

L O R D S T J E P A N N E M E C K

(sjeer-pahn near-mek)

Your entire knowledge of Kulthea, the Shadow World, is far beyond the ken of mere common man. Lord Nemeck, your father, had the foresight to insist upon only the finest tutoring for his twin sons. Tærænor, elven scholar who once hailed from the Islands of Námar-Tol, not just tutor, but mentor, and even friend, the only neutral party among the courtly struggle and violence that ravaged your homeland, Miir, during your childhood. You never knew your mother, Adjiana Nemeck, and father spoke little of her, your only memory a small silver locket with a painted likeness of her. You know absolutely he loved her deeply and perhaps is the reason why he could never speak of her, but he provided for you and your brother, Constans, everything and anything for your education. Tærænor, despite the hatred for his race among those following the ways of Andaras in Miir, offered intelligence and wisdom beyond the petty concerns of men. Perhaps it is that which drove the wedge between you and your brother. The only childhood friend you've kept since early youth is Meldil, the young servant boy who's training consisted of being your aide dressing and cleaning after you, as is determined by your station.

Being the younger of the two only impressed the desire to compete with Constans who, by slight margin, claimed superiority. Strong in bond, that tie soon became a rope over a pit from which you both pulled polarized. Not only the realm of knowledge was given to you both but also the ways of war. Until the age of ten you both attended Tærænor's teachings and the physical mastery of Daubon, a renowned knight of Miir, and then it became obvious that Constans and yourself could no longer fill the same space in competition. Where he prevailed marginally in physique, you prevailed in mind. Daubon became mentor to Constans as Tærænor soon became to you.

At the age of nine, the Katra of Stroane expanded his campaign across Miir and your father acquiesced to the demands of the powerful army, not interested in a campaign at his age. You remember your father locked deep in conference for the next three years as he did his best to politically avoid the situation, rather than face destruction like other southern castles.

Though you never gave up the ways of war and less it remained an interest under Constans' growing smugness. Your teen years were spent in curdling brotherly hate with Constans whose dominant personality exerted itself among the children of the court, gaining in friends, gaining ego. Your companions proved to be the flotsam of Constans' whims, something he was keen to rub you upon, although Meldil always remained loyal by your side. It was Constans commented upon by the Lords at court, fondled over by hopeful Lady's and their daughters, he swept through their ranks with little care for any bar himself. Such was how you met your closest friend, Lycus Vaymoris, whose father was close friend of Lord Nemecks, running a small fiefdom under your father's lands of Alkartek.

Lycus was always cordial to you, even over your brother's brash castaway attitude, and perhaps that's what caused Constans to cast away Lycus, at the time his closest ally. Ridiculed over his supposed sexual preference for buggery at the age of fourteen years was not something Lycus was to stand, especially in the under-court growing around Constans. Lycus response was challenge to Constans over his treatment of others and especially you, how he wanted little part in such petty battles. The result was a beaten Lycus assailed by a shadowy group late at night.

Outcasts together you left the clique of young lords and Lycus showed you the ancient ruins of the Emerian empire north of Alkartek. Days you spent *in absentia* wandering vestiges of what was; mammoth marble towers, cracked and crumbled roads smothered by the long sweeping grassland of Miir... returning to avoid your brother's growing frivolous egocentricity and to attend studies as demanded by your father and sought after by yourself. Lycus gave you more than simple escapism, friendship with another of your age was not something you'd experienced. It was he who introduced you to Tanya, child of a Serf in the employ of Lycus' father, Lord Vaymoris. Beautiful, shy and full of energy, your childhood love developed albeit somewhat illicitly. Lycus always made sure you had chance to meet with her in private, whether at his castle or outside, providing alibi when necessary. Always there with a smile and warm heart Tanya gave you more than love, but inspired the desire to dream and to look beyond the world... you could not help but feel cynical she would never reach her dreams of traveling to Jaiman considering her status.

It is the Summer of 6052, the Third Era of Ire. You've seen twenty years in the lands of Alkartek in the nation of Miir. Lycus remains a good friend, and your love for Tanya is strong as ever, if not more so, through the four years together hidden as that may be. Your father's age of 160 years show although his determination for peace remains strong, being only a few years since the Katra's death. Tærænor remains your constant advisor, although your studies have fallen from the strict regime of your childhood.

:: history of kulthea ::

The past of Emer and Hæstra was a continual lesson from Tærænor who stressed the importance in knowing the past if only to learn from it. Indeed you have learned and not just because Constans would not, finding it boring and pointless in the face of being outside in the sunlight sparring with sword and tongue.

First Era of Ire and Creation of the World

Tærænor called this the Long Night, a period of darkness in which he says Kulthea's was little more than a world deep in water and clouds and darkness. No one knows how long this lasted, perhaps for one hundred thousand years... toward the end of the Long Night land pushed through the seas and the clouds parted for the first time, allowing plant life to grow, followed by animals. The Lords of Orhan gave life to man and elf, and placed them across Kulthea. Both had to survive the unstable moons whose pull on the waters erased many a civilization. A race known as the Jinteni populated the Great Continent, to be known as Emer.

Second Era of Ire

Without fanfare or apparent synergy, though all at approximately the same time, Loremasters appeared across the Shadow World. Wearing many guises, speaking all tongues, their knowledge was critical to the survival of the races still alive. None knew where they came from or how many they numbered. Unmatched masters of the Essence, their powers allowed them to tap into the Flows at will transporting themselves across Kulthea at will and command of the colossal forces. Wanderers, they rarely linger with each culture.

Godlike beings, calling themselves the Masters of Emer settle on the mountainous island of Votania and rule Emer through the Xiosians, powerful warriors who keep the peace among the land and keep away the races of Shadow.

With the Loremasters' help many civilizations rise on firm footing, settling the wide lands and exploring beyond them. The world remained a peaceful place, until the coming of the Unlife and the arrival of Shadow to the world. The Unlife was a force that fed on destruction, upon the death of individuals, societies and entire civilizations, with an unquenchable thirst, the more it consumed, the more it required. Seemingly everywhere cults and orders grew in dark places, the strength of Shadow an easy tool for those seeking power and dominion. The first demons are seen upon Kulthea. The Unlife offered more knowledge than the Loremasters were prepared to part with yet their words were of warfare and enemies - suspicion was sown. Some Loremasters tried to turn the tide but were too few and unwilling to battle the Unlife directly. Battle lines were drawn for the conflict that would end the era.

