

Preview:

Realms of Sahûl

The average rating for all Military QRs is 5. Each (+) or (-) symbol represents a deviation from this average. Likewise, NSR average is 5, BL 4, RS 4, IR 4. Where listed, numbers indicate actual value.

Military Quality Ratings: C=Cavalry, I=Infantry, S=Siege, N=Naval, A=Air
NSR=National Sorcery Rating
BL=Bureaucratic Level
RS=Religious Strength
IR=Intelligence Rating

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Wenemet illustration on page 28 by Jacqueline Brasfield

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Cruenti Dei Fifth Edition Rules. (v5.0), Preview doc v1.1

ADNDAR, IMPERIAL FREE CITY

Tarotist city in the southern reaches of the Byrrin River Valley, just over a hundred miles from Sardarthion. Located at a wide sandy bend in the river, Adndar is the only ford on the Byrrin.

Since the river here is very shallow, merchant ships traditionally unloaded at Adndar's Highport or Lowport and paid the city's powerful Riverman's Guild to transport goods to the other port for loading onto ships continuing on the river. Recently, however, an alliance of Adndar's other Guilds and several Cappargarnian merchant houses sought to break the political and economic stranglehold of the Riverman's Guild over the city.

They planned to build a canal through the city and financed it themselves with the compliance of a city government they subverted in anticipation of the plan. The execution of the plan caused no small amount of unrest and incurred the wrath of the Rivermen. Twenty years of intermittent trade war, political power plays, and civil unrest consumed the city. In the end, they built the canal, broke the power of the Rivermen, and levelled some unimportant (read "poverty-stricken") Saurian and Malebolge neighbourhoods.

The city has grown rich on trade and is renowned throughout Sahûl for its glass artisans.

C-- I+ S++ N+ A+ NSR- BL-- IR+

Adndar Fact Sheet

Full Name	Imperial Free City of Adndar
Capital	Adndar (river port city)
Kindred	50% W, 35% S, 15% I
Religion	Strongly Tarotist.
Government	City government is a republic dominated by Wenemet, though they form barely half of the population. The two political groups caused by the canal construction continue to struggle for the city's future. Twenty-five Councillors are chosen by the city's powerful guilds, which in turn are dominated by the city's clans. The largely ceremonial Burgrave is hereditary within Wenemet Clan Tiribissi.
Clans	City culture and politics is dominated by six Wenemet and three Saurian clans, and two Malebolge hives.
Military	Primarily designed for defense, the city's military is dominated by slow-moving infantry. Airfleet is legendary.
Adjective	Adndari
Language	Byrrin

ARADÉC, ELECTORAL KINGDOM

Relatively wealthy Electoral Kingdom, centered on the ancient town of Darnuldeis in northeastern Sahûl. Aradéc is a predominantly rural farming State, pastoral and bucolic. Fishing and, in the north, forestry are major industries. The mighty Aradécian cedar, though nearly extinct, still exists in scattered groves throughout northern Aradéc. Poor in mineral resources, Aradéc imports most of its metals from Golmath.

Surrounded by the sea and hemmed in by Golmath to the west, Aradéc has not had the opportunities of expansion available to the other Electoral States, though their intrepid navy has secured numerous small islands and “trading stations” as far away as Iathni and Hyrágec.

C++ I+ N+ A- NSR- RS+ IR- BL+

Aradéc Fact Sheet

Full Name	Electoral Kingdom of Aradéc
Capital	Darnuldeis (port town)
Arms	Azure, a dolphin embowed argent
Kindred	93% W
Religion	Iluvarianism dominates, some Urdan in the north. Darnuldeis welcomes all faiths (except Yagnarism), but is still 80%+ Iluvarian.
Gov't	Aradéc is a centralised monarchy with strong feudal traditions and a history of good government. King has a professional administration at his disposal. A Clanmoot must be called if new taxes or tariffs are to be imposed. King is elected for life from amongst the legitimate heirs of Clan Sansollen by the Clan mothers.
Clans	Since 1385, Aradéc has been ruled by Clan Sansollen. A handful of other Clans make up the State's feudal structure, but most are related by blood or marriage and all are of unquestioned loyalty. A number of “Island Clans” in the east are rough, uncultured, and impolite, but their Lords are quick to put their lives on the line for their King.
Military	Strong navy, small but fierce royal army supplemented by Clan forces of varying worth.
Adjective	Aradécian
Language	Eastern

ARAXES, GRAND DUCHY

Important Urdan coastal State in north central Sahûl. Primarily inhabited by Wenemet with large Saurian and Malebolge minorities in the highlands. The Grand Duke is Wenemet and is supported by three powerful Wenemet clans on the coast, one powerful Malebolge Hive in the south, and a handful of smaller highland clans.

The Araxean Clans are devoted to the *Code* and a literature of chivalry, courage, and courtly love has developed in the Araxu language.

The land itself is a fairly fertile broad coastal plain between the valleys of the Ekatik and Hûrn Rivers. The highlands slope up to the Tothogo mountains and are a broken, rocky ground conducive to sheep herding and not much else. Towns are clustered in the river valleys, although the capital of Pinyerrel is located inland on the major road between the two.

I+ N+ IR+

Araxes Fact Sheet

Full Name	Grand Duchy of Araxes
Capital	Pinyerrel (inland city)
Kindred	76% W, 14% I, 10% S
Religion	Urdan. Scattered Yagnarists and Iluvarians.
Government	A classic Wenemet feudal state, long at peace with its neighbours. Araxes has, of all the major Realms, incorporated the <i>Code of Chivalry</i> most perfectly into its government structure. A Parliament of nobles and cavaliers, representing the Clans and towns, advises the Grand Duke and largely sets the agenda of government.
Clans	Clan Pangku have been Grand Dukes (and before that, Dukes) of Araxes since 1294. They are supported by the other three great clans of Araxes: the Puchalam, Puntha, and Thiuli, as well as the T'chaix Hive in the south. "The Five", as they are known, dominate Parliament and the cultural and political life of Araxes.
Military	Clan forces tend to be cavalry, but a strong central army is mostly infantry. The Araxean navy has a proud tradition, and the coastal city of Nigata is one of the premier ship-building ports in Sahûl.
Adjective	Araxean
Language	Araxu

ATUBURRK, ELECTORAL GRAND DUCHY

A resource-poor Electoral Grand Duchy covering the southern two-thirds of the island of the same name in northern Sahûl. Atuburrk's population is concentrated in the well-governed coastal plains, while the interior highlands are wilder and largely in the hands of warring sub-clans and bandits. Fishing, trading, and privateering are major industries, although mining, forestry, and raiding sustain the troubled interior Clans.

