

Halberd: Home



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Halberd Rulebook 3

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THE GAME WORLD

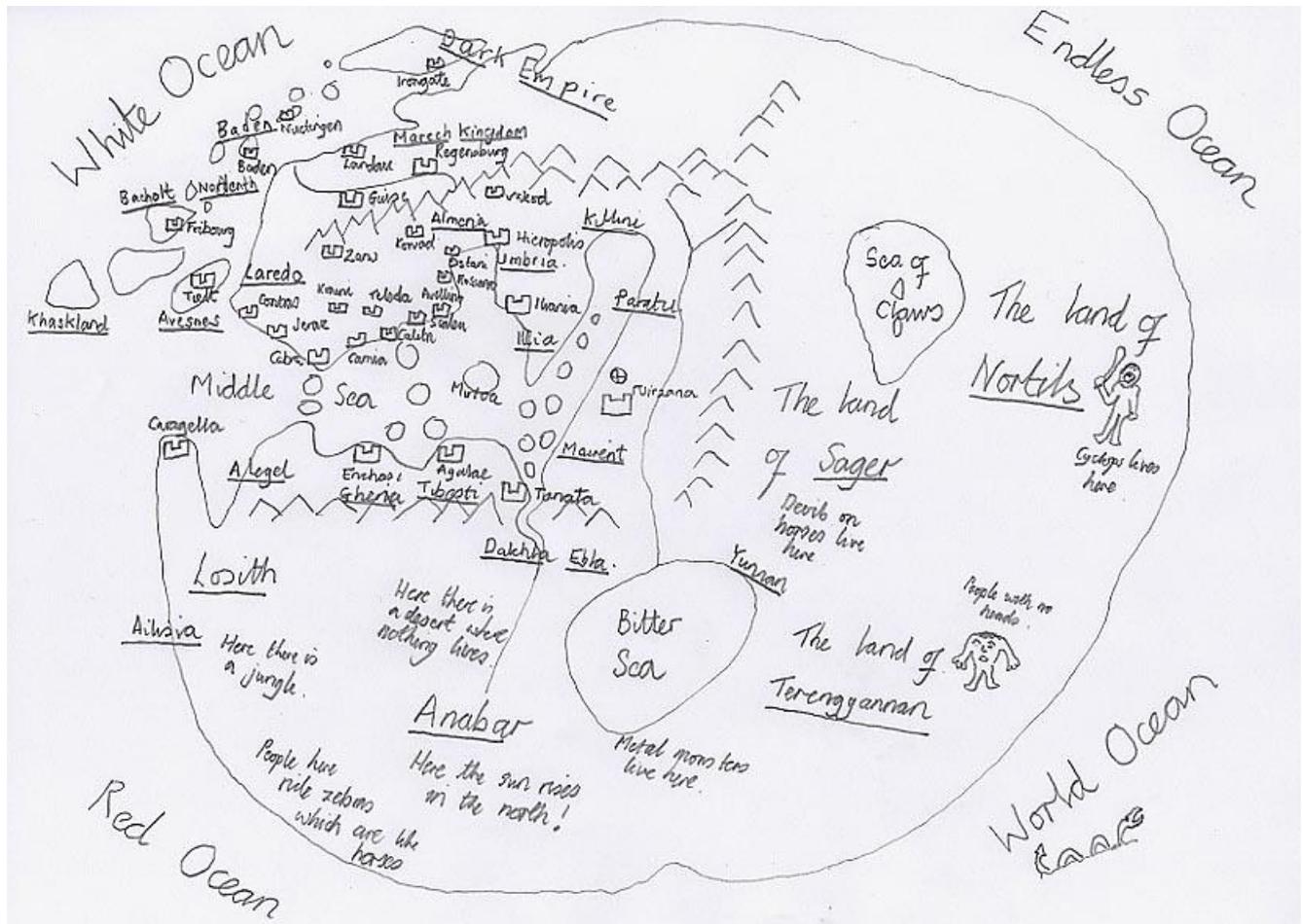
Halberd is set in the world which is called Home by its inhabitants. Home is believed by scholars to be a spherical world rather larger than Earth.

GEOGRAPHY OF HOME

The different cultures of Home have different views of the geography of Home. The following maps provide a large-scale view of the nature of the world as far as these cultures are concerned.

HUMANS OF WESTERN KINGDOMS

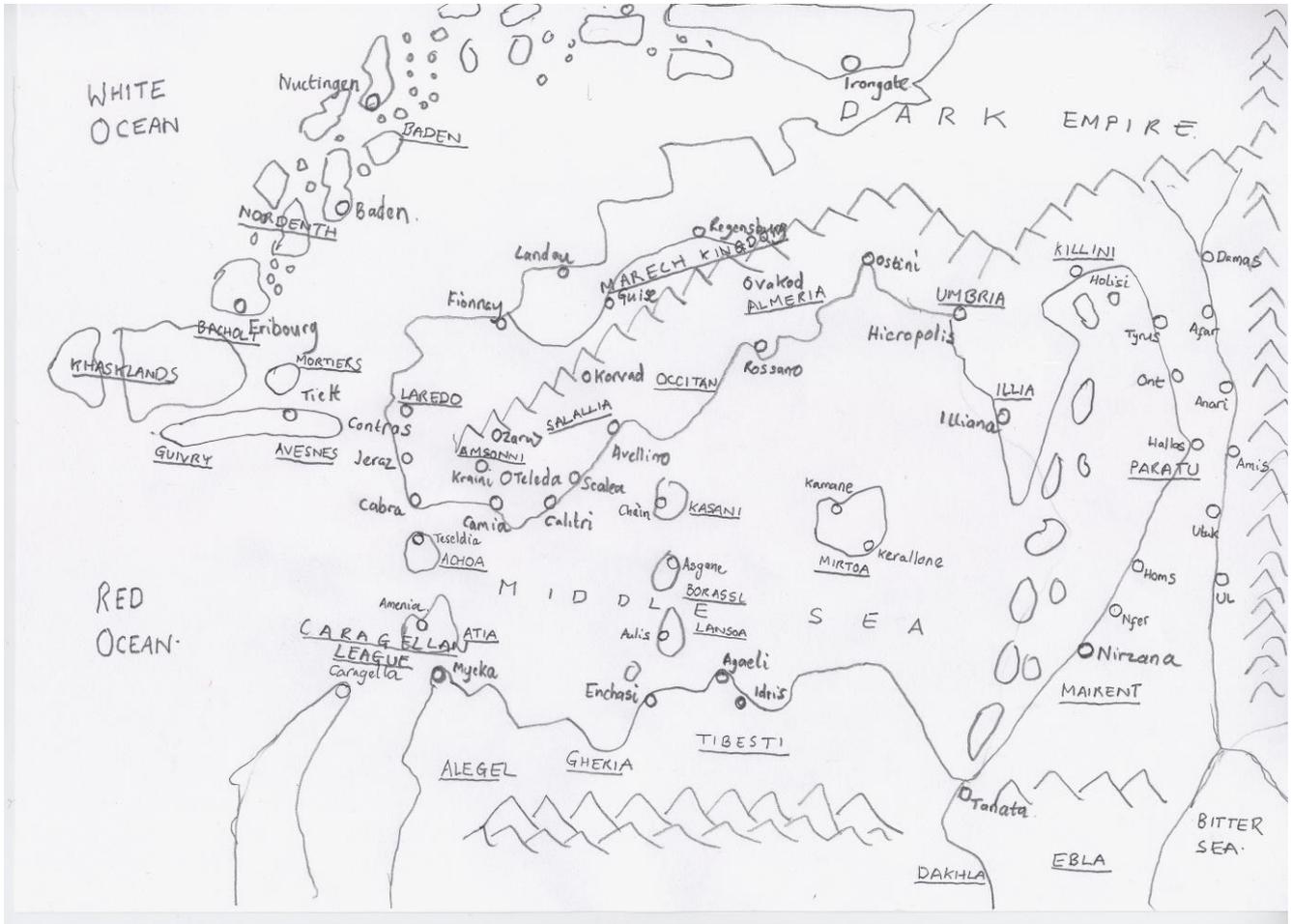
The humans of the Western Kingdoms see the world as a circle of land indented with the Middle Sea surrounded on all sides by ocean. They have little knowledge of the world beyond Vohn and the Middle Sea. This map is a copy of the map by Augustus d'Hessen which hangs in Regensburg cathedral. In the centre of the map is Nirzana the reputed birthplace of Zamat. This type of maps tend to mark the locations of large cities especially those in Vohn. Close up route maps of Vohn and the Middle Sea also exist but larger world maps only contain more guesswork.



HIGH ELVEN MAPS

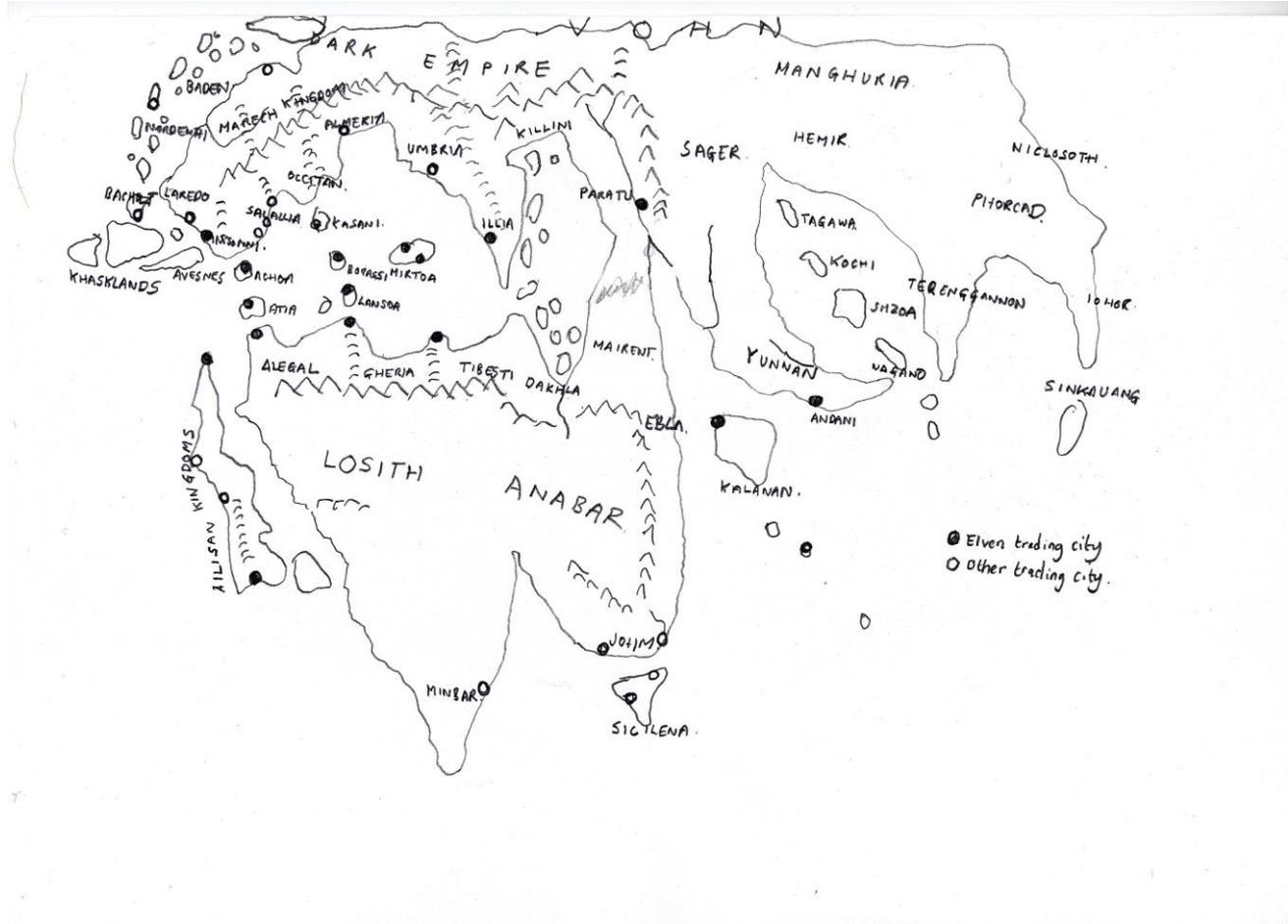
MIDDLE SEA MAP

This is copy of a map by Anasatasius of Camia shows a High Elven view of the Middle Sea region. More care is taken to represent the actual location of land, sea and cities but the map is still quite stylised. In general high elven knowledge of this region is good as it once was part of the Bright Empire however it can be rather out of date.