The Wars of Dominion shattered civilizations beyond repair and the Unlife's servants almost as one joined forces to rise up and attack all who remained free of the dark domination. Demons, priests, Essence masters all lashed out and attempted to destroy everything the Lords of Orhan and the Loremasters had created. It is said the

Wars of Dominion lasted some three hundred years. Much was destroyed yet many a valiant leader stood their ground before the Shadow. Terrors unnumbered and unspeakable walked the lands and flew the sky. Some Loremasters broke their neutrality and confronted the Unlife, most perishing though without their aid the people of the light would have most certainly perished. The victory of the Free Peoples came only with the intervention of the Lords of Orhan who managed to press back the Shadow. Greatly-weakened survivors retreated into themselves concentrating only on survival.

- 1: Foundation of the College of Loremasters by the elves Kirin T'thaan, Ilmaris Terisoen, and Andraax. The beginning of 'Loremaster Reckoning', signaling the end of the Long Night.
- 100: Elves migrating from the east settle on Emer and name their home Námar-Tol.
- 450: First observance of the comet Sa'kain. It heralds the coming of the Dark Gods to Kulthea. The comet returns hence every 1500 years.
- 1000: Warrior-mages on huge steeds begin purging the wilds in central Emer, driving out the ubiquitous Gark and Lugrôki hordes. These knights are harbingers of the coming of the Masters.
- 1073: A pantheon of godlike beings calling itself the 'Masters of Emer' claims all of central and northwestern Emer. Their home is the mist-shrouded isle of Votania in Hæstra. Lordly beings, they are the size of giants, yet handsome and fair, and immortal. They rule through an order of warrior-mages but appear for festivals and ceremonies, riding out of the sky on enchanted chariots pulled by winged steeds.
- 1073-5000: Under the Masters of Emer, most of the rustic Shay peoples are driven out of Hæstra, and the Laan settle. They build beautiful strong cities of granite and marble that rival the Jinteni's accomplishments. However, their kind are easily called to the Unlife's growing darkness.
- 1075-1200: The Masters of Emer lead an army through the Gap of Uj. By the end of the century they have driven out the Murlogi of Murlog and subjugated the peoples of the southwest.
- 1200-1218: The Masters of Emer cross the Spine of Emer and subjugate the southeastern regions. Everywhere they go the Masters are worshipped as gods. Peace follows in their cleansing wake.
- 1220-1229: The Masters claim Silaar, but leave Námar-Tol to its peaceful existence seeing little need since no strife exists there.
- 1230: All of Emer is under the control of the Masters and each rules a region as lord and god. An era of peace and prosperity for the entire continent ensues, lasting nearly two millennia.
- 1950: The comet Sa'kain returns, triggering massive flowstorms.
- 2000: The first recorded appearance of servants of the Unlife. The Unlife is a dark power - a force for total destruction and death - existing beyond Kulthea, and even as some believe, beyond the plane of physical reality. The Unlife is a single force with many servants and incarnations. Dark cults - followers of the Unlife - begin to spring up.

- 2500: Foundation of the Changramai Monastery on the Choak mountains of northern Emer. Their quasi-religious order seems filled with contradictions, but they are soon renowned as unsurpassed warriors in unarmed combat.
- 2500: Foundation of the Library of Nomikos in the continent of Jaiman, administered by a monastic order of sages and scribes.
- 3200-3350: Murlogi begin raiding in Uj again; Garks multiply in the Rulaash Forest of Onar and terrorize the peoples; Lurgôki breed in the Spine of Emer and begin raids on the lowlands of Hæstra.
- 3300: Foundation of the first guild of Navigators, a secretive group which offers guaranteed safe travel as a service – to anyone who can afford their fee. Over the next four hundred years they spring up across the west.
- 3345: Forces of the dark god Andaras attack Uj via land and sea. A single Master of Emer leads an army to repel the dark army.
- 3347: The battle ends tragically with the Master of Emer nearly slain by Andaras before his brethren arrive. Andaras claims Uj.
- 3450: The comet Sa'kain returns.
- 3450-5000: Much of Emer continues to fragment, inspired by the invasion in Uj. Murlogi, Lurgôki, Trolgi, Dragons, and other terrible enchanted creatures are everywhere, wreaking havoc and destruction. The Masters of Emer are useless to overcome the Shadow and they can only hold Hæstra against the incoming darkness. Soon the Laan themselves revolt against rule and the empire crumbles.
- 3500-3700: Rise of the realm of Thanor in Silaar, ruled by a divine priest-king.
- 4000: Thanor at its height, a place where magic is commonplace. Their growing realm spans Námár-Tol and Tai-Emer. The rest of Emer remains locked in darkness, populated by warring tribes or loosely allied feudal lords.
- 4200: The fleets of the Lord of Encla Turic assault the Silaar and Tai-emer coast from the north and south. The armies utterly destroy the realms of Thanor and Arûl. Thanor is laid to waste, its cities obliterated and its people massacred. The Lord's armies then leave, waste left in his wake.
- 6400-6450: All across the western hemisphere, governments destabilize, criminal activity rises, cultural and racial hatreds inflame. Dark religious orders preach intolerance and subversion, but there seems to be literally something in the air causing tempers to shorten and aggressive behaviour to increase. Murlogi and Lurgôki breed in such large numbers they are seen walking openly in the daylight, burning farms and ambushing travelers with impunity. Once again dragons and other fierce creatures are seen with growing frequency. At the bidding of the Dark Gods, the undead rise and demons appear to rape and kill unchecked.
- 6441: Navigators suspend travel services until the end of the Wars of Dominion due to increasing dangers and flow instability.
- 6450-6820: The Wars of Dominion, the arrival of the comet Sa'kain severely disrupts the Flows and triggers the apocalyptic war. Only with the aid of

the Lords of Orhan and the Masters of Emer are the Dark Gods & Unlife driven back with great loss to the people of the light.

The Third Era of Ire

Barely had a thousand years passed when new minions of the Unlife emerged, however, this time brute force was not their ways. Deception and subterfuge were the tools of these new Cults. Few in number and weaker than their earlier brethren they moved among the people spreading dark religion. This is the time of the Third Ire and the Time of the Shadow.

