners, and impoverished humanoids. The shifting mazes of channels, bays, and islands make it impracticable to ship goods in or out, except by small boat. However, there are plenty of hiding areas in the swamp, and merchants from Silverblade have learned places to take on water and food, while avoiding imperial customs.

3.4 The Plateau

The Empire has largely conquered the nomads of the Loshad Plateau. Still a fierce people, they provide the empire with some of its finest soldiers.

3.5 Western Kingdoms

North of Vendan and west of the Empire, these kingdoms have not been defined. Rogan is named as the southernmost of the western kingdoms. It is mentioned in the "Saga of Darksmoke" write-up.

3.5.1 Usk

The Jewel of the North, Usk is one of the few kingdoms to remain intact through the chaotic 700's and 800's.

Overview

Roughly triangular, 250 miles east-west, 150 north-south. Total area roughly 16,000 square miles.

Geography

Usk is a roughly triangular land, at the tip of the Blackspine Mountains. A wide, sandy, alluvial plain, and marshes and fens along the northern border dominate this land.

The Uskan Sound is a partially sheltered area almost 50 miles wide and 10 deep along the northern coast.

Climate

Lies about 45° N, with a climate similar to northern Oregon.

Population

Poor and acidic soil restricts farming. This holds the population down somewhat; Usk has perhaps 250,000 people, mostly human.

History

By 900, Usk is actually on the decline, although one would not know it from the land or people.

Government and Politics

The wealth of Usk started with placer gold deposits in the streams and sandy pits. By 900, these mines had largely played themselves out. While there was enough gold remaining that the occasional prospector could make a living, large-scale gold mining was shut down by the 900's.

The Cities

There is only one major city in Usk: Foisryn the City of Roses.

3.6 Tashan

3.6.1 Geography

The Caliphate of Tashan is a large empire, covering more land area than the D'Naerean Empire to the northeast, but with a similar population. Most of the land is desert. Cities are built wherever there is an oasis large enough to support one. At this point, the south and west are undefined. The north is bounded by the Western Ocean, and the Dragonmaw mountains. The east is also bounded by mountains; in these mountain passes, the kingdom of Vendana conducts a valiant struggle for freedom against the Caliphate.

One significant area in Tashan is Duskan, the Dusky Land. Lying along the banks of a great river, Duskan can be compared to Egypt. It is an ancient and mysterious land.

3.6.2 People

It is impossible to describe the people of an area as large as Tashan without oversimplifying. In general, there are two main groups: The Al-Hadhar are city-dwellers. Farmers, traders, and craftsmen, they are stationary and civilized. The Al-Badia are nomads. They live in the deserts and plains, herders, riders, and raiders, they nevertheless share a common culture with the Al-Hadhar. The population is divided more or less equally between civilized and nomads. Finally, there are the “fringe people”, isolated groups of barbaric people who live in the wilds, but are not nomads.

Many of the non-human races live in Tashan. Dwarves, Halflings, and Orcs all live in the Caliphate. Elves and Gnomes are rare, only appearing as outsiders and visitors (the climate is too hot for them). However, culture is not defined by race. The concept of a “dwarf culture” is alien to the Tashanti. As a result, most non-humans are completely integrated into human society. A person is defined by behavior and faith, not species.

3.6.3 Language

The official language of Tashan is Tashanti. For natives Tashan, this replaces “Common”. Wizards and other scholars often know Archaic Tashanti or Duskan (a dead language).

3.6.4 Religion

There is only one official religion in Tashan: the Way of the Lore.

In Tashanti belief, a person known only as the Loremaster lived around 850 - 900 FG (Founding of Granea, a common northern calendar). The Loremaster understood the ways of destiny and the gods, and taught men to understand the great destiny of the world, of which the gods are mere servants. The Loremaster was a spiritual and political leader, and the Tashanti calendar is dated from his reign – Tashanti dates are given as “otL” meaning “of the Lore”.

The Lore

The Lore is a combination of statement of belief, code of behavior, code of law, and practical advice. The Lore acknowledges destiny, and states that gods and men alike have a responsibility for a higher plan. Scholars from other nations have been known to observe that it is not particularly religious in nature, but to the Tashanti there is no separation of religion and everyday life.

The teachings of the Loremaster are collected in the “Book of Lore”. This book is considered the final say in Tashanti law. Lesser teachings are collected in the “Ways of the Gods” a collection of books, and laws, said to be the teachings of the enlightened gods.