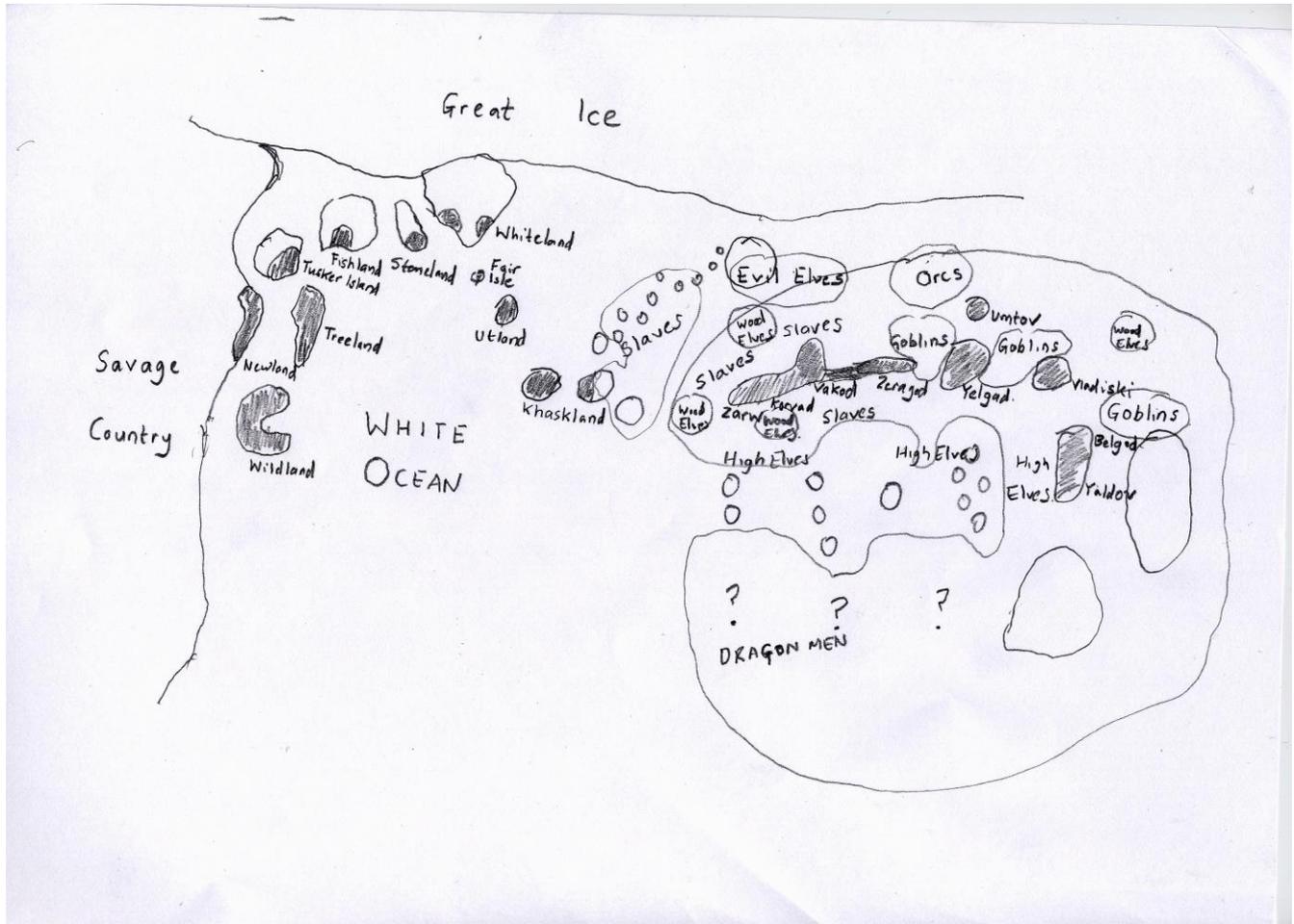
WORLD MAP

This map is copy of a High Elven world map by Hanno the Navigator, a native of Caragella, and concentrates on coastal trading cities. In regions where the elves have such a city this is shown. Other cities are only shown if they are important trade locations. Knowledge is good around such cities but other areas are vague and continental interiors unknown. The elves would be unlikely to let such a map fall into foreign hands.



OLD ONE WORLD MAP

This unusual map is supposed to be an Old One map from the Khasklands. The Old Ones are not known for map making and some have suggested that it is a fake. Nevertheless it displays an interesting word-view in which the lands of the Old Ones appear as islands in the landmasses. Also it is notable for showing a number of islands and even a continent to the west across the White Ocean. It is possible that at least some of these lands are fictitious but the existence of Utland and Fair Isle at least was confirmed by the Illian seafarer Pisistratos who visited them in the days of the Empire and confirmed that they were inhabited by Old Ones who travelled in boats made of walrus skin. No reputable sources describe the lands further west though there has been rumours that fishermen from Bacholt and Nordenth get supplies of cod and walrus ivory by sailing west. This is also the only map that gives a location for the Dragon Men or Reptilians though the elves say they live in Losith.



SOCIETY

This section describes some of the main societies that are known to the people of Western Vohn on Home.

THE WESTERN KINGDOMS

Society is highly socially stratified, but the strict feudalism of the earlier period has degenerated in the Western Kingdoms with the rise of a wealthy class of merchants and the development of cities and towns. There are three major divisions in society: the nobility, free men, and the unfree. The nobility have many rights in law which free men lack and wield great power, especially in the countryside. They usually dwell in the country, gaining their wealth from the land they possess. Land tenure was originally based on feudal principles; land belonged to the King, but might be granted to nobles in return for military service. However, land is now often considered to be owned by the nobility and taxation is often paid to the state in lieu of service. Free men have at least some rights in law, especially within those towns and cities which have some degree of self government. Free men can be anything from the wealthiest merchants to the lowest beggars. There are also some free men in the countryside,

certain craftsmen, labourers and free peasants. The unfree are the rural serfs, slaves in all but name, and property of the local landowners. They lack almost all rights in law and are forbidden, on pain of death, to leave the manors on which they were born without permission. Clerics make up a separate class whose status is variable from kingdom to kingdom. Amongst the Marech heretics of the north clerics are poor and humble and aspire to a simple life of austerity. In the orthodox states of the south the church is all-powerful and controls great wealth.

The military consists of a feudal levy though this is being used less and less frequently as monarchs prefer to accept cash payments instead of service and hire professional or mercenary troops.

Society becomes much less structured on its peripheries, especially in hill and mountain regions. In these areas general poverty means that much less difference exists between the social classes. Lack of central authority and law enforcement leads to far greater freedom and the lack of a truly unfree class. Furthermore, urban centres are often lacking. In such regions, arable farming may be supported by extensive pastoralism. People will generally be far more mobile in peripheral regions; news, unrest and heresy also spread more easily. As a result of the sale of the products of pastoralism there is often more of a cash economy in the mountains and hills than in the rural areas of lowland.

In some regions, the feudal system has degenerated a step further, giving rise to separate self-governing city-states. These may even be republics. This system exists in Sallalia and Umbria.

Beyond the limits of organised states, older social forms still survive in clan or tribal societies: in Occitan and the far North.

The Western Kingdoms follow the Orthodox Zamatist Religion, Marech Zamatism (the Marech Heresy) and a variety of other heresies such as The Speaker Heresy and the Dolatian Heresy. These religions all follow the Spiritualist God.

THE MAIRENT, NORTHERN LOSITH AND ANABAR

Nobles who gain their positions through wealth rather than birth rule these regions. Below them is society are a large class of free men including townsmen, farmers and tribesmen from the deserts and mountains. All are in theory equal in law. There are also many slaves however: usually foreigners. Large cities control trade and to some extent production. Free peasants who often pay rent to their landlords farm the land. Slaves usually work in larger households, in industrial production or mining. In the deserts tribesmen herd animals.

Clerics and scholars have great respect, some influence but little wealth or power. The religion of the area is Artaxism which is an austere form of worship of the Spiritualist God.

The military consists of professional troops of the Sultans and Emirs, the retainers of lesser nobles, tribesmen and the peasant levy.

Some of these areas are now dominated by the Sager horde.

THE NORTHERN TUNDRA

Human tribes called the Astolings are known to inhabit the far north of Vohn beyond the dark Empire. They survive by hunting, gathering and fishing. They are nomads travelling north in summer and south in winter following herds of reindeer. They use dogs as beasts of burden. They pay tribute to the Dark Empire. They worship the Celestial Pantheon of the Old Gods though some have been converted to the Arcanist Religion.

INNER LOSITH AND ANABAR

The interior of these continents is little known to outsiders. Shifting agriculture and hunting and gathering support the tribes of the jungles of Southern Losith. In the far south of Losith live the Myhat Nomads who ride a species of domesticated zebra. In Tsort simple agricultural kingdoms exist and tribal societies extend over the plateau of central Ananabar. A few nomads inhabit the inhospitable eastern deserts. Civilization is found in the trading city of Minbar at the southern tip of Losith and in the centralized kingdoms of southern Anabar. The people follow the Celestial Pantheon of the Old Gods.

THE AILISAN KINGDOMS

The small continent of Alis is divided into many small kingdoms each centred on an ancient and spectacular stone city. The kingdoms are ruled by divine monarchs supported by a large priestly class. They follow the Celestial

Pantheon of the Old Religion. The priestly nobility are supported by a large class of warrior-monks. The majority of the population consists of peasants who work the temple farms.

YANAN

This distant land is little known nowadays as it is cut off from the west by the Sager Horde. It is believed to be a wealthy land of many states. It was at least partly converted to Artaxism but is believed to mostly follow the Celestial Religion. The states have a variety of political forms including theocracies, oligarchies, kingdoms and republics. The elves have trading cities here where they buy spices.

TAGAWA, KACHI, SHZUO, NAGANO, TEREANGANNAN, PHORCAD, IOHOR AND SINKAUANG

These areas are very distant and little reliable information exists though the elves sometimes sail there to trade. Phorcad is supposed to be a powerful empire which has been partly conquered by the Sager Horde.

NON-HUMAN SOCIETIES

DWARVES, GNOMES AND GNOLLS

These three branches of the same race show great cultural similarities across the world but they have been under pressure from other races for millennia and their culture only survives in full in the Khasklands of the far west of Vohn though rumour has it that they have other secret lands even further west in the White Ocean. In the Khasklands the Dwarves inhabit the mountains, the Gnomes live in the hills and the Gnolls live in the lowland forest. In other areas the Gnolls are now rare and have been forced into wooded and marginal foothills and the Gnomes have also been driven from many hilly areas. Dwarves are still fairly common in mountainous country throughout Western Vohn.

Dwarf lands are dominated by major cities which are the residence of their kings. Nobles rule the lesser cities under the command of the kings. Dwarf cities are often linked by good roads cut through the mountains and even sometimes tunnels through especially difficult country. The dwarves are great craftsmen and traders and gain their wealth by mineral extraction and industry. They produce food in highland farms. They grow barley and oats but mainly keep animals on mountain pastures.

Gnomes are normally part of the Dwarf Kingdoms but inhabit lower land and rely on farming more than production for their survival. They tend to live in small villages each controlled by an elder or headman.

Gnolls live in small villages in the woodland and subsist using simple agriculture and hunting and gathering. They have a tribal social organisation and their chiefs answer to the Dwarf Kings.