- 1-100: Weakened Loremasters aid in the rebuilding of civilizations. Life becomes more of a struggle and a dark age is ushered in where the dark forces continue to ravage scattered communities. The Masters of Emer have disappeared and Votania is a haunted island, shrouded in clouds of mist. Emer reverts to wilderness broken by isolated city-states.
- 1085: Arrival of Aldaron and his people to Emer, resented by the Laan (who are now known as the ‘Old Race’). His presence signals a unifying force and he settles with his people in the Great Continent. Though not immortal their lives are long and remain youthful for centuries.
- 1100-1300: Age of Consolidation. Aldaron establishes home on the northern slopes of the mountain on Votania, proclaiming the mist-shrouded peaks off-limits. From his base, Aldain Castle, he uses a combination of diplomacy and disciplined armies to solidify his hold on Emer. Hæstra is brought under his control. The Laan ally under Aldaron’s flag.
- 1105: Beginning of the Empire Reckoning (1 ER). Aldaron establishes temporary headquarters on the northern banks of the inland sea of Votania and founds the Eight Orders and directs the creation of the Artifacts of the Orders.
- 1112: Construction begins on Aldain Castle on the northern shore of Votania itself.
- 1125: The comet Sa’kain returns, but affects Kulthea little, so distant it is in the sky.
- 1130: The Garks of the northern Spine of Emer are eradicated by Aldaron’s armies.
- 1135: The Murlogi of the Forbidden Ridge are driven into their caverns and the entrances into Hæstra are sealed.
- 1145: Hæstra is secured. The regional capital of Ardan is established in Hæstra, along the foothills of the Mountains of Gold. Its symbol is the Unicorn. Aldaron names himself King of Hæstra and in a grand ceremony presents the Eight Orders; Ahn sye Nokora (Order of the Flaming Sword, the kings guard), Ahn sye Zanar (Order of the Cloak, the priests of the official religion, worship of the one god Zanar), Ahn sye Talas (Order of the Ring, a group of magicians), Ahn sye Shan (Order of the Sun, Animists responsible for the cultural health of the kingdom), Ahn sye Takla (Order of the Four Winds, messengers of the king), Ahn sye Woloka (Order of the Eye, Seers and Astrologers to the

- king), Ahn sye Nomoke (Order of the Hand, a secret society whose role to this day remains unclear), and lastly the Ahn sye Nivulma (Order of the White Flame, guilds of artisans who created the artifacts).
- 1187: Sailing south along the western coast, Aldaron’s forces secure western Uj and head east. Regional capital of Leonas is established at the mouth of the Daluj river in Uj. Its symbol is the Wyvern.
- 1190: Aldaron returns home.
- 1261: Tai-Emer is subjugated by Aldaron. A regional capital of Relas is established in Tai-Emer, at the mouth of the T’voca river. Its symbol is the Lion. Aldaron heads further east while his brother Aldanor leads a fleet across the Sea of Tears to the north.
- 1262: Aldaron advances into the land of the Nuyan Khôm. Not only are the Nuyani better horsemen but they are skilled in a style of unarmed combat unknown to the Emerians. However, the Nuyani are fewer in number and they have little defence against the Imperial crossbows. Aldaron subjugates the Nuyani who in place of their fallen leader name him their warlord. Meanwhile Aldanor founds a regional capital in northern Silaar, at the tip of the Rust Mountains. It is called Corinn; its symbol is the Hawk.
- 1286: Heading south, Aldanor moves into Khûmkaan, settling Coronan at the mouth of the Sybarus River.
- 1300: Aldaron’s unification of central Emer is essentially complete, he declares himself the Emperor of Emer. At a grand ceremony he presents the four scepters of the Archduchies, crowns his brother Prince of Coronan. The four realms are Ardan (Hæstra) with the Unicorn as symbol, Relas (Tai-Emer) with the Lion as symbol, Corinn (Silaar) with the Hawk as symbol, and Leonas (Uj) with the Wyvern as its symbol.
- 1300-1500: Age of Exploration. Aldaron sends many ships out from Emer to explore the surrounding isles and lands across the seas. He secures further realms to the west, south and north.
- 1307: Aldanor’s fleet arrives on the shores of Námar-Tol. Battle is averted, and the elves sign a treaty, agreeing to be a protectorate state, independent but under the wing of the Empire. The Emperor agrees to not interfere with the internal workings of the land.
- 1318-19: Aldaron sends agents into the northern continent of Jaiman.
- 1320: Aldaron abandons the idea of annexing Jaiman and secures a nonaggression treaty with the southern kings of that land.
- 1325: The famed Laan explorer Jelred Tain, under commission from the Duke of Leonas, rounds the spur of Ræl. He is the first to do so, after many ships are lost in the Dead Sea.
- 1332: The satellite capital of Shanish is established in Onar, along the northern coast.
- 1341: Aldaron marries one of his own people, Isil.
- 1368: Isil bears Aldaron a daughter, Vania.
- 1388: Isil bears a son, Terenis.

- 1400-1420: The Komaren Isles and the Shinh Archipelago west of Emer are brought under rule.
- 1425: Ships from the Emerian Empire encounter the Kingdom of the Desert Jewel, the continent, Gethyra and sign a peace treaty.
- 1430: As arranged by Aldaron and the Church, Terenis marries the Laan woman Syba, daughter of the Næ-Fulk (Archduke) of Relas.
- 1437: Terenis divorces his wife and marries Jaad, a male consort, one of the Knights of the Silver Sword (Ahn sye Nokora), in defiance of the religion of Zonar. Aldaron refuses to banish Terenis even under the pressure of the Zonar Church, but names Vania as his ordained heir.
- 1439: Vania marries the Laan Lord Estar of Leonas.
- 1440: Terenis survives an assassination attempt, and retires to the Komaren Cluster.
- 1466: Aldaron’s brother, Aldanor, Prince of Coronan, dies of an unknown illness. His son Keil succeeds him.
- 1480: Aldaron lays aside the Scepter of Emer, and his daughter Vania assumes the throne. To her are given over the symbols of rulership and the allegiances of the Eight Orders. Aldaron retires to the Houses of the Dead.
- 1483: Gorjar, the Næ-Fulk of Relas, contests Vania’s authority and attempts to secede from the Empire. But the Empress reacts swiftly, sending a large force into the Relas region and arresting Gorjar.
- 1512: Vania gives birth to a son: Vanaar.
- 1525: Vania has another son: Vemik.
- 1535: Vania’s husband, Estar dies in a hunting accident in the forests of Norg.
- 1543: Vania remarries: this time a Laan lord of Corinn named Shanar.
- 1548: Vania’s eldest son Vanaar is slain in a hunting accident.
- 1550-1600: Vania’s last few years are marred by corruption among her ministers and continual uprisings. She is forced to pay armies, creating mercenary forces working for the highest bidder. Onar and Ræl fall out of contact with the Empire. In Nuyan-Khôm, warlords assert more authority and the Næ-Fulk of Corinn (Silaar) is powerless to stop them. Indigenous Jaaderi of the province Relas (Tai-Emer) chafe under the oppressive rule. In Uj, the province of Leonas suffers attacks from the Charn Raiders and the Rhiani tribes ignore all Leonas’ authority. In Ardan, counties chafe under harsh Ducal rule and ever-increasing taxes.
- 1551: Accused of plotting against the Empress, Vania disbands the Order of the Hand and banishes them.
- 1552: Vania gives birth to twins: Væric and Vinya. They are half-elven. Vania’s husband vanishes, the courts at Aldain and Corinn are rocked by scandal. Vania is accused of deception and sorcery. She reasserts her authority.
- 1553: The Lord High Priest of Zonar declares the church independent of the Imperium and moves his official seat from Aldain to the Isle of Fire, off the coast of Hæstra. The church begins to speak out openly against the Imperium.

