

Gazetteer of Margant

By Greg Covey



A fantasy setting compatible with OSR retro-clone games

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ABOUT MARGANT

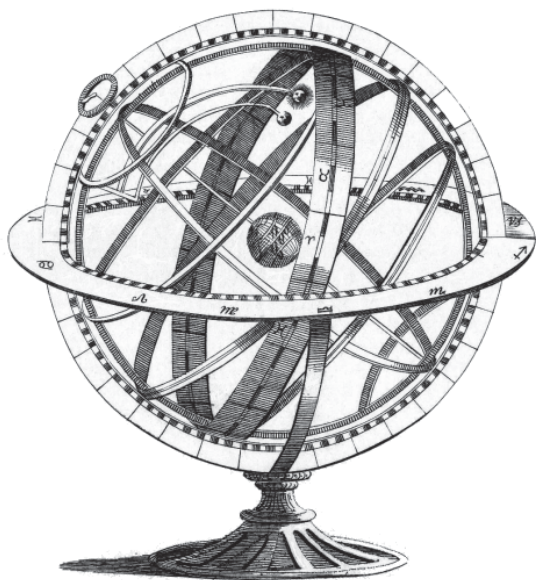
This written work, along with the accompanying map, will attempt to describe the continent of Margant as best as possible given currently known information. Margant is not immune to sudden political or other changes, so this guide cannot guarantee complete accuracy. Only major cities and towns are shown on the map or discussed within, and the traveler should know that there are many more settlements, human or otherwise, spread throughout the continent.

The cities of Margant are flourishing with knowledge, finely crafted goods, magic and intrigue. One can procure most anything he or she desires in the large population centers of the continent.

Margant in the firmament

Margant is situated on the heavenly body Elessëa. There are other lands upon Elessëa. Some boast similar civilizations, and some are barren or lain waste by ages-old conflicts. What is known comes from ancient Essant, Mestoc and Isku legends, most of which are long forgotten.

In the sky above Margant there are heavenly bodies which travel with great regularity. These celestial lights dictate the actions of the people of the continent and help define the seasons. Elessëa has two wandering companions: Ulendil and the smaller and slower Fanwë. Ulendil travels around Elessëa once every 32 days, and decreases in size during the colder months. This cycle is repeated ten times a year, defining the Margant calendar. Fanwë is lazier in her course, and takes 135 days to fully complete her journey. Daylight is provided to the inhabitants below by the lovely body Selinya, which gives life, light and warmth to all.



Climate and geography

The continent covers enough area to represent four of the five basic climate categories: sub-arctic in the far north, temperate and sub-tropical in the center of the continent, and tropical in the south. The southern reaches of Holrâm, as well as the Sharzog peninsulas, are warm and humid, with similar weather all year around. The Desert of Khit, which comprises most of the nation of Kouzerad, is a vast, undulating, low desert.

All types of geography are represented in Margant. There are high, rugged mountain chains, low, lush coastal valleys and plains, swift running rivers and large lakes. Human and Elven populations are usually centered near sources of water, which is abundant. The oceans to the south and west of the continent are deep and cool. Trade winds and currents flow from west to east and sometimes south in early evenings.

Laninstone

This intriguing material was first found by the dwarves in the mountains of Bir-Muzad some 350 years ago. They have become quite adept at blending it with other metals during forging, creating weapons and other items that can receive and retain magic. The dwarves sell laninstone ore in small quantities to the nations of the Rundûl league, but for the most part have kept it and their forging methods secret. Trade in laninstone outside the league is forbidden, but small amounts are readily available in most all parts of the continent.

The first human to experiment with the material was Celebros Lúndil, a half-elf magic-user from Morcliff, in eastern Ardun. 30 years ago, Celebros made the basic discoveries and defined the rules for working with laninstone. Still unable to make weapons with it, man has been successful in creating minor magical items, considered parlor tricks by dwarves, by using small amounts of the precious material. An example of such items are the *ever-burning candles* available in Ardun and Fallmeade.

The Margant calendars

Humans, Elves and Dwarves each use their own calendar to track the passage of time. The human calendar was devised by the Uruk leader and founder of the Great Uruk Empire, *Arius Sellian*. His method for counting days, now known as the *Sellian Reckoning*, is in wide use today by most humans on the continent. The elves have their own calendar that reaches further back to their arrival. The dwarven calendar likewise extends beyond the reckoning of humankind.