The Dwarves, Gnomes and Gnolls follow the Primal Stone Pantheon of the Old Religion. Priests are also nobles and combine their secular and religious functions.

Dwarf nobles keep small professional forces of huscarls but armies involve the call up of the large levies of the well armed carl class.

Dwarf society is socially stratified with nobles at the top, then the free carls who own their own farms and the town dwelling craftsmen. Nobility in Dwarvish society is a question of wealth rather than birth. There are also thralls (often non-dwarf) who perform more menial tasks. These are usually gnomes, gnolls or goblins.

WOOD ELVES

Wood Elves inhabit forested regions throughout the world but have been under pressure from other races for many years and their forests are now rare. They mostly inhabit small villages and subsist using simple agriculture, keeping pigs and cattle, hunting and gathering. They are skilled metalworkers and craftsmen though production is on a very small scale. They are a tribal society, and tribal centres are the size of small towns. Wood Elves follow the Sylvan Pantheon of the Old Religion and animists hold great power and respect. Religious monuments such as stone circles and long barrows are common in their forests. The highest rank in society is the tribal king who also has important religious functions. The next class consists of the nobility who are born into noble clans but are not necessarily any richer than the commoners who make up the next class. Animists rank equally to the nobles. The Wood elves keep some slaves, usually those captured in war though these are not numerous.

HIGH ELVES

High Elf states occupy both large regions and city-states around the coasts of the world. High Elves inhabit large ancient cities renowned for their beautiful, stately architecture, organized street plan and efficient services such as piped water, baths and sewers. High Elf cities are always surrounded by formidable fortifications. In the cities are the large houses of the high elf elite and more modest, though still comfortable houses of the middle class citizens. The cities also have a large population of half-elven craftsmen and human slaves. Around each city are the agricultural estates which support them. These estates are usually worked by human slaves supervised by half-elven overseers. The High Elves also control important slave worked mining operations. Workshops in the High Elven lands produce some of the worlds highest quality manufactured goods especially luxury items. The High Elves also control a great deal of sea borne trade and tranship goods throughout the known world.

Usually each High Elf city is independent and ruled by either a democracy (high elf citizens only voting) or an oligarchy (high elf nobles only voting). In Caragella the cities are joined in a League with a ruling oligarchy. Ilia is the last remnant of the Bright Empire which once ruled the known world. The Bright Emperor and the Imperial nobility still rule this land.

The High Elf military is made up exclusively of elves and half-elves. The human slaves do not serve even as oarsmen on the galleys (these are half-elves). Most city-states field a part time citizen militia. Caragella and Ilia both have professional military arms. High Elven navies are especially powerful. The High Elves are always preoccupied by the risk of slave revolts (their slaves usually outnumber them quite substantially) and therefore keep powerful garrison forces.

High Elf society is strongly stratified. At the top are the high elf nobles, then the citizens which is the highest rank a half-elf can reach. Next are the commoners who are mostly half-elves. Finally at the bottom are the numerous slaves who are mostly human.

The High Elves worship the Eternal Pantheon of the Old Gods. Their priests are drawn from the ranks of the nobility. They do not have full time religious. Religion is seen as part of civic duty.

DARK ELVES

Dark Elves inhabit the Isle of Steel in northern Vohn. They also rule the Dark Empire which stretches across the north of the continent though it was larger in the distant past. The Empire also includes Orcs and Humans.

The Empire is a hierarchical meritocracy with the most powerful and successful individuals occupying the highest ranks. Promotion is given as a result of success in a post and is open to all though long life and ability give Dark Elves an advantage over the other people of the Empire. The highest rank is the Emperor, next are the Imperial Dukes, then the Provincial Governors, the heads of the Magical Colleges and the Full Generals. There are no slaves as such in the empire though everyone is bound to obey the all-powerful state.

The Empire has a command economy with all production controlled by the state. Large farms produce crops according to strict plans and scientific methods. State factories produce some of the world's best (and most utilitarian) products and state mines produce raw materials.

The Empire has a large professional army notable for its use of gunpowder weapons and organised magical units. It also deploys allies and auxiliaries from conquered areas. It is unusual for its organized cities and roads, water supply, town planning and even education. Internal security is provided by Police Cohorts, the Political Police counter internal subversion and the Black Arm provides an external secret service. The Empire follows the Arcanist Materialist religion and the church is a well-organised part of the state bureaucracy.

REPTILIANS

The Reptilians are known to inhabit the jungles of Losith. They have an agricultural economy based on human slaves working on irrigated fields supplemented by fishing and hunting. Domestic animals are herbivorous dinosaurs. They have an iron working technology though slaves perform all craftwork. They live in stone built cities and towns with a grid street pattern and a system of canals. Architecture is simple – rectangular blocks with flat roofs are common. Most important buildings are decorated with a band of stone bas-relief usually with a religious theme. Each city and town has a temple at its centre. The temple from outside appears to be a large shaft but the main areas are underground. They are ruled by Theocratic priestesses supported by male warrior societies. They worship the Draconic Pantheon of the Old Gods.

HOBGOBLINS

The homeland Hobgoblins is the steppe of Sager. They are horse nomads keeping small steppe ponies which they ride, milk, drink the blood of and occasionally eat. They inhabit tents and are constantly on the move looking

for grazing. Their technology is simple but effective. They are tribal society with each tribe ruled by a Kahn. At times (such as now) a Great Kahn controls all the tribes with an iron grip. This is when they are most dangerous.

Virtually the whole of hobgoblin society makes up their military. They mostly fight as horse archers though the nobles form heavy cavalry units. They are ruthless, well organised and fast moving.

The hobgoblins worship the Infernal Pantheon of the Old Gods. Their shamans are widely feared.

Recently the Sager Horde has conquered wide areas of the Mairant, Kohn, Ebla, Yunan and Phorcad. In lands they conquer they usually destroy the cities and kill and eat most of the population. They do keep some of the conquered as slaves and may keep some farms going to provide them with extra food.

GOBLINS

Goblins live in highland regions. They have an economy based on goat herding and live either as nomads or in small villages. They are a primitive tribal society ruled over by chiefs and headmen who are usually the strongest or most cunning warriors. Their technology is primitive but they are capable of making some metal goods. They worship the Infernal Pantheon of the Old Gods. Their warriors skirmish with javelins and slings.

ORCS

Most Orcs live in the Dark Empire but some form tribes which live in the northern forests. They are ruled by chiefs. They survive by hunting and herding caribou. They ride on wargs – gigantic wolves. Orc tribes are nomads and live in tents. They are worshippers of the Arcanist Materialist God.

THE LANGUAGES OF HOME

GROUPS AND FAMILIES

The languages of Home are organised into Groups and Families. Languages in the same group are 2D different that means that a characters ability to use a language in the same group as one s/he already knows 2D less. Such a language costs ½ XP and ½ Time to learn. Languages in the same family are 1D different and require ¼ XP and time to learn.

SCRIPTS

The writing systems used on Home are as follows. Each script is modified to fit each language but remains similar. If a character can read and write a language using a script and is already VS in speaking a language than learning to read and write it costs ½ XP and ½ Time. Some scripts are especially difficult and are marked as costing double to learn for the first time.

Script	Description
Cuneiform x2	Wedged shape characters impressed into clay. A mixture of ideograms and sound signs.
Hieroglyphs	Painted pictograms which stand for consonant or semi-vowel sounds, groups of sounds and determinatives.
Mairant Alphabet	Signs written with a pen and ink representing the consonants where vowels are implied by the context.
Illian Alphabet	Signs written with a pen and ink representing consonants and vowels.
Umbrian Alphabet	Signs written with a pen and ink theoretically representing consonants and vowels but requiring punctuation and context to make sense.
Old Script	A series of lines on the edge of a stone or paper where the number of lines represent consonants, vowels and gutturals.
Draconic Script	A series of block patterns each representing a sound or guttural written or carved.
Eastern Ideograms x2	A series of ideograms painted with a brush.
Eastern Script	A series of characters written with a brush representing a mixture of sound signs and ideograms.

SPOKEN, WRITTEN AND READ

Some languages are spoken but many have died out and are not currently spoken. Some are read and written but some languages are not used by literate people and others are no longer written as their use has died out. A few languages are only written as they have become literary languages or of historical value only. Many languages are dead and long forgotten. These languages are not listed.

LIST OF LANGUAGES

ELVEN GROUP

The Elven Group contains a large number of languages distributed mostly around the Middle Sea and Vohn. It is spoken by High Elves, Dark Elves, Wood Elves, Humans and Orcs.

PARATUN FAMILY

Language	Script	Description
Old Imperial	Cuneiform	The language of the Old Paratun Empire. Now of academic interest only it is still read or written by a few scholars.
New Imperial	Cuneiform	The language of the New Paratun Empire. Now of academic interest only it is still read or written by a few scholars.
Ancient Dakhlan	Hieroglyphics	The language of the Ancient Dakhla. Now of academic interest only it is still read or written by a few scholars.
Eternal	Cuneiform	The language of the Eternals spoken by them and those who wish to communicate with them. Written by priests.
Esyuhannan	Eastern Script	The language of the manti of Yunnan.
Sandari	Eastern Script	The language of north-east Yunnan.
Eroini	Eastern Script	The language of north-east Yunnan,
Ushus	Eastern Script	The language of central Yunnan.
Inioi	Eastern Script	The language of southern Yunnan and the Tegengannon Islands.

ILLIAN FAMILY

Language	Script	Description
Imperial Illian	Illian Alphabet	The language of the Bright Empire. It is widely used by and to High Elves as the language of diplomacy, academia and high culture. Most formal High Elven writing is in Imperial Illian.
Dark Imperial	Illian Alphabet	The language of the Dark Empire. It is used both in everyday conversation and for all formal purposes.
Manghorian	None	The language of the Orc tribes of northern Vohn.
Mirtoan	Illian Alphabet	The vernacular of Mirtoa and Enchasi used by the common people for everyday use and in business transactions.
Illian	Illian Alphabet	The vernacular of Illia used by the common people for everyday use and in business transactions.
Achoan	Illian Alphabet	The vernacular of Amsonni, Achoa and the other islands of the Middle Sea used by the common people for everyday use and in business transactions.
Paratun	Illian Alphabet	The vernacular Paratu used by the common people for everyday use and in business transactions.
Caragellan	Illian Alphabet	The vernacular Caragella. Used by the common people for everyday use and in business transactions but also used by the official bureaucracy.
Sicelena	Illian Alphabet	The vernacular Sicelena. Used by the common people for everyday use and in business transactions but also used by the official bureaucracy.
Kalanan	Illian Alphabet	The vernacular Kalanan and Andani. Used by the common people for everyday use and in business transactions but also used by the official bureaucracy.

WOOD ELVEN FAMILY

Language	Script	Description
Lysinorian	None	Spoken in Lysinor Forest.
Yashan	None	Spoken in Yashan Forest.
Dasormian	None	Spoken in Dasorm Forest.
Lesanian	None	Spoken in the Lesan Jungle.
Caralisan	None	Spoken in the Caralis Jungle.
Hemirian	None	Spoken in the Forest of Hemir.
Niclosothian	None	Spoken in the Forest of Niclosoth.

UMBRIAN FAMILY

Language	Script	Description
Imperial Umbrian	Umbrian Alphabet	The language of the Umbrian Empire. It is widely used in Western Vohn as the language of religion, diplomacy, academia and high culture. Most formal human writing the Orthodox states of Western Vohn is in Imperial Umbrian.
Laredian	Umbrian Alphabet	The language of Laredo and the upper classes of Avesnes. It is used there for most purposes and the Speaker Heretics use it for religious purposes.
Umbrain	Umbrian Alphabet	The language of Umbria. It is used there for most purposes.
Salallian	Umbrian Alphabet	The language of the Salallian City States. It is used there for most purposes and is also an important trading language amongst humans on the Middle Sea.
Almerian	Umbrian Alphabet	The language of Almeria. It is used there for most purposes.
Killini	Umbrian Alphabet	The language of Killini. It is used there for most purposes.