Atuburrk has thus far been unable to unite the entire island under their flag for more than a few weeks at a time.

ATUBURRK ISLAND

Large island in the northern reaches of the Gulf of Iphil, north of the Sahûl mainland. Dominated in the south by Wenemet Clans beholden to the Elector of Atuburrk at Inh Odol, and on the wild mountainous northern coast by indomitable Malebolge Hives. The extreme north east corner of the island, known as "the Wild Coast", is a lawless medley of all three Kindreds.

Most of the population of the island are Yagnarist, but there are communities of all faiths scattered about, particularly on the northern coast.

The interior highlands, nominally part of the Electorate, are inhabited by a bewildering patchwork of warring clans mostly given to thuggery.

The climate is warm with mild winters, though the interior can get downright hot during the long summer months.

N++ A+ IR+

Atuburrk Fact Sheet

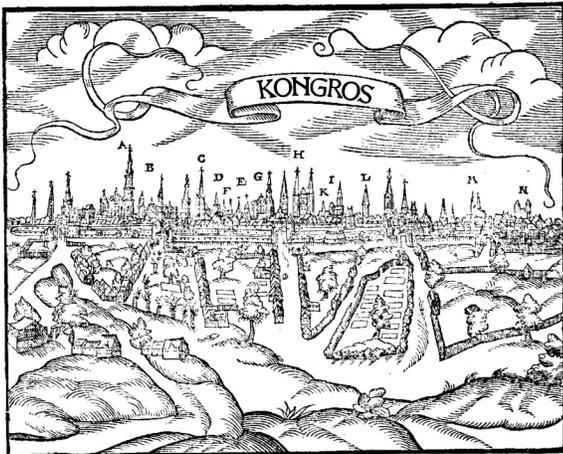
Full Name	Electoral Grand Duchy of Atuburrk
Capital	Inh Odol (port town)
Arms	Sable, a rat saltant argent (Note that assorted privateers and pirates also use this basic colour scheme).
Kindred	81% W, 15% I
Religion	Yagnarism dominates, scattered communities of other faiths tolerated or dominated.
Government	Atuburrk is almost two different countries: a strong centralised monarchy on the coast and a lawless highland interior subject to arbitrary violence and warring sub-clans. Grand Duke is elected for life from amongst the legitimate heirs of Clan Adhanggar by the Clan mothers. Clan symbol is the Atuburrkan Blackberry Tree.
Clans	Atuburrk is ruled by Clan Adhanggar. A patchwork of other Clans make up the State's feudal structure. Those on the coast are cultured and relatively peaceful, while the interior clans are a bunch of hooligans.
Military	Strong navy, elite marines. Small Clan armies exist mostly to maintain the peace (such as it is).
Adjective	Atuburrkan
Language	Byrrin

AVERON, ELECTORAL GRAND DUCHY

Geographically and culturally diverse Electoral Grand Duchy located in the highlands of northwest Sahûl. The flat, central plains, including the valley of the Ooran River and the coasts of Lake Muleen and the Bay of Duhrl, are inhabited by two ancient nations of Saurians, the Daridans and the Averese. The mountainous reaches to the north and south are inhabited by Malebolge. Those to the north are a fierce, Tok-speaking people who form the flinty core of the Iluvarian Church Militant. Those in the south, by contrast, are an easy-going Nexitl-speaking people related to the Pexiki.

Clan Drax claims to have ruled from Kongros since the days of the First Empire, though in truth they were a relatively minor Clan until they married into the much more powerful Clan Morrett of Darida in the thirteenth century. The Clan has certainly produced more than its fair share of capable and visionary leaders. While they have kept a weather eye on the doings of the Imperial Court, the Electors have nevertheless consistently declined to become terribly involved.

C+ N- A+ BL+



Averon Fact Sheet

Full Name	Electoral Grand Duchy of Averon
Capital	Kongros (river port city)
Arms	Or, a dragon segreant gules, armed sable
Kindred	60% S, 40% I
Religion	Iluvarian. Scattered Urdan villages, some Tarotists in the north
Government	Averon is four separate countries stitched together through personal loyalty to Clan Drax and a strong central government that works in three languages. The Northern March, an area not contiguous with the rest of the Grand Duchy, is under the firm control of Hive Tishrak. Grand Dukes are hereditary with absolute primogeniture.
Clans	The aristocratic and venerable Clan Drax is related to most of the other Saurian clans of the Grand Duchy by marriage. A scattering of Malebolge hives in the north and south are loyal to the Drax; the most important is Hive Tishrak.
Military	Averon's military has always relied on speed and is heavy in both cavalry and airships. The forces of the Northern March are mostly Malebolge infantry.
Adjective	Averese
Language	West Saurian, Tok, Nexitl

CAPPARGARNIA, CITY

Capital and chief city of the Electorate of the same name. By and large, the multi-racial Tarotist city is well-ordered and peaceable, but violence and looting is common during the election of the Prince.

Located in the lower reaches of the Byrrin River Valley, Cappargarnia is partially on the western bank of the river and partially on the large island of Onalkal, giving rise to one of its many nicknames "City of Bridges". These bridges were the original source of Cappargarnia's vast wealth; trade caravans from west and east meet in the city, and ships from her ports ply the river from Lake Sardath to the sea.

The name "Cappargarnia" was coined from the Ancient Saurian, meaning "city of wonders" when the city became an Electorate. Prior to 1390 the city was known by its original name, Erphan.

CAPPARGARNIA, ELECTORAL REPUBLIC

Rich mercantile Electoral Republic, centered on the city of Cappargarnia in the Byrrin River Valley. Cappargarnia's traders and navy dominate the Byrrin River and Lake Sardath. By Imperial Charter, they enjoy free right of passage through Sardarthion.