When humans refer to times before their own, they will either denote the year with a negative value or use the elven year. All years in this gazetteer will use Sellian Reckoning (SR), which does not have a zero year.

There are four distinct seasons on Margant: *planting*, *growing*, *feasting*, and *resting*. The human calendar is comprised of ten months, as shown in the table below. The elves of Margant do not recognize individual months, just the four seasons.

Common	Elven	Season
Erinn	Rhîw	Resting
Idhann	Ethuil	Planting
Sorcan	Ethuil	Planting
Kieran	Laer	Growing
Deilan	Laer	Growing
Fand	Laer	Growing
Idin	lavas	Feasting
Eoran	lavas	Feasting
Beoran	lavas	Feasting
Novlan	Rhîw	Resting

Timeline of major events

SR	Event
-8500	Elves appear on Margant
-6000	Dwarves come to Margant and settle in Bir-Muzad
-5000	Start of the battle between the Elves and Dwarves at Gwaur Dîn. Said to have lasted over 500 years
-3500	Uruk sailors discover the humanoid populations on the Sharzog peninsulas
-2550	Uruk clans unite and found a settlement at Urrant. This marks the start of what would become the Great Uruk Empire of Margant
-2530	Mishkara founded, the 'second city' of the Urukin
-2489	The oldest university on Margant, Onan Pelan, is founded at Mishkara
-1490	The city of Rakil is founded, and the Tibben people spread east along the Attaban plain
-450	The Mestoc Barbarians arrive from an unknown northern continent and settle in what is today eastern Fallmeade
1	Founding of the Great Uruk Empire by Arius Sellian
260	Height of the Tibben Empire
265	The Mestoc barbarians, allied with frost giants north of the Frozen Hills, push the Tibben out of Mestoc
446	The Great Uruk Empire and the Elves go to war in what will become known as the Ten-Years war.
456	Oros Sudra is given the land that will become Ranyon as a gift from the Elves
458	Nation of Ranyon founded
660	Council at Ranyon first assembled
680	Essant arrive in Margant
682	A coup in the Great Uruk Empire results in power shifting to Minath Shalour, then called Sheda Nikou
691	Glynn and Dale people arrive in Margant
722	Nation of Holrothâm founded
751	Power shifts back to Urrant in the Great Uruk Empire
780	Dalenwyr founded by Dale settlers
795	The Glynn Empire of Margant founded in modern-day Arduin
827	The last Baziri king deposed by Cedowan the Great
868	Fallmeade founded by Kever Gwynan
927	Kouzeri tribesmen declare their independence from the great Uruk Empire, beginning a century of civil war
1019	The Bish break away from the Uruk Empire and found Bishur
1028	Alshenis is founded out of the ashes of the Uruk civil war, a vestige of a once great empire
1099	The Isku people arrive in what will become Etvard
1102	Dwarves of Bir-Muzad unearth laninstone
1127	Etvard founded by first Isku king, Mejari Rilervo
1212	The nation of Arduin founded
1307	The Rundûl League founded by King Saphthurân of Holrothâm
1395	The Treaty of Sitrunn Borir signed, giving the Dwarven Shâran clan autonomy by the monarchy of Arduin
1430	Celebros Lúndil experiments with laninstone
1447	Endan Sentras takes over power of Alshenis, declaring himself the perpetual dictator of the nation
1449	Lidus Nennia, the king of Dalenwyr, signs the Writ of Pagrans
1457	The Order of the Red Blade takes over a Tibben garrison in the city of Kad
1459	Now

INHABITANTS OF MARGANT

Humans

Humans represent the majority population of Margant, with six races and many sub-races, all with distinct cultures and dialects. Some kings and nobles promote their race above others, but, unless noted, most communities in Margant are tolerant of all human and demi-human kin. Each race has its own language. While there are many regional and cultural dialects, speakers within the same major cultural division can communicate with each other with little problem. Most humans on the continent also speak the common tongue, except for the Margor people in the far north-east.

Margor (Margor Peninsula, north-east Margant)

Subcultures: none

When the elves arrived 10,000 years ago, they encountered the Margor people. The Margor were found all over the continent, living in simple tribal arrangements as subsistence farmers, hunters, and herders. The elves named them, (as they did most everything else), and subsequently named the continent after them.