MARRECH FAMILY

Language	Script	Description
Marrech	Umbrian Alphabet	The language of the Marrech Kingdom. Used for all purposes including religion.
Mechelen	Umbrian Alphabet	The language of the League of Baden. Used for all purposes including religion.
Nordenth	Umbrian Alphabet	The language of the Nordenth, Bachollt and Mortiers. Used for all everyday purposes.

WEST VOHN FAMILY

Language	Script	Description
Guivrian	Umbrian Alphabet	The language of the Guivry. Used for all everyday purposes.
Avesnian	Umbrian Alphabet	The language of the Avesnes. Used for everyday purposes by the common people.
Occitan	None	The language of the hill tribes of Occitan.

MAIRENT FAMILY

Language	Script	Description
Mairent	Mairent Alphabet	Used in the Mairent, Alegal, Dakhla, Tibesti, Gheria and parts of Yunnan for all purposes. The vernacular has slight differences of dialect from region to region.

TSORTIAN FAMILY

Language	Script	Description
Classical Tsorti	Hieroglyphics	The ancient language of the Tsorti civilization in Anabar. No longer spoken a few scholars can read and write it.
Modern Tsorti	None	The language of Tsort. There are tribal dialects.
Yovizi	None	The language of the tribes of the Yovizi Plateau.
Levez	None	The language of the tribes of the Levez Plateau.

LOSITH GROUP

A group of languages spoken by Humans in Losith and the islands of the west.

Language	Script	Description
Hiola	Hieroglyphics	The language of the Kingdom of Iron and the humans of Hiola.
Yanasi	None	The language of the Yanas tribes of Losith. Each tribe has a slightly different dialect.
Yenani	None	The language of the Yenani Clans of Losith,
Lohrini	None	The language of the Lohrin People of Losith.
Myhati	None	The language of the Myhat Nomads of Losith.
New Ailisian	Mairent Alphabet	The language of the Ailisian Theocracies.

ANABAR GROUP

The language group of central and south Anabar.

LOGIZTHAN FAMILY

Language	Script	Description
Logizthan	None	The language of the Logiztha people of central Anabar.
Yerkelli	None	The language of the Yerkell Tribes of central Anabar,
Hoheni	None	The language of the Hohen Chieftdom in southern Anabar.

NEGANI FAMILY

Language	Script	Description
Kegezi	None	The language of the Kegez Nomads of south-east Anabar.
Negani	None	The language of the Kingdom of Neg in southern Anabar.
Knso	None	The language of the Kingdom of Knso in southern Anabar.
B'cha	None	The language of the Kingdom of B'cha in Southern Anabar.
Toban	Mairent Alphabet	The language of the Toban Hegemony in the islands of the World Ocean. Each island has a different dialect.
Tshoran	None	The language of the Tshorna Peoples in the islands of the World Ocean. Each island has a different dialect.

NORTHERN VOHN GROUP

A small group of languages spoken by the human tribes in the far north of Vohn and Manghoria.

Language	Script	Description
Isuit	None	The language of the Isuit Tribes of north central Vohn.
Annait	None	The language of the Annait Tribes of north east Vohn.
Tallit	None	The language of the Tallit Peoples of north west Manghoria.
Sallith	None	The language of the Sallith Tribes of north east Manghoria.

PHORCAD GROUP

A group of languages spoken by the humans of Phorcad and adjacent regions.

EAST SAGER FAMILY

Language	Script	Description
Unocho	Eastern Script	The language of the Unocho Empire of northeast Sager now in the hands of the Sager nomads.
Sorean	Eastern Script	The language of the Sorean Kingdom of east central Sager.
Amalayan	Eastern Script	The language of the Amalayan Republics of east central Sager.
Inocho	Eastern Script	The language of the Inocho Theocracy of southeast Sager.
Hoi	None	The language of the Hoi nomads of southeast Sager and northeast Yunnan.
Lvesian	None	The language of the tribes of the Lves interior.
Tagawian	Eastern Script	The language of Tagawa in the north of the Sea of Claws.

NEW TERENGGANNAN FAMILY

Language	Script	Description
Kochian	Eastern Script	The language of Kochi in the north of the Sea of Claws.
Shzoa	Eastern Script	The language of the Shzoan Clans of the central Sea of Claws.
Nagano	Eastern Script	The language of Nagano in the south of the Sea of Claws.
Jorsian	Eastern Script	The language of the Jorsian Kingdom in southeast Teranggannan.
Icon	Eastern Script	The language of the Iconi States of southwest Teranggannan.
Tergani	Eastern Script	The language of the Tergan Empire of southern Teranggannan.

OLD TERENGGANNAN FAMILY

Language	Script	Description
Ko	None	The language of the Ko tribes of central Teranggannan.

PHORCAD FAMILY

Language	Script	Description
Old Phorcadian	Eastern Ideograms	The ancient language of Phorcad. Still used by scholars and antiquarians.
Imperial Phorcad	Eastern Ideograms	The language of the Empire of Phorcad.

IOHORIAN GROUP**NORTHERN IOHORIAN FAMILY**

Language	Script	Description
Iohorian	Eastern Ideograms	The language of the Iohorian Kingdom.
Yorani	Eastern Ideograms	The language of the Yoran States off Iohor.

SOUTHERN IOHORIAN FAMILY

Language	Script	Description
Sinkauang	Eastern Ideograms	The language of the Sinkauang Islands with dialect differences between the islands.

THE FERGUZ GROUP

Language	Script	Description
Sargartian	None	The language of the horse nomads of Sager.
Infernal	None	The language of the Infernals and those who wish to communicate with them.
Eastern Ferghez	None	Spoken by the goblins of Nortils.
Sar-Ferghez	None	Spoken by the goblins of Sager.
Akorg-Ferghez	None	Spoken by the goblins of Vohn.
Southern Ferghez	None	Spoken by the goblins of Losith and Anabar.

OLD ONE GROUP

Language	Script	Description
Muzri	Old Script	This language is used by all Old Ones with only minor dialect variations.

DRACONIC GROUP

Language	Script	Description
Draconic	Draconic Script	The language of Dragons.
Ushix	Draconic Script	The language of the Reptilians of Hiola.
Kkoris	Draconic Script	The language of the mainland of the Kkoris Theocracy.
Ssiort	Draconic Script	The language of the Ssiort Theocracy.

RELIGION

This section contains a brief guide to the religions of Home.

THE ETERNAL GODS

MYTHOS

The philosophers debate the story of creation and this is only the most common view. Some philosophers believe that the gods are not thinking beings as such but are the personification of natural forces. The myths of the gods are useful for explaining the world to the simple.

In the beginning the universe consisted of formless Chaos and nothing was separated. An unknown creative force: perhaps a primal god separated the elements of earth, air, fire and water to create the land, sea, air and sky. At this time all the planes were one. The sky produced Anashar god of the watching sky, then the earth produced Ki goddess of the primal earth, the air produced Enator the god of change and strength and the sea produced Enath god of water and creation. Ki had children with each of the first gods. The children of Ki and Anshar were Matyros the sun god, Nanea the moon goddess and the stars. They lit the empty world with their celestial fire and Matyros ruled the new world. The child of Ki and Enator was Eyanasha the goddess of love and war. The children of Ki and Enath were Dumaya god of plants, crops and vegetation and Namon god of wisdom, Sasha goddess of fresh water. Enath now travelled to the edge of the world and took part of primal Chaos to shape two new goddesses: Adura goddess of creation and Ushash goddess of spring. Enath took Adura as his wife. Ushash became the wife of Dumaya. The children of Ushash and Dumaya were the natural spirits of the world and their children were the plants and animals which spread across the world. The children of Enath and Adura were the elves who populated the world. This was the golden age when everything was perfection.

Out from Chaos came a new goddess to destroy the world. Her name was Tragamimi the mother of monsters. First she struck down Ushash and Dumaya. They went down to the Underworld and the first great winter began. Tragamimi began to devour the world and from her sprang all evil, weak and misguided things: the evil gods of primal stone, the great dragons, the false Celestial gods, the weak Sylvan gods, the terrible Infernal gods, the demons, elementals and other strange and terrible creatures. She also created Disease, Fear, Famine, Drought and all the other ills that plague the world. The armies of evil spread across the world and all seemed lost. Matyros and the stars could not resist the numbers of the monster. Enator used his strength to wrestle with Tragamimi but she was stronger. Then Nanea infected the armies of evil with madness and since that time evil has been weakened. Then Eyanasha went to the armies of evil. They tried to kill her but she could not die because she is death. Tragamimi cast her down but when she touched Eyanasha she was infected with Love

which bound her into the world. Then Eyanasha spoke to the monsters of War and Death and they began to fight each other. Matyros descended into the underworld to save Ushash and Dumaya which he did by sacrificing half of his power. Now the sun lives for half of each day and in return Ushash and Dumaya live for half of each year. Anashar separated the Eternal Plane from the Real Plane. All good things were taken to the Eternal plane and all of evil and things touched by evil was separated out into the other planes. In the first great winter the elves had fought against the monsters but they had been touched by evil and were left in the Real Plane.

HISTORY

When the planes were divided the elves of the Eternal Plane came to Home. They found the world infected with Chaos and evil. Most of the world was inhabited by monsters created by the gods of the other planes or by elves who had been seduced into the worship of foreign and weak gods. Over many years the High Elves brought civilization to Home until the entire world was united in the Bright Empire. However when the Bright Empire was at its height the elves most infected with evil gathered together in the frozen north of the world. They were jealous of the power of the Bright Emperor and determined to seize the empire. They formed the Great Cabal and called once more on Chaos to form a new god called the Arcane. The new god was created as a reflection of their greed, lust for power and hatred. The worshippers of the new god called themselves the Dark Empire and they fought to destroy everything. The Arcane created a new race called humans. They were weak and short lived but swarmed across the world in huge numbers. Those that lived in the Dark Empire were called Orcs. Those that lived in the Bright Empire were called Slaves. The Slaves began to worship a second new god that they called Elohim which was the shadow of the Arcane and turned against the Bright Empire. Then the Years of Terror began and the Bright Empire crumbled to ruin in the endless wars. Since that time the humans have spread like vermin across the world and now the Dark Empire once more spreads evil across the frozen north. Some dream that the Bright Empire will come again but the High Elves are weak and divided.

WORSHIP AND RELIGIOUS BUILDINGS

The Eternal Gods are worshipped in the High Elf lands by most of the population. Worship takes the form of animal sacrifice and offerings of crops, wine and the burning of incense. Other religious activities include theatrical productions describing myths, hymns and music, processions and athletic events. Worship occurs in temple forecourts, family shrines, theatres and stadiums. Temples are large imposing buildings containing a cult statue and offerings. They are decorated with mythic scenes. Altars are in front of the temples. There are no full time religious and priestly functions are carried out by important citizens as part of their civic duties. The afterlife is seen as a dim reflection of normal life for most people: dark and dismal. Those who offend the gods will be sent to hell to suffer eternal torture. Heroes may be elevated to the Eternal Plane to live with the gods.

The main gods named below in Paratun.:

Adura: Creator Goddess. Goddess of creation and mother of the elves. Wife of Enath.

Anashar: God of the Sky. Remote all seeing sky-god.

Dumaya: Harvest God. God of crops and the Underworld. He lives for half the year and dies for half the year. Husband of Usash.

Enath: God of the Sea. God of wisdom, patron of arts and co-creator of the elves. Husband of Adura.

Enator: God of the Air. Violent god of change and strength.

Eyanasha: Goddess of Love and War. The most feared goddess of the elves.

Ki: Mother Earth.

Matyros: Sun God and Emperor. The powerful and remote god of light and justice. The stars are his soldiers.

Namon: God of Writing, Knowledge and Destiny.

Nanea: Goddess of the Moon, Change, Madness and Prophecy.

Sasha: Goddess of Springs and Rivers, Fertility and Imagination.

Tragramimi: Goddess of Chaos. Mother of monsters. Enemy of the gods.