The Gods of the Lore

Among the Tashanti, it is widely recognized that at least five gods have been “enlightened” and follow the lore. There are other gods, mostly local gods, who are considered part of the enlightened pantheon in their region.

The five enlightened gods are:

- | | | |
|----|------|--|
| 1. | Name | Lord of War and Valor, Defender of Oaths and the Faith. |
| 2. | Name | Lady of the Green Earth and Flowing Water, Health and Growing Things |
| 3. | Name | Lady of Trade, Luck, Travel, Wealth, the Fickle Goddess |
| 4. | Name | Lord of Knowledge, Learning, Wisdom, Diplomacy, and Law. |
| 5. | Name | Lord of Crafts, master maker, and the cunning hand. ? |

While the enlightened gods are named, and given male and female attributes, they are not depicted in art. The Tashanti have a horror of idols. Gods are personifications of perfection; not mere people to walk the earth. Temples to the enlightened gods have scripts of the god’s sayings, and symbols to remind one of the gods, but no depictions of the gods.

All of the enlightened gods are Lawful, and to the Tashanti, all are good. Some boarder on neutrality, but none are considered evil.

There are some notable gaps in the Tashanti Pantheon. For example, they have no god of the wild; the wild is the province of genies and spirits, not enlightened men. Likewise, there is no specific god of magic. Wizard guilds in Tashan usually have a shrine within them, and wizards most often swear by the lord of knowledge.

Destiny

Destiny is a mysterious force, greater than gods and men. The Loremaster taught men to follow their destiny, but acknowledges that destiny is beyond human (or divine) control. At their worst, the Tashanti are fatalistically cruel (It is written that Ahmar dies – it would be a sin to try to heal him). At their best, the Tashanti are fearless and generous (I will tend these souls, sick with the plague, for if it is my destiny to die of the plague, then it would be useless to flee, and if it is not, then I cannot be harmed).

Outsiders

The Tashanti are tolerant of races who embrace the Lore. Followers of unenlightened gods are usually looked down upon, but tolerated. After all, is that not their destiny? People who neglect any faith are inexcusable to the Tashanti – the forces of gods and destiny are everywhere, how could anyone ignore them?

Magic

The Book of the Lore does not specifically forbid magic. There are a few derogatory references to the art in the Book of Lore. Consequently, the study of arcane magic is widely frowned on in Tashan. Sorcerers and Wizards are regarded with suspicion by most right-thinking people. In some areas of western Tashan, magic is completely forbidden. In general, the further east one travels, the more tolerant of arcane magic the people are. Tiern (capital of the eastern emirate) even has a full-time wizard's guild. Only in Duskan, where arts Arcane and Psychic have been practiced since time out of mind, are magicians respected.

Psionics flourish in this land of suppressed magic. Tashan is home to a number of mystical and semi-mystical sects that practice the use of psychic powers. The best-known psychics are the Dervishes of An Sakir. This mystical brotherhood of psychic warriors seeks enlightenment through physical effort and meditation.

One reason arcane wizards are regarded with such suspicion is the Brotherhood of True Flame. This arcane order is the remnants of the fire wizards of Murat, and is dedicated to the overthrow of the Caliphate.

3.6.5 History since 900 FG

The first century of the Tashanti Caliphate was one of warfare and expansion. Converts were made by the tens of thousands – both from conquest and from missionary work. During the second century, the Caliphs of Tashan set about consolidating their empire. During this time, the city of Tashan expanded and was beautified (particularly during the all-to-short reign of Mutamen Al-Rashid [“the great”], 226-236 otL [1112-1122 FG]).

In the third and fourth centuries, particularly from about 300 otL [1146 FG], the Caliphate slid into decline. Decadence took its toll, even as the northern sea trade routes cut off some of the Caliphate's income. The province of Vendana, the easternmost province of the Caliphate, broke off and became independent. The western provinces, “lands of the faithful” became independent in all but name; their puritanical view of the Lore creating a repressive subculture within Tashan. Monsters from the southern lands threatened the Al-Badia and the caliphate alike. In 366 otL [1162 FG] a mass invasion of ogres from the southeast underscored how corrupt and decadent the Caliphate had become. Followers of the faith were horrified to learn that the Caliph had, upon learning of the destruction of the southern provinces, and the sale of most of their inhabitants into slavery, simply ordered that he not be bothered with trivial news, and returned to his entertainments.