- 1558: Vania's second son Vemik is lost at sea. The half-elven Væric is named heir to the Empire despite conservative outcries.
- 1576: Vinya disappears.
- 1588: Væric narrowly escapes assassination.
- 1589: Væric marries the Lady Kyria of Leonas.
- 1600: The strain of rulership takes its toll, and Vania passes the Scepter of Emer to her son Væric. She dies within a week; Emer mourns for eight days.
- 1603: Na-Fulk Welias of Corinn marries the Laan beauty Jysela, within weeks she institutes reforms, restricting the rights of many citizens. She speaks out against the Nuyani race, naming them inferior to the Laan.
- 1608: The Prince of Coronan is assassinated; his half sister seizes power with the blessing of the church. She refuses to acknowledge the Emperor and crowns herself Queen of Coronan.
- 1612: Racial tensions in Corinn reach a climax. Rioting precludes martial law and Nuyani are rounded up and executed. Those who speak out are also executed.
- 1617: Provinces rebel at the Emperor, Relas secedes, seers foretell the end of his rule within the year. Corinn splits in two, the Nuyani splintering from Jysela.
- 1618: Væric is assassinated. Ageren Vuk, the Cho-Na-Kudai (Lord High Priest) of the Order of the Cloak, names himself Emperor Regent and declares the eight-year old Silima Chark Empress. Martial law is enforced across what remains of the Empire.
- 1618-1648: First Zanarian Purge. The next 30 years are marked by Inquisitions. At first books are burned, but the terror escalates and hundreds are condemned to death. The Orders fail or break away. The Church of Zanar works to destroy them. There is widespread famine and disease. By the end of this period, the western isles, Námar-Tol, and most of Uj has essentially seceded. The Emerian Empire has shrunk down to the region of Hæstra.
- 1648: Ageren Vuk dies. Silima attempts to assert herself but fails and dies a year later.
- 1649-1652: These three years mark the final death-throes of the Empire. Seven men and women sit on the throne in quick succession during this violent period. Hæstra crumbles into anarchy.
- 1650-1660: Second Zanarian Purge. The Priests of Zanar rile against sin and excess and demand heavy tithes, they grow in power. Sel-kai emerges as a small independent trading town on the Sharhya river.
- 1653: Aldain City is sacked by raiders. The last man claiming to be Emperor of Emer is slain on this throne.
- 1660-1700: Anti-church uprisings begin, Zanarian missionaries are driven out of Tai-Emer and Silaar.
- 1800: Kaitaine establishes its name as a trading centre along the SW coast of Emer. Aldain city is abandoned. The Yellow Death sweeps across all of

- central Emer, killing twenty percent of the population. Elves are immune.
- 2000-3000: Most of the continent remains politically fragmented and slides into a Dark Age lasting over a thousand years. Emer is thinly populated.
- 2059-2065: A plague known as the Lingering Pain sweeps through Emer, killing many among the Laan, Shay, Nuyani, and Jaaderi peoples.
- 2625: The comet returns once more.
- 3000-4000: The Lords of Orhan appear over Kulthea. Kaitaine grows as a trade city.
- 3200: A group of Emerians settle at the mouth of the Urij river; their land is called Sarnak. After the male leaders make a series of foolish decisions that threaten the realm, the women revolt and take control.
- 3980: The Laan lord Jengar Qatanen of Orian, a city state at the mouth of the Alarna river (north of Votania in Hæstra) secures fealty from several nearby lords and establishes the kingdom of Irdania, spanning most of the old land of Miir. He expands into Vornia and Stroane.
- 3989: Jengar has lordship over most of the lands surrounding the Sea of Votania.
- 3999: Jengar is slain in a hunting trip in the forest of Norg.
- 4000-4100: Incest, corruption and assassination rock Irdania through this time.
- 4125: Sa'kain streaks past Kulthea again, wreaking havoc with weather and Essænce.
- 4205-4600: The fame and wealth of Sełkai grows with the construction of the first Skyship. The Merchant-prince of Sełkai initiates a fleet of flying merchant ships. In 4600, the prince embarks on a plan to construct a floating city.
- 4350-4365: Three different plagues wipe out almost half the population of Hæstra. Combined with droughts and uprisings, the kingdom of Irdania crumbles.
- 4365-4400: Hæstra has deteriorated once again into a collection of small, petty kingdoms.
- 4400-5500: Most of Hæstra is in a dark age. Trade ships only enter the Bay of Izar to dock at Sarnak. Even Skyships do not enter because of the tails of at least one dragon terrorizing the land. Navigators charge extra for travel in Hæstra. Many castles and manors fall into ruin and the city-states suffer.
- 4650: The city of Eidolon rises in the sky above Northern Emer, a jewel of unsurpassed beauty and a triumph of Kulthean craftsmanship.
- 5000: With the decline of the religion to Zanar and the Lords of Orhan, comes a rise of religious rivalry in Hæstra. Mynistra's followers wield considerable influence in the southwest, while Priests of Andaras gain power in Strone. Izar follows Shaal, and in the north the Sun god Phaon sees a resurgence of popularity. Zanar is a little-known cult.
- 5030-on: Flow-storm activity increases across Kulthea. Portals open randomly and creatures of the Void and Unlife enter into the Shadow World.
- 5210-5220: Relian, ruled by a priest of Phaon, builds in trade, but the conflict of his religion and politics pushes him to choose, he chooses the former.
- 5430: The Loari of Námár-Tol develop the first airbarges.