Ushash: Goddess of Spring and Queen of the Underworld. She lives for half the year and dies for half the year. Wife of Dumaya.

THE SYLVAN GODS

MYTHOS

In the beginning the elves lived in the Empire of the Sun when all was perfect but evil and monsters came to the world and the empire was cast down. The elves were lead by their gods away from the wreck of the empire and to the new land they called Home. The gods promised the new world to the elves and taught them how to survive in it. They protect the elves from their enemies and all good things come from them. The High Elves have stories about where they come from which may be true but the gods they follow abandoned the elves long ago and mean nothing now.

HISTORY

The great forests of Home were inhabited by strange and evil things foremost of which were the Gnolls. These are terrible twisted creatures which are made of stone or wood. With the help of the gods the elves took all the forests from these creatures and killed most of them. In the highlands other similar beings called Dwarves, Gnomes and Goblins live but no people would want to live there so that must be their place. On the wide plains live more monstrous creatures called Hobgoblins but no people would want to live there so it must be their place.

All was well until the High Elves came. They looked down on the real elves and worshipped some dead gods that they didn't really believe in themselves. Nevertheless they conquered the entire world and covered it with farms and stone cities. They cut down some forests but luckily there weren't many of them. They wanted everyone to obey them, pay taxes and follow strange laws.

Some of the High Elves created a strange and terrible god called the Arcane. They created the Dark Empire which was even worse. They had huge stone buildings called factories out of which came the evil magic and monsters that they used to conquer others. The worst monsters were the ones that looked the weakest. The Dark Elves called them Orcs and the High Elves called them Slaves but soon there were more of them than the trees in the forest. These monsters cut down the forests to make more farms for their evil masters. Then the Dark Elves and the High Elves fought a great war. This was a good thing because they destroyed one another.

Now Orcs and Slaves are everywhere and much of the forest is gone. The Slaves worship some pointless god which is said to be the shadow of the Arcane. This makes them very weak and now the Dark Empire is conquering land once more.

WORSHIP AND RELIGIOUS BUILDINGS

The Sylvan Gods are worshipped by the Wood Elves and a few humans and Gnolls. Worship takes the form of offerings of crops, metal objects especially cauldrons and weapons and sacrifice of intelligent creatures on special occasions. These are usually captured enemies. Other religious activities include dances and processions that re-enact myths. Worship occurs in stone circles and by funerary monuments. The afterlife is seen as a dreamlike and timeless existence on the Sylvan Plane followed by re-incarnation for brave and eternity in the underworld for the cowardly and dishonourable. Animists are professional religious. The main deities are:

Arawn: God of the underworld. Lord of the Dead. God of secrets and hoarded wealth.

Arianak: Bear God. God of the wilderness, strength and courage.

Badra: Triple Goddess of Death in Battle. Goddess of shapeshifting and prophecy.

Belataros: War God. Lord of victory and warriors.

Belak: Sun God. God of fire and light.

Bellaena: Goddess of fertility, poetry and healing.

Cachewn: Goddess of the Harvest. Goddess of plenty and of winter.

Callawan: King of the Gods. God of wealth and generosity.

Duananae: Earth Mother. Goddess of childbirth and death.

Gobinnan: God of smiths. Lord of iron and crafts.

Gellidon: God of wizards. Master of magic and music.

Lir: God of the Sea. God of change.

Managyf: Hero God. God of skill.

THE GODS OF PRIMAL STONE

MYTHOS

Home was created by Khargad who shaped it out of stone. He then created the other gods, the dwarves, gnomes, gnolls and the nature spirits. Mekhella produced the animals and plants. For countless ages the world was at peace. Unfortunately there are other worlds beyond Home which were controlled by evil gods and their minions.

HISTORY

The first to come across the void were the Dragons and their kin. They were a terrible enemy but few in number and we drove them back to a few places where they still skulk.

Next came the Infernals: the goblins and their kin. They were numerous and hideous monsters. The hobgoblins took all the empty plains from us. The goblins tried to take the hills and mountains from us and we are fighting them still.

Next the wood elves crossed the void. They carried the metal called bronze and were protected by evil gods. They took the forests from us and slaughtered the gnolls. We will never forgive them and laugh at their later misfortunes.

Now across the void came the High Elves. Vain creatures who pretended to worship some gods who had cast them out of their homeland for their evil ways. They didn't really believe in them but did believe that everyone in the world should obey them. They brought iron and elven glass and their armies were very strong. We pretended to give up to them and paid tribute to their empire.

Some of the High Elves were more evil than the rest though less foolish. They made a god of their own to replace the ones they didn't believe in and called it the Arcane. In their great factories they made many monsters and also made a strange race called Orcs or Slaves which seemed weak but produced as many children as do rats and other vermin. There were soon more of them even than goblins. They spread out over the lowlands. The Slaves started to worship another weak god who may not even exist at all. Some say it is just the shadow of the Arcane. The High Elves and the Dark Elves fought a war which destroyed them both.

Now most of the world is inhabited by the Orcs or Slaves though the vile goblins plague us still. We hold fast to the highlands and we still own the lands of the west.

WORSHIP AND RELIGIOUS BUILDINGS

The Gods of Primal Stone are worshipped by the Dwarves, Gnomes and Gnolls. Worship takes the form of dedications of manufactured objects especially weapons, armour and jewellery in temples. Other religious activities include dramas and songs that re-enact myths. Worship occurs in stone temples cut into mountains or cliffs, or in underground chambers. The afterlife for the brave and loyal is seen as waiting in great halls of the gods for the end of the world. There the worshippers will fight in the final battles and if they win the world will be remade. Cowards and shirkers will be thrown forever into the outer void. God-talkers are not full time priests and important and respected members of the community hold the post. The main deities are:

Kahargad: Creator God. God of stone and stability. Father of the dwarves, gnomes and gnolls.

Zomotos: Smith God. God of metal and fire.

Tergat: War God. God of weapons, violence and feuds.

Mekhella: Earth Goddess. Goddess of fertility, farming and childbirth.

Kottach: Darkness God. Lord of the Underworld. Keeper of the dead.

THE DRACONIC GODS

MYTHOS

The primal dragon is the first world which is surrounded by chaos. It was born from the cosmic egg. From her eggs the other great dragons were born. The children of the great dragons were all of dragonkind. The Reptilians and the hatchlings of the dragons. Izez noticed that there were many worlds mostly inhabited by hideous monsters who worshipped feeble gods. She created a portal to Home and through it came some of each of Dragonkind to inhabit the new world.

HISTORY

When we arrived in Home the dragons headed off to the mountains, the dinosaurs to the wilderness and the reptilians began to make the cities and dig the temples of the gods. Home was inhabited by creatures called Old Ones. They did not even make good slaves but were quite edible. More and more creatures came to Home. Most live in the frozen wastelands to the north and south but some: wood elves and humans came to live in the inhabitable part of Home. The wood elves were good to eat but the humans were both edible and numerous. They make excellent slaves. We are still spreading out across the habitable zone of Home.

WORSHIP AND RELIGIOUS BUILDINGS

The Draconic Gods are worshipped by the Reptilians, their slaves and the Dragons. Worship takes the form of the sacrifice of slaves. In a greater sacrifice the slave is said to be reborn as a Reptilian and in a lesser sacrifice the slave will be born again as a higher caste slave. Not all slaves and few Reptilians actually believe this. Dedications of gold, silver and gems are also important. Worship occurs in large temples consisting of great square shafts sunk into the ground and lined with stone blocks. Temple rooms are cut into the shaft's walls. A bridge on which sacrifices are performed runs across the shaft. Reptilians believe they are reborn after death as Reptilians, Dinosaurs or Dragons depending on the quality of their lives. Adepts are full time priestesses and rule Reptilian society. The main deities are:

Ahek%: Goddess of earth, wealth, death and darkness.

Ghohh: Goddess of sun, light, warmth and justice.

Rux: Goddess of storms, wind, rain and farming.

Izez: Goddess war, learning, culture and travel.

Umiah: Goddess of crafts.

Ifux: Goddess of volcanoes and fire.

THE INFERNAL GODS

MYTHOS

The world was created by the foolish gods of other races. Which was responsible cannot be said with any certainty as they all lie about the past. In the deep caves under the earth the Infernal gods were born. They were the children of the dragon of Chaos who was the enemy of creation. Gaoghz wanted to aid in the destruction of the old order so he created the hobgoblins and sent them out to destroy the pathetic inhabitants of Home. Unfortunately the inhabitants ran away too quickly so Gavagz gave birth to the first horse and Gaoghz taught them to shoot the bow. After this the hobgoblins were faster than anyone and the inhabitants of Home went to hide in the hills and forests. The gods were tired of work and so Hvorag gave birth to the race of goblins to be their slaves. They made good slaves but Ekadz realized that they were just the things to conquer the highlands but the goblins were too afraid to fight the stone people who lived there. So Agnaz taught their leaders the skills of Pain, Suffering and Torture so they could make their minions fight. Soon the goblins were fighting in the hills and mountains but they couldn't catch enough to eat so Baradazi gave birth to goats to be the food of goblins.

HISTORY

In the good times the hobgoblins have grazed their horses across wide areas of the world. Under Khan Ur-Izvod we destroyed the Empire of the Tall People and grazed our horses in the ruins. More Tall People with strange magic drove us back. Now once again the Sager Horde is united and will destroy the lands of the East and West.

WORSHIP AND RELIGIOUS BUILDINGS

The Goblins, Hobgoblins and a few humans in the East worship the Infernal Gods. Worship takes the form of sacrifice of animals or intelligent beings: whichever is available. These are usually captured enemies or slaves. The victims are usually eaten after the sacrifice. Other religious activities include dances that re-enact myths, chanting and the taking of hallucinogenic drugs. Worship occurs around fires in camps, in special tents or huts, caves or in places where the barrier between the real and infernal plane is especially weak. After death particularly vicious, cunning and violent worshippers who sacrificed many living things will become Infernals. Worshippers who were suitably servile will become slaves of the Infernals or be reborn as goblins. The rest will be cast into nothingness. Shamans are professional religious and hold high social status. The main deities are:

Agnaz: God of Pain, Suffering and Torture. Lord of the Eternal Fire.

Baradazi: Goddess of Goats and Fertility. Queen of Plenty.

Dazazzi: Dark Devourer. Goddess of Famine, Drought and Hunger.

Ekadz: God of War. Lord of Violence, Terror and Destruction.

Gaoghaz: God of Archery, Skill and Subterfuge. Father of the Hobgoblins.

Gavagz: Goddess of Horses, Speed and Travel.

Hvorag: Goddess of Slavery, Chains and Service. Mother of Goblins.

Igzorg: Goddess of Night. Mistress of Stealth, Darkness and Theft.

Jujuz: God of Monsters. Lord of Hell.

THE CELESTIAL GODS

MYTHOS

The mythology of the Celestial religion varies around Home but a typical version (the Ailsan) follows:

In the beginning the world was formless and nothing had any solidity. Then the Great God appeared creating him/herself out of the formless void. The Great God divided the world into solid and liquid, air and sky and placed everything in its proper place. The Great God then divide him/herself to create four primal deities Mother Earth, Father Sky, Sea Lady and Lord Air. S/he then created the Divine Force which is the spark of life. This ended the time of the Great God. Each of the primal deities took part of the Divine Force and divided into more gods and goddesses. These were the first of the Celestial gods. Later more gods were born from the relationships between the gods and between gods and mortals. Each god and goddess was allotted its proper sphere of influence and each had its special place on Home as well as a palace in the Celestial Realm. Dasannaraya and his wife Garana had many children and these were the First Born: the first human beings to walk on Home. At first their children inhabited the Utmost East and the Furthest South. Each god and goddess was given their own special tribe of humans to serve them but all humans revered all the gods.