C- I++ N+ IR+

Cappargarnia Fact Sheet

Full Name	Electoral Republic of Cappargarnia
Capital	Cappargarnia (river port city)
Arms	Argent, an Owl gules
Kindred	50% W, 35% S, 15% I
Religion	Tarotism dominates
Government	<p>Cappargarnia is an aristocratic, mercantile republic. The Senate (65 Senators from the City, 16 from the "Hinterlands") represents the merchants, guilds, and clans. The Senate advises the Electoral Prince and performs the legislative function, though the Electoral Prince has veto powers that are frequently invoked.</p> <p>Upon the death of the Prince, the Senate chooses a Collegium of 15 members. The Collegium votes in secret for the new Prince, who must have at least 11 votes. Elections are long, involved, and often lead to street-fighting between factions.</p> <p>By tradition and law, the members of the Collegium must be female; the Electoral Prince male. Senators can be either.</p>
Clans	Six Wenemet and two Saurian Clans dominate Cappargarnia. Oddly, a clan member of one of these eight are always elected Prince. The next runner-up has often been elected Pontiff at Golluz, but this is surely the merest coincidence.
Military	Strong navy, technologically advanced but relatively small army, impressive air forces.
Adjective	Cappargarnian, Erphani (rare)
Language	Byrrin

CHI'TIXI, ELECTORAL QUEENDOM

The oldest and most powerful Malebolge Realm in Sahûl, the Chi'tixi Hive surrendered to Paharnes the Great without a single sword being drawn. In return, the Emperor recognized the Chi'tixi borders on a map provided by the Hive Queen Xant'ki I, even though the actual extent of the Realm at the time was not quite half of what was depicted. Under Imperial auspices, Xant'ki and her successors quickly made up the difference.

I++ BL+



Chi'tixi Fact Sheet

Full Name	Chi'tixi Tirrix Ki, Electoral Queendom of the Great Hive of
Capital	Chi'tixi (river port city)
Arms	Argent, a Monkey sejant erect azure
Kindred	95% I
Religion	Yagnarist, with some random Tarotist bits
Government	Political structure is absolutist and centralized. Dissent is not tolerated except in the highest councils of government, and then only behind closed doors and within specific parameters. The Electorate runs like a well-oiled machine. The few Saurian villages have been totally subsumed into the Hive cultural model and government forms.
Clans	Tirrix Hive has ruled Chi'tixi since the founding of the Second Empire.
Military	Chi'tixi's well-organized and disciplined infantry armies are renowned throughout Sahûl.
Adjective	Chi'tixi (also Chi'tix, archaic)
Language	Chi'tixi

DUEDHYN, PRINCIPALITY

Saurian Principality to the west of Lake Sardath and encompassing the whole of the Darriow riverlands. The area now known as Duedhyn emerged from the interregnum as a hodge-podge collection of constantly squabbling Saurian baronies united only by an emerging language and cultural identity.

In the ninth century, with the simultaneous rise of the powerful and militant Yagnarist state of Colledhu to the east, and the appearance of a new Empire to the north, the Duedhyni clans met at Pareis and chose a young scion of Clan Morvoren as their King, Dalleth.

Dalleth forged the clans into a country, defeating the invading Colledhu armies and taking the fight into their own lands. In 831 a mighty battle was fought on the shores of Lake Sardath near Fair Belsûnd. Though the Yagnarist forces were utterly defeated, the cost was high. When Paharnes the Great and his Imperial armies appeared at the walls of Pareis in the next year, there was nothing Dalleth could do but accept Imperial rule. By virtue of his vast Realm and his reputation, Dalleth was created a Prince of the Empire, a title held by his successors since.

The fortunes of the Principality have waxed and waned over the years, but the Princes have always had a place of honour in the Empire. By the time of the Golden Edict, the Princes were not nearly so powerful as once they were, and it was no surprise that they did not acquire an Electoral title.

C+ N- NSR+ RS++ IR+

Duedhyn Fact Sheet

Full Name	Principality of Duedhyn
Capital	Pareis (port city)
Kindred	85% S
Religion	Dominated by the Urdan sect of the Order of the Raven. Relations with the Church Universal and Triumphant verge on the hostile, though this is more of a matter of politics than faith, as Urdan relations within the Principality are perfectly cordial.
Government	Though Duedhyn began as a federation of clans, in the last centuries it has been molded into a strong central monarchy supported by politically weak but culturally important feudal clans.
Clans	Clan Dhanos dominates Duedhyn. War, intermarriage, and time have reduced the original thirty-three clans of the Principality to the thirteen that exist today. Of these, the most important are Hebask and Wydhenn.
Military	The army, though strong, has suffered much in the on-again off-again war with Kommolek that has preoccupied it for the last forty years.
Adjective	Duedhyni
Language	Sardic

ELPHÁREC, DUCHY

Powerful Wenemet State north of the Obogir River and encompassing the mines of the Munggar Mountains south of Hyrágec. Elphárec has a strong magical tradition, which has culminated in a situation where there are nearly as many sorcerers as cavaliers leading clans.

Over the past centuries, Elphárec has grown from a small, unregarded barony to the powerful state it is today thanks to the long and wise leadership of Clan Eparreb.

C+ I+ S- N-- A+ BL+ NSR++

Elphárec Fact Sheet

Full Name	The Most Sanguine Duchy of Elphárec
Capital	Epadh (inland city)
Kindred	96% W
Religion	Iluvarian. Pockets of Urdan clans in the north and east control much of the mining riches of the Duchy.
Government	Strong central government with numerous small clan holdings.
Clans	Clan Eparreb is the Ducal House. The only other major clan of note is the Ilkurr, which control the important Barony of Mungg.
Military	Strong army and airfleet.
Adjective	Elphári
Language	Byrrin

GOLMATH, ELECTORAL GRAND DUCHY

Large but disunited Electoral State, centered on the town of Golmath in eastern Sahûl. Dominating eastern Sahûl between Aradéc and Urdráhahn, Golmath contains numerous feuding feudal dependencies of various faiths. How they manage to hold it all together is something of a mystery. Many suspect spies, ninjas, and the constant threat of military force.

GOLMATH, TOWN

Tarotist Wenemet river port town on the Kalurrir, capital of the Electoral Grand Duchy of the same name and seat of Clan Walarri. The town is a tightly-packed chaotic warren of neighbourhoods, the richest of which are walled off from the poorer ones.

I+ N+ A+ IR+

Golmath Fact Sheet

Full Name	Electoral Grand Duchy of Golmath
Capital	Golmath (river port town)
Arms	Or, a Raven sable
Kindred	94% W
Religion	Tarotist in the central and eastern regions, Urdan in the north and east, Yagnarist in the northeast, small smatterings of Iluvarianism in the east. Officially, the State is “Tarotist, with complete liberty of worship for all subjects”, but in practice an individual’s religion is determined by geography. There is a strong but subtle Yagnarist faction at court.
Government	Golmath is a feudal monarchy with strong subclans. Justice is somewhat arbitrary, based on the mosaic of conflicting clan law and State decrees. The Grand Duke rules with the advice of a council made up of representatives of the strongest clans.
Clans	Clan Walarri rules Golmath. The lands of five other powerful Clans make up the remainder of the State. Civil war seems to occur every generation or two, and the Walarri keep the peace through force.
Military	A small navy and large and powerful Clan armies supplement a dedicated professional State army. Use of spies and assassins form a major part of Golmathi strategic thinking.
Adjective	Golmathi
Language	Eastern

HYRÁGEC, KINGDOM

Moderately prosperous Wenemet Urdan Kingdom in north central Sahûl between the Munggar Mountains and the Gulf of Iphil. Founded in the early Interregnum, Hyrágec was responsible for the unification of the Second Empire under its King Paharnes the Great.