- 5650: The comet returns, chronic famine sweeps Emer, snakes rain from the sky in Tai-Emer and Uj, a horse-killing disease sweeps Hæstra killing three quarters of their population.
- 5910: Vajaar declares sovereignty over the entire mainland of Uj.
- 5945: A man known only as the Nameless One arrives on the isle of Zinvar and predicts impending disaster to the thriving trade center in three years.
- 5948: The people of Zinvar are overcome in one night by a mysterious plague of violent madness. The city burns. Zinvar is deserted and avoided.
- 6019: The Nameless One enters the Palace of the Emperor of Nuyan Khôm and warns the ruler of a great disaster. That night the Butterfly Scepter of Khôm is stolen, a plague then follows killing the royal family and many of the Nuyani.
- 6035: Amidst the ruins of the old capital of Relas, a new leader begins to rebuild, naming himself Lord of Arдания. A city begins to thrive.
- 6037: Niév passes many conservative laws at the urging of the local Priest of Andaras, restricting the rights of elves.
- 6038: A total solar eclipse by Orhan over central Emer. Minor tremors shake the lands about Votania. For ten days and nights strange lights are seen in the mists about the base and summit of the island.
- 6039: The Nameless One warns the Priest-King of Pochantos of impending doom. He is ignored. Eight days later an earthquake levels the capital city.
- 6040: Rumours of visits by the Nameless One in southern Hæstra, Námar-Tol, and a southern city in the Lankan Empire. The Lankanok defeat the surviving Pochanti and consolidate hold on the land. Lankanok and Arдания sign a pact of nonaggression.
- 6041: The Katra of Strone, begins an expansion campaign drawing nearby Miirian holds under his rule by oaths of fealty. Those who resist are sieged. Alkartek swears fealty without resistance.
- 6042: You and your brother, Constans are born to your father, Lord Nemeck and your mother, Lady Adjiana who dies in childbirth to you both.
- 6043: The Nameless One is seen in Izar but makes no public statements. Reports of a huge red-gold dragon in the Spine of Emer near Tovor.
- 6044: The forces of the Katra of Stroane move through Vornia, capturing hold after hold. The Archbishop of Helberna (the heart of the religion of Mynistra) refuses to yield and the city is laid siege. A manor south of Tovor is destroyed, survivors tell of a huge winged fire-drake.
- 6045: Niév becomes more radically conservative. Robersin, priest of Andaras preaches that all nonhumans are evil. A law is passed making it illegal to be an elf in Niév.
- 6046: An elven traveler, Joren Borchel, venturing into Niév is arrested and convicted of "being an Elf". He is executed by beheading. Niév suffers as traders avoid the town, but most of the residents are now caught up in the religious fervour.

- 6046: After a long siege, Helberna falls to the army of Stroane. The Archbishop of Helberna is thrown into the dungeon.
- 6048: The Katra of Stroane marries Vazia, a country maid in spring. Later in summer the Katra is found dead in his bed, apparently murdered by his young wife – who has disappeared. His ten year old son Mikel is crowned Katra, but only in name. Lord General, High Priest Shatang of Andaras and the Katra’s uncle assume protective rule. Stroane forces lose their initiative.
- 6049: (Winter) The Hard Winter in Hæstra, heavy snowfalls block highways. Parts of the Keyten river freeze over. Wild beasts sweep down from the Spine of Emer harassing towns and villages. The Red Dragon attacks several more manors.
(Spring) Hæstra is in turmoil as news of the Katra of Stroane’s death spreads.
- 6050: (Winter) The Nameless One is seen in Kaitaine.
(Summer) With the death of the Katra of Stroane, expansion halts and generals try to consolidate what they have taken. There is civil unrest. Stroane/Arakin Government is disorganized.
(Fall) Smuggling and tax evasion is rampant, Stroane begins to feel the pressure as SelKai banks repeatedly call for repayment.
- 6051: (Spring) Agents of the Selkai and Ullizi Bank call in their loans to Stroane. The realm is unable to pay, so the banks claim the collateral and declare themselves in charge of the government. They send agents to Arakin. Lord General Terell leads a coup and has the other two of the Trinity, as well as agents of the SelKai bank, arrested and the Katra’s son killed. He declares martial law and the High Priest Shatang and the Katra’s Uncle are tried and executed. Strange events occur in southern Miir, Demons emerge suddenly and wreak havoc, then the bulk of them disappear.
(Summer) Stroane crumbles more, independent lords reassert their authority and much of Hæstra is torn by warfare. Wild wolves and stranger creatures continue to range far from the Spine highlands to harass homesteads. The Choak Pass becomes a dangerous path, especially with the forays of the Red Dragon.
(Autumn) Most lords refuse to pay taxes to Arakin, and desertion among the Stroane mercenary armies is rife.
- 6052: (Winter) Bishops of Mynistra and Priests of Andaras, urge the lords of Miir and Vornia to sever their ties from Arakin. Large cities become independent city-states, while across the countryside dozens of manors become essentially independent fiefdoms. Bandits and highwaymen flourish. Trade suffers and the cities are full of mercenaries from the Stroane armies offering their services everywhere. Stroane shrinks to the Lene river on the north and Qye to the south. Niév is an independent town, still dominated by Robersin, the Priest of Andaras. The Archbishop of Helberna is freed from prison and soon elected Lord Mayor.

:: e m e r ~ t h e g r e a t c o n t i n e n t ::

Tærænor's studies also covered the gamut of geography to accompany your other studies, taking a stronger approach on Miir itself, under the direction of your father. Oftentimes boring, yet the elf had a way with expressing the countries, instilling within you at least the desire to see many of what he himself had viewed.

Miir (within Hæstra)

The name given to the region situated south of the Keyten river, and between the Langasse to the west and Alana to the east. This region known collectively as Miir is actually a collection of semi-independent lord-holdings, and scattered homesteads. Its wilderness as you have explored is strewn with beautiful, if mysterious, ruins. A rolling land with many small valleys, its downs have the richest soil in Emer and once was the heart of the Emerian Empire under Aldaron. Many of the lords hold titles passed down since those days.

Up until eight years ago most of Miir had been united under the Kings of Orian for several centuries. But the land of feudal alliances watched the Orian pact splintered when the Katra of Stroane lay siege to Orian and demanded the King's surrender. Totally taken by surprise by this aggression after countless years of peace, the king was unable to summon the lords and Orian fell. The Katra received the king's allegiance. Now, several lords seek to re-establish trade and good relations but tensions remain.