HISTORY

Gradually humans spread out from the Utmost East and the Furthest South and in each place the gods shaped them anew so they would be the right people for the climate they found themselves in. Many times they met the Old Ones. These creatures were made of wood or stone and seemed like people but they weren't people inside. Mostly they lived in the highlands so the people avoided them. Next they met the Dragonkind who were fierce monsters from Hell who enslaved some of the people. Third they met the wood elves who lived in the jungle and these they had to fight to gain land. In the frozen north some of the people met Dark Elves who seemed like people and promised them many gifts but they turned them into slaves who followed a foreign and evil god. These people are now Orcs and aren't really human at all. Those people who escaped from the Dark Elves were enslaved by High Elves and they too turned to foreign gods.

Now real people live all over the world except around the Middle Sea where the followers of the Foreign God now live and the Frozen North where the Dark Elves still rule.

WORSHIP AND RELIGIOUS BUILDINGS

Humans usually worship the Celestial Gods. Worship takes the form of sacrifice of animals, crops, manufactured goods or occasionally intelligent beings. Worshippers also offer incense or libations as well as private prayers.

Other religious activities include dances and dramas that re-enact myths, singing and processions. Worshippers often sleep in religious sites hoping for messages in dreams. Astrology is important in the Celestial religion and is used for divining the fate of individuals. Worship occurs in temples which vary from small buildings or huts to great ziggurats. After death worshippers believe they will be reborn with their social status depending on how well they served the gods in life. Manti are usually professional religious and hold high social status. The names of the Celestial deities vary from culture to culture and favoured deities also vary with different cultures emphasizing different favourite gods. The main deities are as follows. The names are given in New Ailisan the language of the Ailisan Kingdoms:

Anamaya: Goddess of Farming, Domestic Animals and Grain.

Bamanaya: Goddess of the Earth, Fertility and Healing.

Broyallan: God of the Air, Storms and Rain.

Callayoran: God of War, Iron and Destruction.

Dababana: God of the Sky, Prophecy and Divine Justice.

Daganni: God of Fire, Prosperity and Volcanoes.

Dasannaraya: Creator God and Father of Humans.

Garana: Creator Goddess and Mother of Humans.

Gasatha: God of Wisdom, Literature and Worldly Success.

Gamala: Goddess of Rivers and Freshwater.

Hallantha: Goddess of Wild Animals.

Hagara: Goddess of Death, Rebirth and Suffering.

Jamana: Goddess of Wealth.

Jallanaya: Goddess of Love and Beauty.

Kassanay: Sun God and Lord of Light.

Lalana: Goddess of Night and Darkness.

Lokkanu: Hero God. God of Skill and Tricks.

Lammas: God of Crafts.

Samallaya: Goddess of the Cosmic Dance.

Sannatha: Goddess of the Moon, of Cycles and of Tides.

Savathas: The Stars. Demi-gods.

Yakatha: Judge of the Dead.

Yerella: Goddess of Ice and Cold.

THE ANCIENT GODS

MYTHOS

In the beginning the universe consisted of primal chaos and out of this devolved the four elements each with its own deity. The four gods divided and mixed the elements to shape the whole universe. They made the animals and plants to inhabit it. Next they made the Daimoni to rule the universe. These were powerful beings like gods but less than the true gods. Finally they made the People and the Soulless Ones who are like people to inhabit the planet. The Daimoni met together and decided that they didn't need the gods any longer. They gathered together the People and the Soulless Ones and told them they were the gods. They taught them many secrets and much evil knowledge and then each of the Daimoni chose a group of People or Soulless Ones to serve it.

One group of People refused to listen to the Daimoni. They knew the secrets and lies of the Daimoni were wrong. They chose a leader called First who spoke to the true gods who told him what to do. He organised the believers into the Power Eater Cult and instructed them as to their duty.

HISTORY

Through all time the Cult has battled with the evil knowledge and tried to stop it destroying the world. Once all the evil knowledge is gathered and devoured by the Cult then the world will return to a state of primal bliss and the Daimoni will be destroyed.

WORSHIP AND RELIGIOUS BUILDINGS

The Ancient Gods represent a primal human religion which has generally died out. The Power Eater Heretics revived it during the fall of the Bright Empire. The original form of the religion is only found on isolated islands in the World Ocean. The Power Eater Heretics believe that all knowledge and magic was stolen from the gods and in revenge they withdrew from the world cursing it with war, famine, pestilence and death. Now this knowledge has brought the world to the brink of destruction. Their aim is gather all knowledge, magical runes and magical items into their monasteries where they will be guarded by the gods. These monasteries are the centres of worship and consist of austere fortifications over natural cave systems where the actual worship takes place in front of altars made of the primal elements. Power Eaters believe that when the last piece of knowledge in the world is gathered into the cult then the gods will forgive the world and return to bring about a period of endless peace and plenty. Worship consists of offerings of writing, runes or items. The Power Eaters do not read or write. The cult is highly regimented and the worshippers tend toward fanaticism. A strict progression is enforced in the cult which takes worshippers from birth to death. After death they believe a true cultist will be reborn into the cult. A false worshipper will be cast out into primal chaos.

The deities are:

Ke: God of Fire and Destruction.

Ga: Goddess of Earth and Darkness.

Wa: God of Air and War.

Sar: Goddess of Water and Change.

SPIRITUALIST RELIGIONS

A variety of Spiritualist religions are followed by the humans of western Vohn and the shores of the Middle Sea. While they differ in detail they also have some traits in common:

- Belief in a single God called Elohim.
- Belief in an enemy of God called the Arcane.
- A belief in the primacy of spiritual faith over the material world.
- A belief in an afterlife decided by the spiritual merit of the worshipper.
- A belief that only humans have souls.

Beyond this beliefs vary.

ORTHODOX ZAMATISM

MYTHOS

At the beginning of time God was the universe and everything in it. but He split himself into many parts driving away all that were less than perfect. The perfect part of the universe is called Elohim and the most evil was the Arcane. Elohim wished to make the whole universe perfect and so he created the planes of existence. The best was Nirvana where he dwelt with the Angels who were the nearest to perfection. The worst was the Abyss into which he cast the Arcane and the Archons which were nearest to pure evil. In the middle he created Home which contained all the spirits which lay between good and evil embodied as the intelligent beings of the world. As each spirit lived its life as Angel, Human or Archon it could use free will to choose between good and evil. Humans were given the chance to die and be reborn until eventually their spirit will be reborn either as an Angel if they reach perfection or as an Archon if they reach ultimate evil. At the end of days all spirits will be gathered in the Abyss or Nirvana at which time Elohim will destroy the Abyss and Home and everything in them will become nothing.

HISTORY

All proceeded as Elohim had planned until the Great Cabal reached across the void to the Abyss and contacted the Arcane. They turned evil into a religion and the Dark Empire threatened to conquer the world. Later the prophet Zamat was born in the Mairant. Zamat was a part of Elohim, perfection, born on earth. He taught anyone who would listen that Arcanism was the Great Lie and its followers were turning against God to damn themselves for all eternity. He taught the spiritualist morality that the material world is an illusion which hides the divine and that it only by transcending worldly cares that perfection can be reached. He taught that the End of Days had begun when all that was good would be gathered to Nirvana before the world was ended. At last he taught that the gods worshipped by others were shadows of the material world and could never bring enlightenment. At the end of his time on Home Zamat was arrested by the soldiers of the Bright Empire and executed as a traitor. His spirit was reunited with Elohim but his followers continued to preach his way and eventually most of the people of the world were converted.

WORSHIP AND BELIEF

Zamatists believe that the aim of all people is to seek enlightenment by leading a good life, by worshipping Elohim, by helping others, acting peacefully, resisting the Great Lie, by converting followers of other gods and by living a moderate, modest and humble life. The Zamatist ideal is the monk or nun living in a community dedicated to a single-hearted service of God away from the double-hearted standards of the world. Worship consist of formal services.

STRUCTURE

In the time of the Umbrian Empire Zamatism became the Orthodox Church and was closely associated with the administration of the state. At this time it gained a strict hierarchy based on the organization of the empire. All areas are divided into parishes controlled by a vicarious, a cleric who is the representative of a bishop based in a major city. The vicarious is supported by an assistant called a sextant who runs the secular side of the parish. The building controlled by a vicarious is a church. The bishop controls a wide area called a diocese. In this task he is supported by his (theoretically ten) deacons, clerics responsible for the running of the diocese lead by an archdeacon. He also has a sumnor responsible for levying religious fines and penalties. The building controlled by a bishop is called a cathedral. In each country there are one or two archbishops who control their country's church though in other ways are similar to bishops controlling a diocese and associated officials. Parallel to this structure are religious houses: monasteries and nunneries controlled by abbots and abbesses. These great religious houses in turn control lesser houses called priories controlled by priors or prioresses. At the head of the church is the Archbishop of Umbria who is elected for life by a council of Archbishops and the Abbots and Abbesses of the Great Houses. The Orthodox Church is tremendously rich and powerful and in areas controlled by it the secular powers find it difficult to resist its authority. Separate arms under the direct authority of the Archbishop of Umbria include the Holy Inquisition whose responsibility it is to discover heresy and bring heretics back to the true faith; the Missionary Church whose responsibility is to convert pagans and the Military Orders whose soldiers fight in defence of the faith.

MARECH ZAMATISM (THE MARECH HERESY)

MYTHOS

In the beginning the Universe was a void containing God (Elohim) and the Devil (Arcane). The Arcane created the world and all the creatures in it as he loves material things and the glory of the world. Elohom felt pity for the creatures born to suffer and die to the whim of the Arcane and gave them a chance to change their ways and reach Nirvana. He strove with the Arcane and separated the world from His control to give people free will to make their own choices.

HISTORY

When the Great Cabal contacted the Arcane the pact was broken and Elohim inspired his prophet Zamat to preach the true faith to save the world. In response the Arcane inspired a false prophet called Artaxas to preach a false religion to confuse the people and to fight him the church became twisted away from Zamat's teachings. It became bound to the material world by the trappings of power and wealth and became the opposite of what it preached. In 1038 Elohim inspired a new prophet called the Good Man who taught everyone the truth about the Arcane and Elohim. He was captured, tortured and killed by the Orthodox Church but they could not defeat the truth of his words. Gradually Eastmark, Westmark and Baden were converted.

WORSHIP AND BELIEF

The Good Man taught that the material world was created by the Arcane and is therefore intrinsically evil. Only the spiritual part of the universe was created by Elohim and is therefore pure. To achieve salvation it is necessary to break all links to the material world. In society there are two sorts of people: the Holy People or Perfecti and the Lay People. The Perfecti live lives of great austerity: they are celibate, they eat no meat and drink only water, dress in the roughest clothes and have no property living only on donations. They live in religious houses, or in the wilderness or as wandering preachers. Eventually when they feel their time has come they stop eating and fast until death – the enduro. A true perfecti after death will join Elohim in Nirvana. Lay People lead normal lives, in fact with fewer ideas about guilt than the Orthodox. When they are in their final illness they will be hereticated by a Perfecti and will then undergo the enduro. They will then be reborn. Anyone who does not do this may well be give up to the judgement of the Arcane.

STRUCTURE

In the countries dominated by the heresy the structure and buildings of the Orthodox Church were taken over. The churches are however much plainer and gloomier and are notable for containing statues of both Zamat and the Arcane. The structure of the church still exists but with much reduced secular power. Each diocese and religious house has a far greater degree of independence.

THE SPEAKER HERESY

MYTHOS

The mythos of the Speaker Heresy is essentially the same as Orthodox Zamatism.

HISTORY

In 1263 the Council of Cabra met in a private house near that city. It was a group of like-minded clerics lead by Diego deEspelensa who felt that the Orthodox Church had turned away from the true faith by introducing superstition, secular power, wealth and the Inquisition. Their aims were linked with social reform including some controls on royal power by people's representatives. The Inquisition viciously persecuted the Speakers but nevertheless the heresy spread rapidly through Laredo and into Avesnes. In 1312 civil war broke out in Laredo various nobles declared for the Speaker Heresy and raised heretic reforming armies. The civil war was brought to a conclusion by Carlos of Avesnes who was crowned king of Laredo after winning the war with the aid of Caragella and the Heretic Armies. Carlos declared for the Speaker Heresy and the Orthodox Church was suppressed in Laredo and Avesnes an action which resulted in the Archbishop of Umbria declaring a crusade against the heretics.