The Margor continued to live as they did for centuries, until the expansion of the Uruk and Tibben empires. Along with the immigration of the Essant, Glynn and Dale people in the west, the Margor were slowly assimilated into these more advanced cultures. Today pure Margor blood is hard to find, with the last of these simple people living on the Margor peninsula, in the north-east of the continent, within the elven nation of Dor Athan.

The Margor people do not have a written language, maintaining only oral traditions. Their gods are animal and nature-based. They continue to live in loose tribal groups, each with recognized leaders. Sometimes these groups bicker and fight over resources, but mostly they live in harmony. They have a simple monetary system based on wire coinage which has no value outside their own society.

The Margor tend to be squat in stature, with thick, bushy hair and dark skin and eyes. Those that are taller than others, or that have lighter skin, tend to be held in higher regard. In antiquity the Margor people wore minimal clothing, but today they wear layers of skins.

Uruk, Urukin (Alshenis)

Subcultures: Kouzeri (Kouzerad), Bish (Bishur), Jedin (coastal lands south and west of Mishkara in Alshenis, Gadona), Orlant (Etvard, *assimilated*), Tehmenour (Desert of Khit in Kouzerad)

The Uruk are one of three human races that are native to Margant. They established the first human settlements at Urrant and Mishkara 4,000 years ago in the fertile plains of what is today eastern Alshenis. With these settlements came the first human written language on the continent, which, along with their unique culture, has had a big impact on eastern Margant.

At one time, the Great Uruk Empire stretched east from the docks of Urrant to the foothills west of the Khit Desert, north to modern day Odding, and south to the Magaraz Range. The empire included the Bish lands and the forest of Zaven Nuram and the swamps just south of the forest. The empire reached northeast to Gwaur Dîn, and south to the coast, including the island of Gadona. The empire also included the islands that are today Etvard. This area is now comprised of the nations of Kouzerad, Alshenis, Etvard and Bishur.

Each Uruk subgroup developed in a manner fit for their geographic location. The Kouzeri are most noticeably different, as their homeland is the vast Khit Desert. The Bish are skilled woodsmen, many living in and around Zaven Nuram, the great and dark forest that serves as the border between Bishur and Alshenis. The Orlant Uruk were once found on the Etvard Islands, but have now assimilated into the tribes that conquered the isles in 1100SR. They were skilled sailors and shipwrights,



An Uruk soldier

dominating the waters between Alshenis and Etvard in ancient times. The Jedin, who occupy south Alshenis and the island of Gadona, are said to possess knowledge of medicine and healing which no other humans have. It is rumored that they test their craft on the humanoid populations of Gadona.

Urukin have olive skin with brown to black, coarse hair, with similarly dark eyes. Lighter skin and hair colors are seen, especially among the Jedin, but they are generally uncommon. They are of average height and build. Uruk women prefer colorful, flowing robes that cover most of the body. The men wear similarly cut robes or billowy pants that gather at the ankle, but in more subdued colors. Uruk men wear head scarves in colors that represent their station in society: bureaucrats wear yellow, mercenaries red, and merchants don all shades of blue based on their wares for sale. The noble class wears various shades of purple, accented with gold, and serfs wear white, tan or cream-colored scarves.

Essant (Holrothâm)

Subcultures: Glynn (Ardun, parts of Fallmeade), Dales (Dalenwyr, southern portions of Tibbenlan)

Sometime around 680SR, the Essant people arrived on the western shores of Margant. They brought with them animals and crops not previously found on the continent, as well as their unique culture and customs. The Essant first settled on the islands of Manâth and Milbanâth, and within a decade had also populated the coastal mainland. The areas they settled were already occupied by the Margor and the Sareed people, who quickly assimilated into the newcomer's culture. The Essant people are very accomplished farmers, and have put much of their cultural efforts into agriculture. In 722SR, they founded the country of Holrothâm, which is today the largest exporter of grain in Margant.

The Glynn and Dale people, both close cousins to the Essant, came to the continent shortly thereafter. They entered Margant on the shores of what is now Dalenwyr, where the Dales settled, preferring the wind-swept and craggy domain. The Glynn settled further east, beyond the Vitgar Mountains, in the lands that comprise modern-day Ardun and Fallmeade. The Glynn are much more focused on building, engineering and science than their cousins, and at the height of their empire they built glorious cities and temples. Wrenwood and Morcliff are excellent surviving examples of Glynn building and planning.