Once a great economic and military power, the beginning of Hyrágec's decline can be definitively dated to the Hyrágecan Crusade of the late 11th Century. Hyrágec was mercilessly pillaged during the conflict, and many of its towns were sacked. Portions of the country still have not regained their pre-Crusade population levels nearly four hundred years later.

C++ I- N-

Hyrágec Fact Sheet

Full Name	Kingdom of Hyrágec
Capital	Pahasar (river port city)
Kindred	93% W
Religion	Urdan. Some Iluvarians and Yagnarists. Tarotism actively discouraged.
Government	Feudal monarchy with strong, independent Clans. Original center of the cult of chivalry, it remains the central ordering principle of the kingdom.
Clans	Dozens. The eight most powerful control almost all the wealth of the kingdom. The ruling clan, the Irrjir, are but one of these eight.
Military	The most entrenched feudal system on Sahûl supports the most powerful cavalry on Sahûl.
Adjective	Hyrágecan
Language	Byrrin

INGAZI, ANTI-KINGS OF

In 1079 the First Matriarch at Urdraháhn declared Emperor Tashnes II deposed. For the next century, a series of increasingly powerless “Emperors” ruled from Ingazi with the support of the Church Universal and Triumphant.

When the Church finally withdrew their support in 1213, the last of the so-called “Anti-Kings” swore fealty to Emperor Rhazahan I. Since then, he and his successors have borne the title of Count Palatine. They are Urdan Wenemet.

The “Emperors” at Ingazi

<i>Name</i>	<i>Reigned</i>
Lanharnes (III), the Proud	1079-1118
Trememeres	1118-1135
Paharnes (V), the Fat	1137-1160
Musdathes I, the Fierce	1160-1169
Musdathes II, the Gentle	1170-1180
Razhim, the Indifferent	1179-1213

INGAZI, CITY

Small mixed-Kindred Urdan city in northeastern Sahûl, former home of the Ingazi Anti-Kings and current seat of the Count Palatine of Ingazi. An ancient city of majestic monuments and large open parklands, Ingazi was largely untouched by the ravages of the Interregnum.

INGAZI, COUNTY PALATINE

Small mixed-Kindred State in northeastern Sahûl. Dominated by the Church Universal and Triumphant through the office of the Prioress of Dinkumbi, Ingazi is a poor agricultural country ruled by a simpering Wenemet Clan that once claimed the Imperial throne. Completely harmless with delusions of grandeur.

A+ RS+ IR+

Ingazi Fact Sheet

Full Name	County Palatine of Ingazi
Capital	Ingazi (river port city)
Kindred	55% W, 35% S, 10% I
Religion	Urdan.
Government	Central monarchy, with the Count Palatine advised by Council of Ministers. The Council runs the country, and the Count Palatine is left to perform the ceremonial duties of state, which traditionally include drinking himself to death at a relatively young age.
Clans	The ancient and decrepit Clan Gwariva reigns but does not rule.
Military	A strong airfleet and the indifference of her neighbours has kept Ingazi free.
Adjective	Ingazi
Language	Eastern, Ingazi

ITAXIK, ELECTORAL GRAND DUCHY

Relatively young Urdan Malebolge state in southwestern Sahûl, Itaxik is the largest remnant of the old Mictian Federation. It is centered on the broad plains surrounding the Xos River, from the Tepetel mountains to the Sea of Endeel.

C+ BL-

Itaxik Fact Sheet

Full Name	Electoral Grand Duchy of Itaxik
Capital	Itaxik (river port city)
Arms	Argent, a Beetle sable
Kindred	92% I
Religion	Urdan. Scatterings of Iluvarians in south and east and Yagnarists in north. Tarotist preaching forbidden by law.
Government	Relatively loose monarchy for a Malebolge Realm. Many Hives, especially in the highlands, only barely affiliated.
Clans	The Tis'chok Hive rules from the city of Itaxik. Their main rival is the T'inim in Akassa.
Military	Hives in virtually every Region maintain their own forces. The Electoral military spends much of its time fending off desert raiders.
Adjective	Itaxi
Language	Nexitl

KACHAR, COUNTY

Island County of Urdan Malebolge in southwestern Sahûl, a remnant state of the old Mictian Federation. A powerful navy and the disinterest of their neighbours keeps them independent. They have a reputation for being shrewd merchants.

C-- I+ N+

Kachar Fact Sheet

Full Name	County of Kachar
Capital	Tchantli (port city)
Kindred	96% I
Religion	Urdan.
Government	Each of the three major hives chooses three ministers to advise the Countess. Much day-to-day government remains in the hands of the individual hives, but loyalty to the Countess is firm.
Clans	The Yolcatl and Zayolin Hives, on Aocatl and Colit'atl Islands respectively, are the chief supporters of the Countess, who is herself from the Calpolli Hive. The three have been allied since the twelfth century.
Military	While their land forces are barely adequate, Kachar has a much admired navy.
Adjective	Kachari
Language	Sakkar

KICITCHAT, COUNTY

Yagnarist Malebolge state in central Sahûl north and west of the Byrrin River Valley. In the First Empire, this area was known as the Province of Artier. In the Interregnum, it was overrun by Malebolge, who created there the Kicitchat Hive.

Conquered by Paharnes the Great, Kicitchat became a County and the first feudal dependency of the Second Empire.

Rich and fertile farmland, the land is located between two rich river valleys, the Byrrin and the Ekatik. Bordering the Sea on the northeast, the land gently rises in a series of rolling hills until it stretches away into the Western Steppelands to the southwest.

Kicitchat has been fought over many times, and the people there have a reputation for fierceness. Wenemet fishing villages near the mouths of both major rivers are ruled by loyal minor clans that have sworn fealty to the Countess.

C- I++ S+ A- BL- RS+

Kicitchat Fact Sheet

Full Name	County of Kicitchat
Capital	Tchac'at (port city)
Kindred	85% I, 12% W
Religion	Yagnarist. Some Urdans in the interior and Tarotists in the south.
Government	Absolute monarchy with a thin veneer of feudalism in support of the local Wenemet.
Clans	The Kicitchat Hive, after whom the County is named, rules without consultation or dissent. A smattering of minor Wenemet clans are quite loyal.
Military	A large army for its size, and some of the finest infantry to be found.
Adjective	Kicitchat
Language	Kicitchat

KOMMOLEK, BARONY

Mixed Kindred Yagnarist state south of Lake Sardath, centered on the city of Fair Belsûnd. The history of these lands is chaotic in the extreme. Among the first areas to support Yagnarism, four states have existed over the centuries where the Baron of Kommolek now rules.