WORSHIP AND BELIEF

The Speakers believe in a strict adherence to the Word of God as revealed in the Book of Zamat. They worship in austere ceremonies largely involving quoting directly from scripture. The churches of Laredo and Avesnes have been stripped of all decoration and ornament. Whilst they have largely taken over the structure of the Orthodox Church the religious houses have been closed as the Speakers believe that all true Zamatists must live normal productive lives in the community. The religious hierarchy has been removed with each parish having a presiding Minister who make decisions together in a council. The minister for each parish is elected by the parishioners and may therefore not even be a cleric. The council of ministers takes an influential part in the government of the state.

THE DOLATIAN HERESY

MYTHOS

The Dolatians do not have a strongly developed theology and essentially accept the Orthodox mythos but emphasise the humble origins and poverty of Zamat and his followers. They also emphasise the Zamitist belief in free will.

HISTORY

The County of Dolatia in Almeria had been a centre of religious and social unrest since at least 1100 and the Dolatian heresy seems to have sprung up in this area. In 1247 Gheran Dossanni gathered a large band of Dolatians in the county and began to ravage the lands of the church and the nobility. From this time onward Almeria, Salallia and Umbria have been plagued by bands of Dolatians. Vigorous persecution by the Holy Inquisition has so far failed to quell the unrest.

WORSHIP AND BELIEF

The Dolatians believe that the Orthodox Church and the nobility are evil and corrupt. They believe that the teachings of Zamat have been distorted to consolidate the wealth and power of the few and to oppress the people. They believe in political, social and moral freedom and to this end believe in sacking and burning the property of the church, the rich and the nobility.

ARTAXISM

MYTHOS

In the beginning Elohim created the universe and everything in it. He then created humans and the Arcane. The Arcane was created as the embodiment of evil to tempt humanity. The universe was created to test humans for a mysterious purpose known only to Elohim. All other creatures lack souls and cannot enter heaven. When He saw mankind straying from His purpose he inspired his first prophet Zamat to correct their evil ways. This allowed some correction but soon the words of Zamat had become distorted by the lies of evil so Elohim inspired his second prophet Artaxas in 542 who taught everyone the true faith.

HISTORY

Following the teachings of Artaxas his followers spread out from the SE Mairant to conquer and convert the unbelievers of the world. The Mairant, Dakhla and much of Losith and Anabar were conquered and converted by the fanatical believers to found the Artaxist Empire but little progress was made against the Soulless inhabitants of Paratu or the Middle Sea. Later disputes arose amongst the faithful and the Empire was divided amongst many rulers. In recent times the faithful have been attacked by hordes of Soulless horse nomads from Sager who have destroyed several of their lands. At present even the birthplace of the prophet is in the hands of these Soulless Ones.

WORSHIP AND BELIEF

The faithful believe that they have a responsibility to convert all humans to the true faith. This can be by persuasion or conquest and coercion. This is the only way to save their immortal souls so harsh measures are justified. Salvation can only be achieved by following the faith and obeying a strict code of religious practices including a moral, religious and legal system. This system emphasis honesty, hard work, humble worship of Elohim and social conservatism. After death Artaxists believe they will be judged according to their deeds and either go to heaven or hell. Worship takes place in temples each of which has a number of associated clerics depending on its size. There is no central organised religious structure and the secular and military authorities have control of the temples. The political power of the faith resides in the moral code it enforces and with which rulers must at least seem to comply.

ARCANISM – THE MATERIALIST RELIGION

A single Materialist religion is followed by the inhabitants of the Dark Empire. Its basic beliefs are:

- Belief in a single God called the Arcane.
- Belief in an enemy of God called Elohim.
- A belief in the primacy of the material world over the spiritual faith.
- No belief in a supernatural afterlife.
- A belief that all living creatures have souls in that they possess Power.

MYTHOS

In the beginning the universe consisted of a single point called the Singularity into which was compressed all of time and space. Within it were two principles: the physical and the spiritual. Each was personified in the form of a god. The Arcane was the god of the physical and Elohim the god of the spiritual. It was the nature of the Arcane

for the universe progress from its current stasis into a more interesting form so the Singularity exploded expanding in all directions. To start with the universe was a state of chaos but gradually it developed order and out it appeared time, space and later the stars and the planets.

One of the planets that formed we now call Home. It orbits a star called the Sun which generates light and heat in a manner we do not yet understand. This process is a major topic of investigation at the Academy of Astronomy. We believe the Sun to be similar to other stars – though much closer. Home is a very old planet – it has taken countless aeons for it to achieve its current shape and in the past the continents and even the rocks themselves took other forms.

Life evolved on Home beginning as simple forms and gradually becoming more complex until intelligent life appeared. The fact of this change is apparent in the existence of fossil forms of early life but the process by which the change occurred is still being studied by the Academy of Natural Sciences. The first intelligent creatures were of a primitive type which we now call the Old Ones. These creatures developed a simple technology based on stone and learned to perform magic by contacting the energies latent in Home. Some of these energies they personified as gods.

Meanwhile life has evolved on many other planets in a similar – though not identical way. On a planet we now call Draco evolved the Dragons and their associated creatures. The Dragons learned a magic spell to cross the void to other planets and some of them used it to fold space so they could cross to Home. Next on a planet we call Infernos a powerful race of beings called the Infernals developed the same magic. Some of the Infernal's slaves escaped to Home. These are the goblins. These were the three 'aboriginal' intelligent species present when the Elven people arrived.

The Elves originated on a planet we all Eternium. On Eternium a great war raged for supremacy fought primarily amongst the mighty heroes and magicians that the High Elves call gods. The first to flee the conflict across the void to Home were the Wood Elves. They brought a superior bronze technology to Home and soon came to dominate the better land of the world. Next to flee the conflict were the High Elves, our ancestors, they represented the losing faction in the war on Eternium and were forced into exile on Home. They brought the technologies of iron and elven glass. Soon their superior technology and civilization allowed them to dominate the planet and organize it into the Bright Empire. However the Bright Emperor and his Inner Council who had actually crossed the void had made a secret agreement with the Eternals and in exchange for the aid of these ancient enemies they had granted them power and taught their lesser followers to worship them as gods.

Some of the Inner Council could not accept this compromise. They broke way from the Empire. Led by Lukipherus and taking their followers they headed for the frozen and uninhabited north – finally settling on the Isle of Steel. There they formed the Great Cabal and recreating the void crossing magic of the Eternals they contacted the planet called the Abyss where lived the creatures called the Archons who were more powerful than the Eternals. These creatures helped to grant Lukipherus power. This was the foundation of the Dark Empire. Long scientific investigations and study allowed the Empire to begin to discover the secrets of the universe and Lukipherus founded the religion of Arcanism.

HISTORY

As the Dark Empire gained power it came into conflict with the decadent Bright Empire. To help in the war the Empire's factories created creatures suitable to serve as soldiers of the empire. These projects were successful and a number of hybrids were created including the Orcs who are now a most important part of the Empire's population. Unfortunately the petulant High Elves called down powers they did not really understand both from Eternium and the strength of Home itself. Their actions nearly destroyed the world and they destroyed themselves in the process. Since then the Dark Empire has been rebuilding its strength and is now in a position to conquer Home. In the intervening years some Orcs who had been captured by the Bright Empire and called themselves humans (the Bright Empire called them Slaves) have populated most of Home. The ones nearest the Empire claim to worship Elohim – the original spiritualist god. This may be true but we suspect that such a being would not intervene in the affairs of the physical world and the creatures they contact called Angels appear to be the inhabitants of another planet rather than some kind of divine manifestation.

WORSHIP AND BELIEF

Arcanists believe that they should strive to be successful in the world by gaining power within and for the Empire, by increasing the material prosperity and efficiency of the Empire and expanding the sum of scientific knowledge. Worthwhile acts include rising to a higher position in the imperial hierarchy, making scientific or magical advances, adding land to the Empire and constructing useful structures such as public buildings and amenities. Loyalty the Empire and the Imperial hierarchy is also essential. They believe that each citizen has a duty to strive to the best of his or her abilities for the good of the Empire and in return the Empire has a duty to support its citizens collectively. Religion is subsumed to this material goal and the priesthood and worship are essentially functional – about gaining power from the Abyss in return for power given to the Archons. Arcanist temples are functional, though impressive buildings, where worshipers transmit power to the Archons in return for aid. No attempt is made to pray to or contact the Arcane as He is only interested in material progress. Arcanist Clerics are a branch of the state machinery and in effect one of the branches of the Magical Colleges. After the death of a

valued worshipper the Arcanist Clerics have the ability to trap the deceased soul and allow it to inhabit a new body. They do this for the souls of the most successful and useful citizens of the Empire. Suitable bodies are held in the temples: captured prisoners and criminals are favoured. Eventually the soul will learn to use its new body and gradually regain some of its old skills and abilities. The most powerful citizens on death are transmitted across the void to the Abyss where they become Archons.

HISTORY

The history section of the descriptions of religions provides the view of history that most people on Home would have bulked out with a great many myths, legends and local knowledge.

ANCIENT HISTORY

The following historical chronology is of the type possessed by those with the History skill and is based on the scientific ideas of the High Elves. The dating system has a Year 0 based on the foundation of the first High Elven city on Home (EX). Dates before this are indicated as PEX (Pre-Exodus) but are rarely used as nothing has a strict dating before the coming of the High Elves. Other historical systems exist – that of the Dark Empire for example but are not widely known in other areas. Many educated humans know of the elven system but would not agree with it.

Date	Event
0 EX	Exiled from the Eternal plane the High Elves found the first city on Home at Utuk in Paratu. The rest of the world in a wilderness inhabited by the followers of the God of Chaos and her creations.
1-1500 EX	High Elven city-states spread through the river valleys of Paratu.
1501-3000 EX	High Elven civilization spreads to the islands of the Middle Sea, Killini, Illia, the Mairent, Yunnan and Dakhla. The unification war begins in Paratu.
3512 EX	The Unification War ends in Paratu.
3513-4900 EX	Old Paratun Empire. The First Empire conquers Killini, Illia and the Mairent.
4901-5300 EX	Mirtoan Hegemony. After successfully resisting a Paratun naval invasion Mirtoan ships come to dominate the Middle Sea adding the islands into a league and dominating the coasts. The Mirtoans found colonies in Anabar, Losith and Caragella. The Old Paratun empire collapses into civil war.
5301-5800 EX	New Paratun Empire. Paratu is reunified and turns its attention east spreading out into Sager and Yunan.
5801-6000 EX	Hobgoblin horse nomads from Sager crush the New Paratun Empire and conquer Yunan. Paratu overrun by their horde.
6001-6200 EX	The Bright Emperor takes control in Illia. He is one of the few surviving elves of the Exodus and has the favour of the Eternal Gods. His armies defeat the Sager Horde and conquers all the civilized lands around the Middle Sea.
6201-6500 EX	The Bright Empire. The Empire reaches its maximum extent as it conquers Yunnan and receives the submission of the Old Ones and Wood Elves of Vohn.
6501-6900 EX	Some Elves of the First Council rebel against the Bright Empire and leave for the frozen north. There they create an evil god called the Arcane and found the Dark Empire. In their factories they begin to create an army by breeding, amongst many other creatures, the first Orcs. Some of these escaped their clutches and became the Slaves in the Bright Empire.
6901-7102 EX	The Great War. Conflict begins between the Bright Empire and the Dark Empire. War rages indecisively across Vohn.
7103-7112 EX	Zamat – a Slave from the Mairent begins preaching a false new religion which is a distorted version of the Dark Empire ideas. Despite this the religion gains favour amongst the Slaves and leads them to turn against the Bright Empire. Finally Zamat is captured and executed by the Provincial Governor.
7113-7412 EX	The Years of Terror. The Dark Empire created newmonstrosities in its factories including war machines, vile creatures and destructive magical rituals. They summon many Archons from the Abyss. The Bright Empire is weakened by the betrayal of the Slaves and is pushed back towards Illia.
7413-7414 EX	The Victory of Defeat: Illiania is besieged by the Dark Empire. As the walls are breached the Bright Emperor unleashes his most powerful magic. Illiania is destroyed as are both emperors and their armies.
7415-7430	The Long Winter: following the Victory of Defeat darkness and cold descend on the world followed by famine and disease. Civilization is nearly destroyed. As the war ends the Dark Elves survive only on

EX	the Isle of Steel and the High Elves are reduced to a small population in their ancient cities.
7431-8000 EX	The First Dark Age. In this poorly understood period few records were kept. It is at this time that Orcs spread out to inhabit the northlands and Slaves came to inhabit most of the rest of the world.