- Orian: A walled city on the north shore of the Sea of Votania, built on the ancient foundations of the old Empire's port across to Aldain City on Votania itself. A thriving city comprised of mostly Laan and Shay people.
- Relian: Relian is the crossroads between Bodlea and the heart of Hæstra. Traders passing through the Choak Gap travel through here, as well as those coming overland from Danarchis. It has an unusually diverse population, Bodleans, Anzeti, Jaaderi, immigrants from fallen Pochantos, Laan, Shay and even Loari Elves. Administered by the Chamber of Five, being the High Priest of Phaon, the Grand Guildmaster, and three wealthy lords.
- Bornay: A small town built beside an ancient Empire-era bridge spanning the Keyten River, the only one for three days' walk in either direction. Both town and bridge are under the control of Lord Dennys of Bornay Castle.
- Pellern: A way-stop along the Imperial highway from Relian to Bentara on the Izaran coast, a poor run-down community which has seen better days. Once a wealthy mining town, the gold has since stopped flowing from the Mountains of Gold and only comes in trickles. Lord Dreygen rules with his young and second wife, Lady Wintessa. He has a daughter, Lady Willona to his first wife.
- Chelzaria: Still mining successfully, unlike Pellern, the Count Harond and his daughter rule the town. Count Harond is an astrologer and once advised the King before his fall.

- Helberna:** A bustling town and trade centre, and home of the High Temple to the goddess Mynistra. The High Archbishop resides here, yet the land surrounding is ruled by Lords of the faith Mynistra.
- Tovor:** Under the shadow of a Red Dragon that has for the most part left the town alone, but destroyed many a manor south and north, Lord Lystor rules Tovor regardless.
- Alkartek:** Your home, a sprawling castle and small town overlooking a vast territory of central Miir, with rich soil and plentiful ancient ruins. Wheat grows well here. Your father Lord Nemeck is an old soldier, who rules wise and strong.
- Bokpentok:** At the crossroads between three large cities, Bokpentok is an old city. Count Hirotha rules from his castle, dating back to the Empire. A large abbey to Mynistra is located just over the river to the south.

Hæstra

- Danarchis:** A small, but powerful maritime kingdom built on the rocky peninsula of northernmost Hæstra. They have little contact with the rest of Hæstra and trade over the seas for their riches. Danarchis also controls all of the small islands surrounding its realm, to the Forbidden Reef to the west and the Six Isles to the east. Ruled by a King who has little interest in expansion. The capital of Danarchis is Artha, a bustling trade city of white marble towers and seaside plazas.
- Bodlea:** More a region than a specific government, it is made up of eleven Talath dales, relatively isolated and sparse in people. Not as fertile as the Miirian soil compounded with the superstition of the godlike being, Kellus that is said to reside in the river Keyten.
- Stroane:** A kingdom in turmoil, just a decade past it was poised to control all of Hæstra, and now it is on the verge of collapse. The capital Arakin lies along the eastern shores of Vul Arus ("enchanted waters", the old name of the Sea of Votania), a bleak city. Niév and Qye are considered satellite cities within Stroane, although Niév has officially seceded from the Stroane government.
- Vornia:** Never densely populated, the grasslands of Vornia have no central government, but is strong in Mynistrion religion and has perhaps the most peaceful of towns in central Hæstra.
- Zinvar:** Until 5948, Zinvar was one of the preeminent trading centres on Emer. A large island and independent city-state with wealthy trading port that rivaled Kaitaine and Sel-Kai. It was brought to its knees after a visit by the Nameless One and has never recovered nor do any travel to its shores.
- Talæn:** An elven haven off the coast of Emer with little ties to the mainland, surrounded by reefs impenetrable to those not from the island.
- Emerald Forest:** Situated between the Sea of Votania and the Bay of Izar this extensive forest is supposedly haunted. Few travel its dense paths, few even approach due to a strange presence emanating within.

Sarnak: A city-state realm of Amazon warriors maintaining a strategic trade route between Uj and Hæstra that has made the city both wealthy and powerful. Ruled by women, men serve as subservient domestics who look after the children and do as women would in other realms.

Komaren

Cluster: Little or no women reside here. The capital, Aquitar, does not offer a welcome to women and actively discourages it. The Komaren Cluster is haven to the sherikaan (derogatory Old Emer term for men who prefer the intimate company of other men).

Izar Port: Guarding the entrance to the Bay of Izar, the Port of Izar has been growing steadily in wealth and size for many years. A centre of skilled craftsman and a well protected port bustling with ships. Twin lighthouses, constructed by Aldaron during the heyday of the Emerian Empire still stand and have been maintained to working order.

Votania: This great mountainous isle near the centre of Emer has always been a focus of power and mystery. No one has ever set foot on the uppermost peak of Votania and returned to boast of it.

Tai-Emer

Præten: Two peninsulas and more than a dozen large isles mark the empire of the Honakh (‘king’ or ‘lord’) of Præten. A maritime country isolated from the steppes of Tai-Emer. An aggressive people who find themselves between two trade powers, Danarchis and the legendary Sel-Kai & Eidolon. Raiding is the supplement to the lands income, although the Honakh himself denounces his people are pirates.

Pochantos: Until recently, a large and powerful realm. The last fifty years saw the lands suffer droughts and then came the fateful arrival of the Nameless One in 6039 and the subsequent destruction of the capital city of Dúbach. The country soon fell into anarchy, and the warring Lankan Empire took advantage of their enemies fall. Pochantos is now a province of Lankanok.

Lankanok: The largest government upon Emer, a thriving and expanding aggressive Empire. While not as technologically advanced, their quick minds and predilection for warfare has allowed them to conquer nearly all of the once-isolated tribal communities about them including the Pochanti. For a culture that cannot work iron nor have use for the wheel or sail they have become dangerous and powerful. Their worship of Klysus, the god of Death, means sacrifice of their enemies is a frequent event where massacres are held in the thousands upon their stepped pyramids.

Ardania: This new land is ruled by a lord of uncertain origins but with an endless supply of wealth. Posters still are placed around Hæstra offering work in the land whose capital Ardan is the built on the ruins of the old Imperium city at the mouth of the Lapinar river.