The Kingdom of Fair Belsûnd was founded by the eunuch Andelkar while the First Empire still stood. The theory of succession by assassination ended the Kingdom only a century after the Shatterment, and it was succeeded by the relatively sedate Priesthood of Kembra. By the eighth century, the militant Principality of Colledhu had come to power. It was badly mauled in 831 during the invasion of Urdan lands to the northwest, and entered into a long period of decline. In 1086 the last Colledhu Prince was murdered in his bed, and Clan Korflann established the Lordship of Sardath. Iluvarians to the east invaded during the Seventy Years' War, but were repulsed by hordes of undead.

The last Lord of Clan Korflann was overthrown in 1374 by a young Wenemet swordsman named Goesek Terthynn, who founded the Lordship of Kommolek. Kommolek was raised to a Barony in 1404.

I+ A+ BL-

Kommolek Fact Sheet

Full Name	Barony of Fell Kommolek
Capital	Treskaw (town)
Kindred	65% S, 25% W, 10% I
Religion	Yagnarist. No other religion is officially tolerated.
Government	Clan-based monarchy. Ruling is a delicate balancing act. The ancient city of Fair Belsûnd is ruled personally by the Baron under the advice of the venerable local priesthood.
Clans	Six major Saurian and two major Wenemet clans fight for the scraps left by the Wenemet Clan Goesek. All are scheming to become Baron, and they are kept in line through intimidation and the threat or use of military force.
Military	Strong Baronial army and airfleet keeps the clans (and Duedhyn) in line.
Adjective	Kommolek, Kommoleki (rare)
Language	Sardic

MURALI, COUNTY

Bucolic woodland Realm of Tarotist Wenemet on the eastern coast of Sahûl. Wedged between the sea and the Murredawa Mountains, Murali enjoys a cool but pleasant climate and a high annual precipitation. Long in the economic shadow of Sarsis, Murali remains dependent on logging and mining.

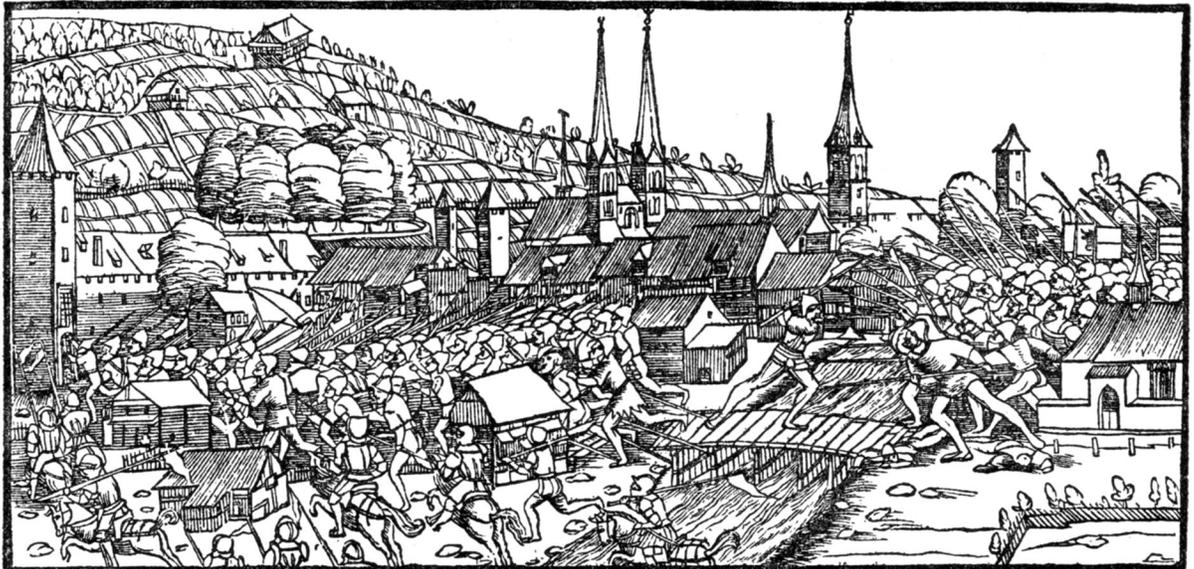
Located in the ancient province of Muralis, Clan Kilyara rose to power in the tenth century, becoming Barons of Karrka in 1008. They were elevated to Count by Emperor Dronex only in 1390.

Due to its vast trackless backcountry, Murali retains much of the flavour of a wild frontier. Fortune-seekers from all over the east come to Murali looking to carve a future from the wilderness. Some succeed.

C- I+ N+ BL-

Murali Fact Sheet

Full Name	County of Murali
Capital	Karrka (inland town)
Kindred	88% W, 12% S
Religion	Tarotist. Numerous small villages of inconspicuous Urdans dwell in the mountains.
Government	Feudal monarchy with weak clans and a strong tradition of local autonomy.
Clans	Literally dozens of minor clans, but no major ones except Clan Kilyara.
Military	Murali longbowmen are justly famous throughout eastern Sahûl, and they form the core of the small but fierce army. Small but very professional navy guards the coast.
Adjective	Murali
Language	Eastern



PEXIKI, COUNTY

Yagnarist Malebolge Realm in western Sahûl, centered on the Cochmikki River. A lush and pleasant country that over the centuries has developed a bustling economy and a tradition of learning and magic.

Long a fractuous land of competing Sorceress Hive Queens barely reined in by the Countess at Amoxcali, with the rise of the Xinite heresy things have gone from bad to worse. Roughly a third of Pexiki's territory has rebelled, and the heresy appears to be spreading through the remaining western territories.

C- I- N+ NSR++ RS- IR+

Pexiki Fact Sheet

Full Name	County of Pexiki and Kuxun
Capital	Amoxcali (port city)
Kindred	94% I
Religion	Yagnarist, of a particularly laid back sort.
Government	More of a federation than a monarchy, the Countess directly rules very little.
Clans	Every Prefecture has its own ruling Hive, many of whom rival the Coactoka Countess in power and prestige.
Military	Decent navy and a small, poorly equipped army are both substantially supported by clan forces and sorceresses.
Adjective	Pexiki
Language	Nexitl

RUNAZAR, COUNTY

Small County of Tarotist Wenemet, located in the southeast corner of Sahûl. Runazar is a land of forbidding coastlines and rocky, inhospitable terrain. The land has made the inhabitants tough, taciturn, and frugal. Surrounded by Yagnarists and practically in the shadow of Yarni-Za, the Runazarians have earned the grudging admiration of their neighbours by their mere survival.