The Essant, Glynn and Dale have gone to war against each other over border disputes or other disagreements. This is something of a tradition, but in modern times, their relationship has been strengthened by the creation of the Rundûl League, a trade federation founded by King Saphthurân of Holrothâm

some 150 years ago. The Rundûl League consists of those nations of Margant which contain large populations of Essant people: Holrothâm, Dalenwyr, Ardun, and Fallmeade. It is agreed that each nation will march to any other's aid in case of war or natural disaster. They have developed trade agreements and protected trade routes. The nations of the Rundûl League represent their membership with the ivy leaves that adorn the upper portion of their livery.

The Essant are of medium-build and stocky. They have soft features, medium to light complexions, with blonde to brown hair, and eyes of all colors. They are excellent horsemen, and have spent centuries breeding horses in southern Holrothâm. Glynn and Dale folk are fair-skinned and tall, with fine hair ranging from blond to brown. They have angled features and eyes of blue, hazel, or occasionally brown.

Tibben (Tibbenlan)

Subcultures: Tûran (Northern Steppes), Sareed (Dalenwyr and Holrothâm, although only in ancient times)

The Tibben have been on Margant since ancient times, and are found in the north-western corner of the continent, and are the majority population of Tibbenlan. Their cousins in ancient times, the Sareed, lived as far south as what is today Dalenwyr and northern Holrothâm, with only traces of this culture existing today. The Tûran occupy the Northern Steppes in western Tibbenlan, and are considered second-class citizens by the Tibben.

The Great Tibben Empire grew from the settlements of Rakil on the Attaban Plain in west Tibbenlan. Rakil was founded around -1490SR, a thousand years after the founding of Urrant by the Urukin in the east. The new Tibben society grew rapidly, and within another century, its influence was expanding both east and south. Around 258SR, King Numar of the Zîmac House united the Tibben and Turan tribes on both sides of the Kalzan hills, and marched them east. Numar was a Tibben noble who held lands around the ancient frontier city of Kad. He swore fealty to both the Turan and Tibben kings.

At this time, barbarian hordes from lands to the north occupied what is today Fallmeade. By 260SR the Tibben army took lands as far east as Mestoc, pushing the barbarians up against the Frozen Hills. They occupied Eudwyn and Rendwyn Isle for five seasons. In 265SR, the Mestoc barbarians, allied with frost giants north of the Frozen Hills, pushed the Tibben army back to Clydwyn, then swiftly around the bay to Fallmeade Forest a season later. The assault was led by the barbarian leader Eluran Bazir, a fierce warrior who is said to have carried a hammer that could level a mountain. The Tibben invaders made little attempt to retake lost lands, even after the frost giants returned to the Frozen Hills.

Order of the Red Blade

A secretive group led by the shadowy figure named Ah Neran. The Order quickly rose to power in the Tûran east, gaining both the support of the native people and the ire of the Tibben government. Ah Neran gave fiery speeches in which he encouraged his followers to band together, rise up and conquer the lands to their east. At first his goal was simply the acquisition of more land, but success grew upon success, and now his forces occupy Clyndwyn, the capital of Fallmeade. The force will soon take Terian's Pass through the Oktan Mountains and invade Arduin. Little is known about Ah Neran, but rumors abound that he may be undead. The elves refer to him as *qualin* or *kweletta* ('dead one'). The Order of the Red Blade is estimated to be over 40,000 strong, mostly fighting men bolstered by some humanoid tribes.

Mestoc (Fallmeade)

Subcultures: none

The Mestoc are the barbarians that came to Margant from the north circa -450 SR. It is said that they brought the frost giants with them, giving them the lands north of the Frozen Hills. Within a generation, the Mestoc people occupied what is today eastern Fallmeade, and vestiges of their culture are still present today.

Mestoc people are taller than average humans, with a slight blue tint to their skin. They adorn themselves in furs and trinkets stolen from their enemies, signifying to other Mestoc their power and prowess in battle.

When the Tibben invaded the Mestoc lands, the barbarian leader Eluran Bazir was able to unite the Mestoc people against the invaders, and he declared himself their first king. He reigned over lands that stretched from the western and northern edges of Fallmeade Forest, to the Frozen Hills and the western edge of Rakhas Taran. This marked the start of the Baziri Mestoc Dynasty.