Silaar & the Isles of Námar-Tol

- Sełkai: It is said that the prince of SełKai is the richest man on all Kulthea, his home a floating city of Eidolon over the capital. A large island and independent trading realm. The current prince, Rylec Qaterris, has ruled for more than 200 years.
- Thanor: The lost empire of Thanor is a place still devastated to this day, laid to waste by the Lord of Encla Turic in 4300 Third Era of Ire.
- Nuyan
Khôm: A land inhabited by a people who call themselves the Nuyani, more a confederation than a government ruled land. Semi-nomadic, the Nuyani are still recovering from the disasters after the arrival of the Nameless One some thirty years past.
- Reandor: A small kingdom, with considerable wealth which by accounts is said to resemble Miir and Vornia in government and architecture, but without a fragmented history.
- Námar-Tol: A cluster of large islands dominating the shallow Circular Sea, ruled and populated entirely by Linæri, Erlin and Loari elves. Tærænor would never discuss the island with you, other than in passing reference.
- Uj
Rhiani: The Rhiani Tribesmen are the unchallenged masters of the vast and desert plains of Uj. The Rhiani are scrupulously honest, and are equally intolerant of liars. Stories abound of Rhiani cutting down merchants and store owners if they feel cheated.
- Charn
Plateau: Cavernous and rocky, the Charn Plateau is home to all manner of beasts and notably the Charn Raiders who battle often with the Rhiani.
- Kaitaine: One of the most famous trading ports in the west, on the isle of Ciros, a city-state unto itself. The largest city in Emer that is devoted to trade and commerce.
- Itanis: A group of five isles often called a paradise in song and story, ruled by magicians known as Warlocks of Itanis and protected by an army of Amazonian women. A Warlock of Itanis are among the most sought after Truthseers in courts across Emer.

:: t h e e s s æ n c e ::

The Shadow World shares a unique interplay with the forces about and within it, dynamic in form and intensity, this halo of Essænce manifests itself in Foci, Flows, and Storms. Three are the realms of power that man can harness the Essænce known respectively as Channeling, Mentalism and Essence (this differs from Essænce which is known as the collective Arcane Power).

Essence: Common to all things, organic and inorganic, a force that defines the ways of the world. Changes in the Essence can change the course of life. Those who become one with the Essence can manipulate its patterns to change life about them. Sorcerers tap the Essence exterior for their power.

Channeling: The power of deities channeled through their followers, of spiritual and religious in nature.

Mentalism: The realm of power for those who use their mind to full capacity, accessing the "Essænce of their minds".

As the Essænce can provide such benefits for the inhabitants of the Shadow World, we find ourselves presented with constrictions as well, physical impasses of Essænce though invisible are all too real. Flow-storms perhaps being the most deadly and terrifying. Always unpredictable, the tremendous flux of Essænce act much like storms, yet they trigger earthquakes, volcanoes, portals, and erase and create life. The Essænce sometimes focuses itself into areas and is concentrated heavily, known as Foci – if disturbed, flow-storms often release. It is said the Essænce exists on many levels of consciousness foreign to the Shadow World, often named by Loremasters as Planes of Existence.

:: o f g o d s a n d m e n ::

So what are these things known as gods? They provide those whom follow with access to powers that rival those of Sorcerers and Mentalists. The presence of what is termed gods by man is an all too real factor, especially those of the darker ken. It appears most gods can be grouped into three distinct groups, those local to regions, the Lords of Orhan, and the Dark Gods. Recorded history shows vast armies controlled by Dark Gods, and the Wars of Dominion saw the Lords of Orhan present themselves physically in Kulthea to drive back the hoards of demons and creatures beyond the Shadow World. So, form is given to these gods, but they change at will. Their individual mastery of Essænce is also historically recorded as being beyond anything Kulthea has ever known, which leads some to speculate that god is just a term for those who have advanced beyond comprehension in the arts of Essænce. Conjecture aside, they are powerful and are felt across all of the Shadow World.

Mynistra

She is the strongest power existing in Hæstra, Helberna her seat of power, although whether she 'lives' there is unknown. The High Archbishop resides in the High Temple of Mynistra which overlooks the city on a nearby bluff said to have been created by the goddess herself.

She is known as the three-faced: Love, Wisdom & Protector. Often she is depicted in art as such and then as three separate entities. A benevolent goddess she is known to have struck down those who take her name in vain or worship falsely. Services to Mynistra are held every ten days, where singing of Mynistran hymns and prayer are recited at temples or merely when is required. Sacrifice of incense disappears in the air and sacrifices of flowers do not wilt during the day.

Zanar

Followers of Zanar believe only in one god, Zanar and discount all others as either illusion or heretical misleading. The religion of the Emperor Aldaron is a growing and demanding force across Emer. Inquisitors of Zanar, empowered in their religion demand tithe and devotion to Zanar wherever they travel. Their temples are found across all Emer, although domination of land is not of importance, only the conversion of realms. The Church in return offers longer life through the power of Zanar and the freedom from premature death, raising those who believe in Zanar. The Inquisitors constantly travel Emer looking for enemies of Zanar; nonbelievers.

Lords of Orhan

Of all those that have passed through existence, the Lords of Orhan stand alone as a constant. Predating recorded time they are without parallel though they rarely intervene in Kulthea as Mynistra, Zanar or the Dark Gods do. It took the last years of the Wars of Dominion to rouse them and empires have crumbled without the Lords of Orhan showing care but their dedication to their followers is returned. It is said they reside on the moon Orhan in palaces beyond belief.

Like the gods of the lands, the Lords of Orhan seem to also hold personal dominion and interest over attributes of life and have not wavered from their unique individual interests in all of history. Not all of the Lords of Orhan maintain a religion, but they do exist;

Sisters of Eissa, hooded black & white cloaked women who refuse to kill any life and devote themselves to Eissa, the goddess of Death/Rebirth. Strict vegetarians, they see all killing as evil. They sell herbs and heal those unfortunates injured or sick at no charge other than an ask of donation.

Brotherhood of the Earth, respect nature above all other concerns, and follow ethos of Iloura and Quen the spirit. A purely male institution who dress in brown robes with an amulet in the shape of a tree. While not vegetarians, they stress that killing for sport or other wasteful purpose is evil. They are well received by farmers who receive cultivation information and bless harvests.