The Counts of Clan Volpel have a reputation for cunning unmatched in the south.

C- I+ S+ A- NSR- IR++

Runazar Fact Sheet

Full Name	County of Runazar
Capital	Callam (river port town)
Kindred	75% W, 25% S
Religion	Tarotist. The few random Yagnarists keep their heads down and out of trouble.
Government	Clan-based monarchy with an unswerving (for Tarotists) loyalty to the Count.
Clans	Clan Volpel is the largest and organized of the clans. Of the twenty or so that make up the Realm, only Harret and Duich could be considered major.
Military	The clan armies are tough defensive forces, and the country is dotted with various strongholds, castles, and keeps.
Adjective	Runazarian
Language	Zarkhu

SAKKAR, BARONY

Small woodland Iluvarian Malebolge Realm located in southwestern Sahûl. The land is bleak and the winters are harsh. A scattering of conifer forests provide almost the only green.

The lands now occupied by the Barony were once part of the Mictian Federation. As Winter brought an end to the feeble Tarotist states along the southern coast, hordes of refugees flooded the area, seeking the warmer north. Into this time of chaos came a wandering Saurian Prophet named Nenepil, preaching the word of Iluvar. Gathering about him a core of converts, Nenepil established a theocratic state centered on the town of Yeyectin. He taught the Malebolge and Saurians who stayed behind, and together they forged a new society.

Upon his death in 1219, the Barony of Sakkar was erected under the leadership of the Nelhuayotl Hive. Many of the Saurian inhabitants joined the Yax'te adventure in the late fourteenth century, leaving the Barony predominantly Malebolge.

N+ BL- RS+

Sakkar Fact Sheet

Full Name	Iluvarian Barony of Sakkar
Capital	Yeyectin (port city)
Kindred	85%I, 15% S
Religion	Iluvarian. The Sakkari are pious and devout.
Government	A compact central monarchy. The institutions of government remain essentially unchanged from those established by the Prophet Nenepil.
Clans	A handful of small Saurian Clans and Malebolge Hives are clearly subordinate to the Nelhuayotl Hive.
Military	Small army and decent navy are enough to maintain Sakkar's independence for anyone foolish enough to covet their land.
Adjective	Sakkari
Language	Sakkar

TANEKI, DUCHY

Rich Yagnarist Malebolge Realm on the northwestern coast of Sahûl. The land is a thin strip between the great Annaket Mountains and the sea. Well-watered by numerous rivers and blessed with abundant rainfall, the Taneki coast is lush and bountiful.

Bunch of coffee-swilling slackers, really, except for the Equerries, who obey a particularly strict, exacting, and ascetic form of the cult of chivalry.

S+ BL- IR+

Taneki Fact Sheet

Full Name	Duchy of Taneki of the Utmost West
Capital	Akeltl (port city)
Kindred	92% I, 8% S
Religion	Yagnarist, although it might be more correct to say that the dominant religions are Yagnarist Indifferentism and Taneki Chivalry.
Government	A small but efficient Court structure oversees a strict feudal monarchy. The Court, centered on the Duchess, is given to subtle (but extremely polite) intrigue.
Clans	Hive Talkeltik rules a complicated interlocking pyramid of six major hives, and dozens of minor hives (and two minor Saurian clans) in a bewildering maze of feudal obligations and loyalties. Somehow, this all seems to work, though nobody can really disentangle it enough to chart it out.
Military	Extremely strong feudal forces supplement a small, professional army. The navy, however, is the pride of the Duchess. It is a large fleet, proud of its traditions.
Adjective	Taneki
Language	Tok

THACE

Large region in north western Sahûl, defined by the Thacian Plain. Home of both the Electoral County Palatine and Duchy of that name. Thace was once united as a single Realm under Saurian Clan Goshtikka, but it split into two lines in the twelfth century.

THACE, DUCHY

Ancient but much diminished Urdan Saurian Duchy located in the Thacian Plains. Thace was one of the larger states to develop during the Interregnum, and Duke Biard I was a strong supporter of the Reestablishment. Thace was prosperous and strong, and in its heyday in the ninth through eleventh centuries it was the largest and most powerful of the Second Empire's constituent Realms.

Under constant threat by the Horseclans and sharing a long border with Yagnarist Chi'tixi, Thace built its military prowess at the expense of development and advancement. These forces were called upon by Emperor Tashnes II during the Hyrágecan Crusade, and they acquitted themselves well. Casualties, however, were enormous. The Duchy had not really recovered by the time of the Seventy Years' War.

Following the death of Emperor Frethnes the Pious in 1146, Duke Biard VII pressed his claim to the Imperial throne through the unproven legend that Biard I had been promised in 841 that if Paharnes' (Wenemet) line ever ended, the Imperial crown would pass to Biard's (Saurian) descendents. For twenty years, the Duke's armies attempted to make good on his claim. In the end, his battered army was destroyed on the field of battle at Golluz in 1167. So great was the slaughter, that the Duke's mutilated body was only later identified by virtue of his distinctive boots.

Prior to his campaigns, Biard had arranged for the succession of his lands to his

son, Brannis. This did not sit well with the nobility, who insisted on following the female line. In the end, Biard's nephew became Duke Biard VIII, while his son was accorded the title "Count of Thace" and some lands around the ancient city of Snamarthis.

After the death of Duke Biard VII in 1167, Ducal Thace, as it must now be called, began a long, slow decline. By 1300, it had been eclipsed by the County in both size and wealth. The nadir came under Duke Biard XIII, who attempted to sell the right to the title in 1410 to his distant cousin the Count in order to settle some gambling debts. An uprising ensued, and the Duke was retired to an estate in favour of his young grand-nephew, who became Duke Willor IV. Under the energetic and intelligent Willor, the Duchy began the long climb back to respectability.

C- I- N- BL-

Thace (Ducal) Fact Sheet

Full Name	Duchy of Thace
Capital	Ourane (river port city)
Kindred	88% S, 11% I
Religion	Urdan. Some Yagnarists in the highlands.
Government	Utterly disorganized. Duke Willor is the government at the moment. In theory and by tradition a central monarchy.
Clans	Clan Goshtikka-Ourane is large and unwieldy, but they are the only major clan remaining within the Duchy.
Military	Antiquated but rapidly improving.
Adjective	Thacian (Ducal)
Language	Thaich, West Saurian, Chi'tixi

THACE, ELECTORAL COUNTY PALATINE

Powerful Urdan Saurian state located in the Thacian Plains, primarily in the vales of the lower Hûrn valley. For its early history, see *Thace, Duchy*.