In 368 otL [1254 FG], Mutib the Strong, the most able of the Caliph's generals, was accused of treason. The general escaped from the capital and went into hiding. Mutib was quietly supported by many of the Caliphate's wealthiest families, including the Faithful. Mutib was known to have the blood of the Loremaster in him (having an ancestor who was part of the Loremaster's family. General Mutib spent the next two years building Al-Badian allies. In 370 otL [1256 FG] he declared himself the ‘true’ Caliph, and revolted. From 370 to 379 [1256 to 1265 FG] Mutib's followers fought and purged the old order. Even the horrendous plague of 375 - 376 [1261 - 1262 FG] did not end the war. General Mutib was anointed Caliph in 380 otL [1266 FG]. He died less than a year later. His two sons promptly began feuding over who was to be Caliph. Open war was averted by the threat from the D'Naerean empire. Taking advantage of the chaos in Tashan, the Empire invaded, hoping to seize Tiern and the eastern Emirates. From 384 to 386 [1270 – 1272 FG], the Tashanti fought the Empire back. The desert defeated the Empire, but mobs of mercenaries turned brigand continued to plague the Caliphate for a decade. Mutib's elder son, Vanoon, became Caliph in 388 [1274 FG].

In 393 otL [1279 FG], Mutib's younger son, Imar, led an invasion of Vendana. His death in the battle of Garanta Pass ended the invasion, and – finally – settled Vanoon on the sublime throne. Caliph Vanoon did not enjoy his throne long; the plague swept through Tashan in 401 otL [1282 FG]. The Caliph was one of the victims.

Since 401 [1287 FG], Mutib's only grandson, Hassad, has been Caliph. Hassad is a brilliant diplomat, keenly interested in consolidating an empire fractured by civil war. He has spent the last decade re-uniting Tashan, by diplomacy and occasional force of arms. At this time, he allows the provinces a fair amount of independence, collects taxes, and spends carefully. The poets are starting to sing his praises, and the empire watches for a possible powerful new threat.

3.7 Silverblade

The island of Silverblade lies a week's sail northwest of the Empire. It is a large island, roughly the size of Ireland. It has a climate similar to Denmark or southern Norway (mild summer, cold winter, heavy snowfall, little rain in summer).

Silverblade is a trading center in the northern sea. There is a north passage to Siu-Ming, and presumably the island trades with nations to the west, north and south. Of these, only the Empire and Vendana have been named, and only the Empire has been described.

Silverblade's hereditary nobles have an elector-prince who runs the island. About half the population of the island is ‘civilized’, and farms the southern side of the island. The other halves are barbarians. There is constant warfare between the barbarians and the civilized people. Both sides are threatened by the small nation of frost giants who live in the glacier that crowns the island.

Silverblade has a long history of racial tolerance; traditional racial enemies and grudges are minimized on the island.

The game use of Silverblade is to have a controlled environment. I hope to provide an adventuring environment where the answer to the question of "What do we do about the barbarian invaders?" is not "Leave".

3.8 Vendan

Vendan (or Venda_a, as the natives call it) is a kingdom dominated by the church of Cubarto. Vendanians are a sophisticated, swashbuckling, passionate people. They are serious about religion and vendettas. The nation is wealthy from an overseas empire. They rarely sail north, but control large amounts of the southern seas. Vendan rules its colonies with an iron fist.

As a national policy, Vendan is not tolerant of arcane magic, or any neutral or chaotic religion.

Vendan is smaller than the Empire; perhaps 1/3 the size. Wealth from its colonies makes it a rival to the Empire.

Weapons made from Vendan steel are widely regarded as superior.

Vendan is heavily modeled on Spain.

3.9 The Emerald Sea

This is the south sea where the Vendan colonies provide wealth to their motherland. The tyrannical nation tries to control all trade and access to the emerald sea. As a result, Pirates and smugglers from other nations constantly hassle the might of Vendan.

The size, location, and scope of the Emerald Sea is not defined.

This area was created as a place to have swashbuckling pirate and tropical adventures.

3.10 Siu-Ming

Siu-Ming is the China of D'Naerea. It is the mystical, far-off east, from which a single ship a year might arrive.

Nothing else about Siu-Ming has been defined.

3.11 Other Areas

300 years ago, the Skanari barbarians ruled an "Empire of Ice" comprised of northern nations and islands. What unnamed regions were included in this empire?