The Bazir kings ruled fairly, but the family tore itself apart fighting over land, resulting in much civil war over their long reign. In 827 SR the last Baziri king was deposed by Cedowan the Great, patriarch of a rival Glynn family, signifying the beginning of the Eluren Dynasty, which would eventually become Fallmeade.

Isku (Etvard)

Subcultures: none

The Isku people are the raiders that landed on the then Alsheni island of Lia in 1099SR. They claimed to have come from an archipelago to the south. Over the next two years, the Isku invaders fought the Alsheni navy and finally took the key

harbor and capital city at Kaleri. Shortly after, they claimed the other islands for their own. The Alsheni king at the time backed down and conceded the islands, as his greater problems lie on the Alsheni mainland. After a generation of turmoil and growing pains, the new settlers resolved their disputes and founded the nation of Etvard. Over the next 100 years, more and more Isku people came to settle in the new nation.

The Orlant Uruk settlers found on the islands prior to the arrival of the Isku people were different from their brothers on the mainland. The settlers on the Megres Islands (as they were known at the time) had a strong independent streak. The Orlant Uruk quickly found that they had this in common with the Isku people, and the two cultures meshed well. Almost all Orlant settlers stayed and assimilated into the Isku culture, yet the Orlant dialect is still spoken in portions of Etvard today.

Elves

The Elves came first to Margant. It is unknown how or exactly when they arrived, and they do not share their origins with men. Scholars that study Elven texts say their homeland is 'Vinya', either a land far to the east of Margant, or another plane of existence. Those who believe the latter say that a portal to Vinya can be found in the great forest Ambenholt.

Most elves reside in Dor Athan, the north-eastern portion of Margant. There are also elven tribes scattered across the continent, living in forests or on high mountain peaks, all preferring to keep their distance from the societies of men. The largest elven community outside of Dor Athan is in Annarya Forest, in the south-western portion of Arduin, where the city of Elmridge maintains a mostly elven population. There are four distinct elven races on Margant, along with the common elf.

All elves of Margant can move silently when traveling in natural surroundings, giving them the ability to surprise on a roll of 1-4 on a d6. They can blend into surrounding foliage, becoming nearly invisible as long as they do not attack. When using any pulled bow (not a crossbow) or sword, elves gain a +1 bonus on their attack rolls, with the Telanyon Elves gaining a +2 bonus. All Margant elves have a 90% resistance to sleep and charm spells. At the GMs discretion, player characters may be any of the four types of Margant elves. Amber elves must have an intelligence of 15 or more and may not be fighters or fighter multi-class. Telanyon elves must have a minimum strength of 13, and a dexterity of 14 or greater.

Amber Elf – The oldest of the elven tribes, with some 8,000 alive today. Amber Elves are held in high regard amongst other elves. They live in the ancient forest of Ambenholt, and they rarely leave their domain. They have the ability of limited teleportation; at will they can 'blink' to a random location within a 20-foot radius of their current spot. They can do this once per

round. They will employ this in an effort to flee if confronted. Amber elves have blonde hair, and fair skin.

Quendonn – A very different elf that resides on the island of Quendonnil, with a few on Arelde. They are taller than their kin, as tall as men, and are very secretive. They are belligerent to other elves and men, and will attack any who enter their land without an invitation. Their skin ranges from dark hues of green to purple, with equally dark eyes and hair. Quendonn elves gain +2 on saves versus poison, paralysis and death.

Telanyon Elf – The second oldest clan of elven-kind, living on the Telanyon peninsula. These elves are more militaristic than their kin, and they are excellent soldiers, seamen and fishermen. They dominate the land and waters in and around the peninsula that bears their name. They are allied strongly with the Amber Elves, as well as the Council of Ranyon. The Master of the Gillen Ranks, the group charged to protect the council, is the Telanyon elf Brelin Dagoth. As stated above, Telanyon elves gain a +2 bonus on attack rolls when using a sword or pulled bow.

White Elf – These elves dwell in the pine forests of Margor. Known as ‘*Sheperds of the First*’, they protect the remaining Margor people, as well as Dor Athan’s northern reaches. They are excellent hunters and can move lightly through the snowy wood. They have very light skin, blonde to white hair, and gold eyes that they can make glow at will. Any human directly seeing this glow must save versus spells or be affected as if by a magic user *slow* spell, cast at the same level/hit die as the white elf.