The first Count of Thace, Brannis I, set the mold into which all of his successors have fit: cagey (some would say secretive), bold, unexpected, and brilliant. During the course of his reign (1167-1194), he expanded the County from some meagre holdings around Snamarthis to something approaching respectability. As Ducal Thace declined, the County grew and prospered. By the time Basodir II was invested as Count Palatine by Emperor Rhazahan III in 1295, his little Realm had achieved parity with Ducal Thace. By the mid-1300s, it surpassed them.

The unexpected support of Count Ebalondrir I for the Tarotist Dronex of Cappargarnia in the election of 1386 was decisive, and led to the County becoming an Electorate in 1387. Count Ebalondrir II reigned as Emperor from 1421 to 1439.

C+ NSR+ BL- IR+

Thace (Electoral) Fact Sheet

Full Name	Electoral County Palatine of Thace
Capital	Snamarthis (river port city)
Arms	Gules, a horse salient argent
Kindred	85% S, 12% I, 3% W
Religion	Urdan. Other religions exist in small scattered communities and are generally tolerated if they behave. Significant Iluvarian settlement in Snamarthis.
Government	Electoral Thace is a strong central monarchy with an overworked bureaucracy.
Clans	Clan Goshtikka-Coddet rules. While there are many merchant clans and some small landowners, there is no other clan approaching major status.
Military	Powerful cavalry is the backbone of the Electorate's military.
Adjective	Thacian (Electoral), or Snamarthan, rarely.
Language	Thaich, Chi'tixi, Araxu

TIRYOWGLAS, COUNTY

Mixed Wenemet and Saurian Iluvarian state south of the Obogir River and east of Lake Sardath. The lands now ruled by the Saurian Counts were overrun many times during the Interregnum, and many minor states rose and fell. During the early Second Empire, these lands were consolidated into the Baronies of Mengleth and Bronnow, the Lordship of Bodraháhn, and the Patriarchy of Sistrameides.

These four ruled in relative peace until the coming of the Tylda in the first years of the thirteenth century. The Tylda were a group of Saurian Horseclans, emboldened by the ongoing Seventy Years War, that united the Eastern Steppes with the intention of looting the richer agricultural lands. For fourteen years they looted with near impunity, destroying Bodraháhn and bringing Bronnow to its knees. Finally, in 1215 the Pontiff of Sistrameides called for a council of the Imperial Clans to elect a new Emperor. Many Clans journeyed to the city, and nearly all of them were armed. Following the election of Emperor Rhazahan I, the united Clan armies annihilated the Tylda at the Second Battle of Bodraháhn. Most of the clans then left with the Emperor on his expedition to capture the Imperial Capital. To secure the conquered territories, the Emperor appointed the Saurian Baron of Mengleth, Kwilkyn Lefans as Count of Tiryouglas, a territory he held to include Bronnow and Bodraháhn. Clan Kwilkyn has ruled since.

Numerous wars against whichever Yagnarist faction was in control to the west have been inconclusive at best, as the Counts have had to keep most of the army stationed on the Steppe frontier.

C+ N- NSR-

Tiryouglas Fact Sheet

Full Name	County of Tiryouglas
Capital	Alhwedh (river port city)
Kindred	55% W, 45% S
Religion	Iluvarian. The cult of chivalry is quite strong here, and the Counts feel it part of their duty to protect the Pontiff at nearby Sistrameides.
Government	Classic feudal monarchy. The power of the Counts has waxed and waned over the centuries, and is now once again strong.
Clans	Five Wenemet and Five Saurian clans dominate Tiryouglas, though they mostly jockey for position amongst themselves rather than set their sights higher. The wealthy Wenemet Clan Brogh still rules Bronnow as Baron.
Military	Strong clan armies, particularly those from the Wenemet north, threaten to overshadow the Count's state forces. Cavalry is very much the favoured arm amongst the Realm's chivalry.
Adjective	Tiryowi, Tiri (informal)
Language	Sardic. Byrrin is a common second language in the north.

TOKATL, COUNTY

Tarotist Malebogle Realm in the north-western corner of Sahûl. Tokatl was one of the earliest distinct Malebolge cultures. There is some indication that they were originally a group of cultural and religious separatists in what is now western Chi'tixi in the century following the Shatterment. Their legends speak of following a mysterious Prophet known as Tz'a'aktah for years across northwestern Sahûl while she taught them the ways of the Tarot and molded them into a people. Under her guidance, they slaughtered the Saurians of what was then Anabreis Province and settled around a craggy hill, upon which they built their temple. This settlement eventually grew into the city of Tz'a'aktes.

The Successors of the Prophet ruled the expanding Tokatl until the sixth century, when a plague claimed their hive. Under the final Successor, Utz'a'aktesen VI, Tokatl was at its height, ruling the Ch'ahch' Peninsula and the western coast as far south as the Sea of Endeel. Civil war and strife followed the death of the last Successor, and by the time of the Reestablishment, Tokatl was much reduced and the ruling Tarotist Priesthood nearly discredited.

The Chi'tixi allies of Paharnes the Great occupied the area and appointed a Margrave based in Tz'a'aktes. By 930, the Chi'tixi were tired of the constant rebellions tying down their forces (better spent in richer lands), and so withdrew. The region quickly descended into chaos, which only ended with the rise of Hive Ahtaxaj in the late eleventh century.

Centered on the Barony of Takohn at the very tip of the peninsula, the Ahtaxaj Realm took Tz'a'aktes by siege in 1137. Baroness Taxah II moved her court there and began a systematic conquest of Tokatl's lost lands. A series of wars with the emerging Taneki

resulted in stalemate for a century, culminating in the disastrous slaughter called the Battle of Tribulations in 1259. The borders established by the armistice that followed have held to this day. Baroness Taxah XIII was elevated to Countess Taxah I of Tokatl in 1390.

C- I+ N+ A+ NSR+ BL- RS-

Tokatl Fact Sheet

Full Name	County of Tokatl
Capital	Ahnupat (port city)
Kindred	98% I
Religion	Tarotist. The ruling Countesses count Card IX: the Hermit as their patron.
Government	Militarized central monarchy.
Clans	Hive Ahtaxaj rules with an iron fist. Although there are dozens of minor hives, none could remotely be considered as major.
Military	The army is the state.
Adjective	Tokatl
Language	Tok

YAX'TE, ICEMARK

Small, mostly Saurian Realm in the extreme southwest of Sahûl. Sometimes called “the Great Adventure”, Yax'te is the first Realm established in the southern lands *after* the coming of Winter. In the late fourteenth century, most of the Saurian population of Sakkar, led by Sarmöe the Fridgid, left the Barony with the intention of taking what they'd learned about living in the cold and recolonizing the long abandoned lands of the Choloa River.