- Kuor: King of the Lords of Orhan, who is the most aloof and distant of all the Lords of Orhan.
- Valris: Wife of Kuor and goddess of wisdom and learning. Scholars and Mentalists look up to Valris as their patron and many books are devoted to her.
- Reann: God of the night, master of sleep and dreams, one of the Lords who travels the Shadow World hunting the Unlife that invades his realm upon a white unicorn with a luminous silver horn.
- Eissa: Goddess of death, rebirth and of the winter months, sister to Reann, she is most often called upon in Lifegiving rituals. It is said she guards the Gates of Oblivion deciding whether a life is to pass through or return. Those who pass through the Gates do so into a higher state of being where peace reigns.
- Phaon: God of the sun and of summer, husband of Oriana, he is called upon in roles of fatherhood and masculine fertility.
- Oriana: Goddess of love and fertility and of the season of spring, wife to Phaon. Called upon in ceremonies of marriage between couples, her blessing a sought after gift for children who want not for good health.
- Cay: Lord of physical strength and athletic prowess.
- Iloura: Wife of Iorak the Smith, Goddess of the Earth and of the harvest time (Autumn), the mistress of all that grows.
- Shaal: God of the sea and of Fall time, known more commonly as ‘The Destroyer’.
- Jaysek: God of visual arts and of magic, twin brother to Kieron. It is said that most languages upon the Shadow World were created by him, and those who follow magic outside of the realm of Sorcery hold him in high esteem. Melancholic and morbid are his followers.
- Kieron: Festivals and the performing arts are what those who follow Kieron hold dear, yet he is called upon to bless wine and to aid in those who seek alleviation from hangovers.

- Teris: The messenger of the gods. It is said he has some connection with the Navigators.
- Iorak: Husband to Iloura and Smith of the gods.
- Spirits: Laia: daughter of Cay & patroness of women warriors, Bæris: patron of young love, Talaraine: patron of music and dance, Quen: patron of herbs and flowers, Neela: daughter of Shaal who calms her father's fury, Vult: he who walks the Shadow World cleansing the undead, Jaynor: follower of the four winds – whether the spirits are manifestations of the Lords' will or beings who merely serve them is an unclear subject.

The races of Emer are varied; let alone the races of Kulthea. In such large continents and thousands of years of history many a race have come and gone.

Iylari (High Elves), the lordliest of all the elves with two Kindred making up the Iylar race, the *Linæri* (Iy: "Singers") and the *Loari* (Iy:"Builders"). Elves are immortal and graceful with civilizations rivaling any mannish race.

Ta-lairi (Half Elves), whether of union of pureblood elf and pureblood human or between half-elves. Some say they are immortal and others are hesitant to commit to such a statement.

Anzeti, a small people inhabiting many of the mountains of Emer. As a rule they stay far from the affairs of countries and dwell in small-internalized communities.

Laan, (High Men) taller than even the lordly elves with a lifespan of several hundred years. Heavily boned and strong, the Laan are a race of great warriors, leaders and empire-builders with a fierce ambition, mostly found in Hæstra.

Shay, (Common Men) a melting pot of several racial types. Short and more hirsute, prevalent in Tai-Emer and southern and central regions of Hæstra.

Talath, (Northmen) a hardy race from Northern Hæstra, powerfully built with a size that dwarfs Laan. Simple people, without ambition to build empire, preferring to live in small villages and tending sheep and crops.

:: o f t i m e a n d m o n e y ::

The importance of coin in Emer depends upon what nation you live in. In lesser developed civilizations a coin is worth its weight in metal, whilst in successful trading countries that mint their own the metal is less of concern than the value of money as a means beyond barter to transfer goods. Silver is the most common currency in Emer and most countries mint their own, gold is rare unless in the hands of nobles and lords. As a rule of thumb exchange rates are as values;

10 tin pieces = worth 1 copper
 10 copper pieces = worth one bronze
 10 bronze pieces = worth one silver
 10 silver pieces = worth one gold

Transfer of minted coins between realms is of negligible cost due to trade.

While large mechanical clocks exist in the major cities, the telling of time is by means of the sun. Twenty-five hours mark the Kulthean day divided into five (known as Quintars) divisions commonly known as predawn, morning, midday, evening, and night these relating to the five realms (fire, water, earth, air, essence) with each dualistic in nature. While there is a science to this, it is less known beyond the major cities.

Five months/seasons mark the Kulthean year based on the cycle of the Great Moon, each seventy days long, beginning the year with the Winter solstice; Winter, Spring, Summer, Autumn, and Fall. Seventy days is a cumbersome way to track time to most people and a second calendar based on Varin, the second moon organizes most lives;

Moon-day - Varin is full (market day)
 Fire-day
 Water-day
 Earth-day
 Air-day - Holy day in most civilizations
 Dark-day - Varin is new (bad luck)
 Star-day
 Cloud-day - Bad luck
 Sun-day
 Wind-day - Holy day in most civilizations

Loresmasters pay no heed to the cycle of Varin when recording time and use Orhan exclusively for recording the year. Dates are recorded as "TE (third era/ire) 6052, Orhan 3 (the month), day 32", and is even briefly used as 6052•3•32.

:: s t a t i s t i c s ::

Race: Laan

Appearance: Tall and strong with a slim yet muscular physique, with long coal black hair to just above the waist. Striking blue eyes though not cold set in strong boned jaw and light complexion. No facial hair nor have you had any in your life as it is not the trait of Laan.

Strength: Average Brawn (D12)

Agility: Competent Athleticism (D10)

Health: Moderate Health (D12)

Knowledge: Good Knowledge of the World (D10)

Perception: Impressive Perception (D10)

Luck: Unreliable Luck (D20)

Skills

Melee: Impressive Warrior (D10)

Riding: Skilled Rider (D10)

Linguistics: Hobbyist Linguistic (D20)

Diplomacy: Natural Diplomat (D8)

Leadership: Decent Leader (D12)

Mathematics: Practiced Mathematician (D10)

Navigation: Struggling Navigator (D20)

Public Speaking: Fair Orator (D12)

Geography: Mediocre Geographer (D12)

Archery: Decent Archer (D12)

Tactics: Competent Tactician (D12)

Administration: Skilled Administrator (D10)

Possessions

Armour (chain mail shirt and plate greaves – each chain link embossed with the Alkartek seal – the greaves are decorated with gold filigree in arabesque design) – provides good armour (D12)

Horse (black mare by the name of Kora, complete with decorated saddle and accessories as befitting a Lord, four years of age)

Sword (tempered steel blade, decorated along the blade with matching gold filigree to the greaves, made for you at the age of fifteen) – damage D10

Clothes (wide selection of velvet and silken clothes, only the finest cloth, your clothes tailor made for you every several years as the budget allows)

Alkartek Family Medallion (carries the Alkartek seal, being rampant horse over to sections of wheat intersected with a blade)

Ornamental Dagger

Chest (w/personal possessions)

Silver locket with painting of mother