A White elf

Margant Elf

	Amber	Quendonn	Telanyon	White
Frequency:	Very rare	Rare	Rare	Very rare
No. Encountered:	2d4	2d12	1d12	1d8
Size:	Medium	Medium	Medium	Medium
Move:	120 ft	120 ft	120 ft	120 ft
Armor Class:	4	5	4	6
Hit Dice:	1+1	1+3	1+3	1+2
Attacks:	1	1	2/1	1
Damage:	By weapon	By weapon	By weapon	By weapon
Special Attacks:	See above	See above	See above	See above
Special Defenses:	See above	See above	See above	See above
Magic Resistance:	See above	See above	See above	See above
Lair Probability:	50%	40%	35%	15%
Intelligence:	Exceptional	High	High	High
Alignment:	Neutral good	Lawful evil	Chaotic neutral	Chaotic good
Level/XP:	2/30 + 1/hp	2/45 + 1/hp	2/35 + 1/hp	2/30 + 1/hp

Elf – Found in central Dor Athan, in the capitol city Barathor, and on the islands of Dathnir and Farathorn. Such elves are also the kind most likely encountered outside Dor Athan, and the most common type of Elf found in Margant. Use the GM's monster reference of choice for stats on these elves.

Dwarves

Dwarves came to Margant many generations ago. Some rumors say the Dwarves burrowed under the seas, from another land far away. They had exhausted the mineral deposits in their homeland, which drove them to settle in Margant. The validity of this is highly suspect, and most dwarves living today do not know how their kind arrived.

A thousand years after the dwarves arrived, the elves and dwarves went to battle at Gwaur Dîn. The war is said to have lasted 500 years. Not much is known about it or the overall conflict between the two ancient races. Parts of the area today are said to be haunted, and the bones of many dead warriors can still be found just below the dusty, gray soil. It is a barren area, with little life or water.



There are ten dwarven clans in Margant, each with their own king. In the early 1300s, the Shâran dwarves were exiled from Bur-Muzad and sought refuge in the Oktan Mountains north of Ardun. Initially the dwarves were not welcome, but they soon showed themselves to be earnest guests. In 1365SR, the Treaty of Sitrunn Borir was signed, giving the Shâran clan autonomy. The dwarves agreed to give the Ardun monarchy

a cut of the profits from their mines, and both parties have prospered from the agreement.

Each Dwarven house and its current king is shown below.

House	King
Dabar	Eydi Brastyr
Danar	Grosti Heslof
Ganûr	Leimund Snura
Gulin-Kizir	Arrald Borkjod
Gunal	Humdar Knudnar
Shirak	Ril Erthal
Shâran	Tordan Heirdun
Sigul	Fikras Torban
Zigulâb	Odar Tokarin
Zirâg	Rotu Khurdar

Men and Margant

The Essant, Glynn and Dale people

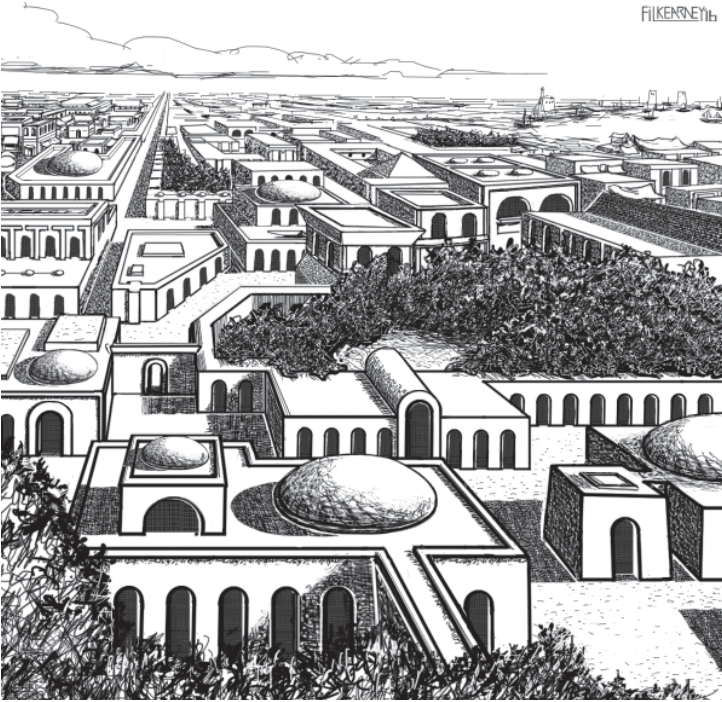
Most humans living in the nations of Ardun, Dalenwyr, Fallmeade and Holrothâm live a life close to the soil, in a system of tenant farming. The land itself is owned by nobles, knights, or the clergy, with the common man the serf who tills the soil and shares his crops with the landowner. Such arrangements are the backbone to civilized society in these nations.