Originally envisioned by its founders as a Military Order, the Icemark retains a military structure, even though the idea of an Order proved unworkable in practice. Sarmöe's nephew Kerr'tic was created a Lord of the Empire in 1419, giving the Icemark official status.

C+ N+ A- NSR- BL- RS++

Yax'te Fact Sheet

Full Name	Icemark of Yax'te
Capital	Yoltet (port town)
Kindred	85% S, 15% I
Religion	Iluvarian. The Yax'te are extremely pious and plain. Not quite puritan, but tending in that direction.
Government	A theocracy organized on military principles.
Clans	Given the unique nature of Yax'te's founding, clan and hive allegiance is much less intense than in other parts of Sahûl. Many, many small clans and hive holdings. The ruling Clan Gorrne consists of nine members.
Military	Well-organized, if small.
Adjective	Yax
Language	Choloak

ZARKHANDU, ELECTORAL KINGDOM

Powerful and compact Saurian Yagnarist Realm in southeastern Sahûl. In the shadow of the mysterious mountain Yarni-Za, the origins of Zarkhandu are lost in the tumultuous history of the final days of the First Empire.

Zarkhandu was one of a dozen minor Realms in the orbit of the Fell Kingdom of Hrazec in the early Interregnum. As Winter advanced, one by one these Realms fell to crop failure and internal strife, culminating finally in the fall of Hrazec itself in the fifth century. Under these pressures, Zarkhandu strangely thrived. Each new crisis made the Zarkhandu harder and crueller. “Our history,” explained King Onin Tachg during his coronation in 1430, “has honed us to a scythe”.

C+ A+ NSR+ RS+

Zarkhandu Fact Sheet

Full Name	Electoral Kingdom of Zarkhandu
Capital	Zarkhandu (river port city)
Arms	Azure, a lion passant or
Kindred	95% S
Religion	Yagnarist, of a particularly cruel and elegant variety. The nearby Runazar sometimes refer to it as the “psychotic bastard religion”.
Government	Central monarchy with strong feudal elements. Extremely traditionalist in terms of roles and prerogatives.
Clans	Fifteen important clans, several of which have held their fiefs for more than a thousand years. Clan Sakath has been the royal house since 515.
Military	Strong central military supplemented by a long magical tradition.
Adjective	Zarkhandu, Zarkha (archaic), Zark (derogatory)
Language	Zarkhu

Religious Primacies

CHURCH UNIVERSAL & TRIUMPHANT

The Urdan Church is based in Urdaháhn in eastern Sahûl. They own Cathedrals and other religious sites clear across the continent.

Under the rule of the First Matriarch at the fabled city of Urdraháhn, the Church Universal and Triumphant (usually just “the Church” or “Urdraháhn”) is by far the most powerful religious organization in Sahûl, but it is also the most diverse, dispersed, and disorganized.

The Church is hierarchical and is organized into Provinces made of Prefectures made of Parishes. These units are similar to, but not identical with, the Imperial administrative units of the same name.

The priestesses and priests of Urda are organized into Monastic Orders. There are many, many Monastic Orders, some of which are politically or magically powerful, most of which aren't.

The Church is headed by the First Matriarch. She is typically chosen by prophecy, and the position is for life.

Assisting her is the First Prophet or Sibyl. This position is also for life, except in certain cases where the Prophet loses the gift of prophecy. They generally don't last long in any case.

Despite the veneer of hierarchy, the Church is entirely too large and unwieldy to be governed effectively. After thousands of years of precedent and exception, the Matriarchs usually find even the smallest tasks impossibly bound in red tape, lethargy, or convoluted ecclesiastical politics. When asked “so, how many people work in Church?” one Matriarch was reported to have replied in exasperation, “about half.”

C- I+ S+ NSR+ BL++ RS+ IR+



ILUVARIAN ORTHODOX CHURCH

The Orthodox Pontiff administers Sistrameides and a number of Cathedrals and other religious sites in central Sahûl.

Located in central and southern Sahûl, this oldest of the Iluvian Churches is centered in the Holy City of Sistrameides. It uses the Scales of Justice as its primary symbol.

C+ NSR+ BL+ RS+

CHURCH OF THE ILLIMITABLE

Tarotism is fractured, with hundreds of tiny churches often operating at cross-purposes. In several places, large established Churches have evolved. The most powerful of these is in the rich Byrrin River Valley and is patronised by several powerful Clans and Realms, including the Electoral Republic of Cappargarnia.

Ruled by a Pontiff from the Imperial Free City of Golluz, the Church of the Illimitable

is independent, rich, and a powerful political force in north-central Sahûl.

S+ N- RS++ IR+

THE CHURCH MILITANT

The Iluvarian Western Primate rules the ancient town of Tikata. They own a smattering of Cathedrals and Abbeys and are served by the Military Order of the Sword of Iluvar, based in the Fortress of Ta'chitix.

The Church Militant is active in far western Sahûl, where it is centered in the ancient town of Tikata. It uses the Sword of Righteousness as its primary symbol.

C+ I+ S+ RS+

Miscellaneous

TIGERS OF URDA

The Saurians of Sahûl once ruled the continent, and there are few of them who have forgotten it. Some Saurians, however, have taken this to the extreme, forming raiding bands and even terrorist organizations dedicated to obliterating the Younger Kindreds and/or the “New” (non-Urdan) Religions.

Although these extremists are clearly a small minority, they have taken over large sections of the otherwise uninhabited deserts and steppes of Sahûl, and they remain a constant source of worry to the more “civilized” Saurians who fear a Wenemet or Malebolge backlash. Many of these groups are little more than bandits, preying on trade caravans and outlying settlements.

The Tigers of Urda are both a band of desert cutthroats and the name of the radical sect they follow. The sect preaches that balance can only be restored to nature, and Winter can only be turned back, if Sahûl is itself returned to the order of the First Empire: one Kindred (Saurian) worshipping one Religion (Urdanism). Saurians who cooper-

ate with the “younger races” are viewed as traitors, and Urdans who fraternize with followers of the “new gods” are denounced as heretics.

The sect is confined to a small number of Saurian nomads in the Western Steppelands.

C++ I- S- N0 A-- NSR- BL-- RS8 IR-