Each noble maintains a host of men at arms to protect their territory as well as that of their sworn king. Soldiers are respected and well taken care of in the west, and the study of military tactics and history is of utmost importance there.

Southern Holrothâm is not well suited to grain crops, thus orchard farming and animal breeding are predominant instead. Because of long-standing traditions in Holrâm, and on the islands of Manâth and Milbanâth, the commoner is a landowner, and instead of tenants, he hires employees that live in the local villages. These workers enjoy more freedoms than the tenant farmers in the north, and are treated more fairly. It is from this class of freemen that a growing merchant class has developed in Holrothâm.

The Uruk nations

In the Uruk east, a strict caste society exists with many strata. Depending on one's birthright, he or she may be a ruler or ragpicker. There are few methods of advancement, and many human inhabitants of the eastern nations of Margant live substandard lives.



Urrant, the Uruk capital city in Alshenis

It is said among the Uruk that their god Arcus decreed that society would be created upon four distinct pillars: Guarn (knowledge), Oguer (the blade), Jordi (coin), and Molant (land). No more than one pillar should be held by any one caste, ensuring parity between castes with divisions of labor that benefit all and bring about a stable society. This system worked smoothly for generations, but with the rise of the Great Uruk Empire, the Uruk caste society began to become imbalanced. That imbalance has continued to this day, mostly unchecked, with the *Arekouh* caste representing the wealthy, who now also own most of the land.

The seven Uruk castes are as follows:

- *Arekouh* – The ruling and wealthy class
- *Bereth* – Soldiers, engineers and builders
- *Lyonors* – The bureaucrats of the Urukin, employed by and allied with the *Arekouh* clans
- *Yaretin* – Scholars and magicians. A powerful group feared by others, and the only one that will accept those from other castes if they show promise. Members of the *Yaretin* caste are prevalent in *Mishkara* and the more southern Uruk lands.
- *Dirselin* – The merchant class. Growing in power, with some boasting well-regimented mercenary armies
- *Omahdi* – The clerical caste. Holds more power in the less secular nations of *Kouzerad* and *Bishur*
- *Elegha* – The caste of the serfs. This is the most populous caste

As with the western realms, eastern noblemen maintain large armies. Military participation is compulsory for the *Bereth* caste. Hard work, loyalty and diligence are rewarded in eastern military traditions. Once an Uruk serves their time in service of their local lord or king, usually three to five years, they are considered a '*meson*', something akin to the freemen in the west. This effectively frees them from the Uruk caste system, if they so choose.

Uruk universities teach military and clerical pursuits, but there is also a strong emphasis on art, language, engineering and magic. All castes, save the *Elegha*, may attain an education. The oldest university on the continent, *Onan Pelan*, is in *Mishkara*, and was founded by the Uruk nearly 4,000 years ago.

Tibbenlan

The Tibben experience depends on where one resides. In the more arable lands of the *Attaban Plains*, Tibben people live the life of tenant farmers, like the *Essant* to the south. Nobles and clergy own the land, and maintain armies. Outside the fertile plains, the Tibben people live a life of nomadic herders, as they have done for thousands of years. This population lives in tribal organizations, forming somewhat loose alliances among neighboring tribes. Regional rulers maintain a network of clan leaders beneath them, with all families in the organization considered as related to one another.

Freemen and Merchants

These are men and women who have, by some means, been liberated from their previous station in society. Some have fought for their freedom, some have bought it or earned it, and others were born into it.

Recent advancements in metallurgy across the continent have given rise to new craftsman and merchant classes that use and trade in well-made tools which allow people to get more work done in less time. This merchant class has grown from the ranks of freemen, and as such, thriving economies are developing across the continent. The power of some merchant-kings rival that of the nobles. Such merchants maintain hosts of mercenaries, all without the attendant problems of land ownership and governing.

Freemen are usually found in the larger towns and cities across the continent. Most adventurers are from the freemen ranks, and are thus able to enjoy their more mobile lifestyle in pursuit of riches, magic and adventure.