MODERN HISTORY

The later periods better documented and agreement about historical events is more general. Most people with skill in History and an ability to read and write would accept the later outline of events. The dating system is Umbrian (U). The Elves continue to use their dating system in which the Umbrian Year 0 is 7901 EX. It is primarily concerned with the history of Vohn and the lands around the Middle Sea.

Date	Event
0	Foundation of city of Hieropolis in Umbria.
125	Foundation of Orthodox Church. First Archbishop of Umbria.
226	Unification of Umbria into the Umbrian Empire.
412	Umbrian Empire gains control of the Middle Sea and all surrounding human lands.
451	Umbrian conquest of Vohn complete. Elven city states and Illia declared allies. Empire ignores Island of Steel.
512	Civil War in Umbria.
540	Empire reunified and reorganised.
542	Appearance of Artaxas in the Mairent. His preaching leads to a rebellion in the region.
545	Artaxists in control of the Mairent.
546	Emperor Matius defeated and killed at the Battle of the Sands by the Artaxists.
547	Northern Tribes attack the Empire in Vohn.
550	Northern provinces overrun.
551-566	Fall of Umbrian Empire. Southern provinces are lost to the Artaxists and northern provinces to the barbarian hordes. Umbrian Empire reduced to Umbria.
567-812	Second dark Age: few records exist of this period in which the Artaxist Empire consolidated and the New Kingdoms began to develop in Vohn. At the end of this period the Marech Kingdom dominated NW Vohn and the northern islands, the Kingdoms of Laredo, Nordenth and Bacholt came into existence.
912	The break-up of the Artaxist Empire into individual sultanates and emirates begins.
924	Civil war in the Marech kingdom splits it into Eastmark and Westmark.
924-980	Intermittent warfare between Eastmark and Westmark.
977	Ist Salallian War. Calitrean expansion is halted by Scalea at the bloody Battle of Meronea.
981	Laredo attempts to attack the elven city states of Ansonni but is defeated by a League army in the second Battle of the Eclipse.
985-1100	Trading links developed through the Middle Sea and beyond primarily by resurgent High Elven states.
1001	Caragella conquers Atia.
1003-1018	Baden revolt. Northern islands lost by Westmark.
1018	Westmark reconquest of the northern islands by Louis III defeated at the Battle of the Isles. League of Baden formed.
1019	Westmark loses County of Schonbeck to John I of Eastmark.
1017-1020	Second Salallina War. Alvellino is initially successful but comes to grief at the Battle of Cashe against the Occitans.
1017-1019	Dakhla conquers the Maireint
1021	Pirates from Mortiers are a serious risk to shipping.
1022	League of Baden takes the Island of Lithorn from Nordenth.
1023	Caragellan assault on Achoa is repulsed at the Battle of the Gates. Domestic problems bdisript the Caregellan League.
1023-1040	Civil war in Almeria.
1038	Spread of the Marech Heresy in the north.
1039-1060	Religious wars flare up throughout the north but the heretics triumph in the end.
1061-1068	The First Crusade. Laredo, Salallia and Almeria invade Westmark but the heretics unite to defeat them at the Battle of Maine.
1066-1072	War between Dakhla and Tibesti results in a halt to Dakhlan expansion.
1072	An attempt by Eastmark to expand into the highlands is repulsed by an army of Old Ones.
1075-1100	In a long bloody conflict Laredo conquers and settles Avesnes.

1080	An Almerian invasion of the Umbrian Empire results in a debacle at the Battle of Nikopolis. The Almerians are forced to cede their border fortresses to the Empire.
1081-1090	Civil War in Almeria results in the break up of central authority.
1087-1091	Revolts in the Mairant are suppressed by Dakhla.
1110-1112	Revolt in Avesnes is brutally suppressed.
1110-1115	Third Salallian War.
1117-1122	Attempt by Count of Hessen to expand into Lysinor Forest is abandoned in the face of Wood Elven guerrilla tactics.
1128	Links with Yunnan broken as the Sager Horde conquers the border regions. The Mairant under threat.
1130-1135	War between eastmark and Westmark is bloody but indecisive.
1134-1140	The Great Plague. This dread disease ravages all the lands of Vohna and the Middle Sea. One quarter of the human population die. Elves, Old Ones and Goblins are resistant and become proportionally stronger.
1141	The Dark Empire takes the islands of Ions and Esth.
1142	Dark Empire legions take the largely depopulated north-eastern provinces from Eastmark.
1143	Avesnes gains independence from Laredo which is too weak to respond.
1145	Eastern Salallia ravaged by Occitan hillmen.
1146-1165	The Dark Empire conquers the northern orc tribes.
1160-1162	The Mairant overrun by the Sager Horde. Dakhlan forces retreat in disarray.
1170-1171	Following a trade dispute the League of Baden invades Westmark taking Landen and defeating Westmark at the Battle of Coutrard.
1120	Bacholt loses the Duchy of Malmedy in a civil war.
1121	Taking advantage of Dakhlan weakness Tibesti wrests away its border regions.
1175	Pushing Westmark back further Baden gains control of land up to the River Braid.
1178-1195	Revolt throughout Westmark as most of the major barons rebel against the king.
1182	An invasion by orc tribesmen is defeated by the Duke of Schleistein.
1181-1185	Fierce warfare between Tibesti and Dakhla results in a series of Dakhlan defeats before Tibesti has to make peace to cope with an assault from Gheria.
1186	Ebla is overrun by the Sager Horde.
1190-1195	Eastmark takes border regions from Westmark and now has a border with the League of Baden.
1201-1210	The Second Crusade organised by Laredo but gains little support and succeeds only in taking some land in the Duchy of Contras,
1209	An attempt to invade Occitan by Almeria is brutally repulsed.
1210-1215	Fourth Salallian War. Amsonni intervenes to aid Caliti. International shock as League troops occupy Scalea. The first High Elven conquest of a human state.
1217	Amsonni abandons Scalea.
1220-1225	Under severe pressure from the naval forces of Kasani and Borassi the Almerians pay them off.
1228-1236	The Grim Death. Plague once again spreads throughout the region.
1237	The Dolatian Heresy breaks out in Almeria and spreads rapidly.
1239-1260	The reign of Louis VII of Westmark. Louis regains control of the barons, repulses Baden and stabilises Westmark before being killed in the Battle of Gera against John IV of Eastmark.
1263	Speaker Heresy breaks out in Laredo.
1268	A second payment is made by Almeria to the island elves.
1270-1275	The Sager Horde raids Kohn and overruns mainland Dakhla before pushing on into Tibesti.
1276	Volcanic eruption on Kassanni which is devastated. Tidal waves sweep Borassi, Salallia and Almeria.
1276-1279	Widespread crop failure and famine.
1279	Severe earthquake hits Achoa.
1280	Dark Empire defeated in a naval battle by the League of Baden at Nuctingen.
1282-1301	Long border war between Eastmark and Westmark results in many sieges and battles but little real gain.
1299-1302	Fifth Salallian War.
1303	Trade dispute between Baden and Westmark.
1307	Speaker heresy becoming popular in Laredo despite severe persecution.
1312	Civil War breaks out in Laredo as the king dies with no clear heir. Juan Duke of Cabra holds the south

	and Rodrigo d'Galson the north and west.
1315	Carlos II of Avesnes intervenes in the civil war in Laredo.
1316-?	Salallia and Almeria under severe pressure from the Dolatian Heretics.

RECENT TIMES

The follows a more detailed description of recent events.

Date	Event
1317	Dark Empire Legions advance into Eastmark. The Duke of Sclestein is defeated at Plana and his Duchy is mostly overrun.
1318	Baden signs a treaty with the Dark Empire and then invades Westmark partially taking the County of Vienne. Following accusations of piracy the Empire breaks the treaty and takes Nuctingen and several islands. As Jesdof the Empire defeats the Count of Hessen and overruns his county. Akorg Goblin tribes push into the Mountains of Vohn defeating the Old ones and pouring out into Almeria. The Sager Horde attacks Paratu.
1319	Baden manages to reach an agreement with the Empire. The alliance is renewed and the Empire returns one of the islands. Imperial forces invade Lysinor Forest destroying Wood elf settlements. King Stephen VI of Eastmark meets the Imperial Army at Altenburg and suffers a severe defeat. Despite covering his retreat by expending his White Hand Orc allies the defeat turns into a rout and the army of Eastmark is destroyed. Stephen dies in mysterious circumstances and his son Otto II takes the throne. He appoints his brother Michael Duke of Altmark which results in a rebellion by Duke Regen. In Paratu Ur-Kamesh leading the Sager Horde is met by an alliance of troops from Paratu, Dakhla nd Killinni. Unfortunately for the High Elves their allies rout almost immediately leaving their infantry to be massacred by the horde. The countryside of southern Paratu is largely lost and sieges of the cities begin. The Akorg Goblins defeat the Old Ones at Zonatag.
1320	King Otto signs a treaty granting them the northern half of Eastmark. Otto then concentrates his forces on suppressing the rebellion in Altmark with little success. Several cities in Paratu are destroyed by the Horde. In Laredo Carlross II of Avesnes advances his claim and signs a treaty with Caragella who intervene on his behalf.
1321	The Dark Empire makes progress in Lysinor Forest. The northern half is now in their hands and several Wood elf tribes are destroyed. Baden is made a client state of the Empire. And Westmark is defeated at the Battle of Lacarelle by them. In Salallia war breaks out between Calatrea and Scalea.
1322	Baden is defeated by the Count of Eyzies in the Battle of the Lamian Hills but Douae falls to an Imperial naval assault and the Duchy of Mechelen is overrun. Carlos III is crowned king of Laredo and Avesnes. Calatrea defeats Scalea at the Battle of Dom. The Akorg Goblins are defeated at Zedorsk,
1323	The Northern Sager Horde under Ur-Zonthag attacks the Dark Empire taking the border forts. Imperial forces are transferred to the Eastern Front. Baden is defeated by Louis IX of Westmark near Vienne. Carlos III declared the Speaker Heresy the official religion of Laredo and Avesnes and begins to suppress the Orthodox Church. The Third Crusade declared by the Archbishop of Umbria. Umbria, Salallia, Bacholt, Nordent and Almeria declare their support. War ends in Salallia. Caragella defeats Achoa at the Battle of Achane. Achoa forced into the Caragellan League. Ur-Kamesh of the southern Sager Horde is killed in an assault on a city in Paratu. Akorg goblins besiege Zedorsk.
1324	Northern Sager Horde is defeated by the Empire. The Dark Emperor kills Ur-Zonatag. Most of the Sager chieftains are taken to the Island of Steel in chains. Louis IX drives Baden out of the County of Vienne. King Otto is humiliated and captured by the Duke of Altmark at the Battle of Stalsund. Taken prisoner he is only released after payment of a large ransom and an agreement to recognise the Duke. Disunity amongst the Southern Sager Horde allows Dakhla and Tibesti to regain ground.
1325	Crusader fleet is defeated by Caragella, Laredo and Avesnes as it tries to force passage out of the Middle Sea. Crusaders from Nordenth and Bacholt raid the coast of the Duchy of Contas. Zedorsk is relieved by the army of the King of Vakod. Ur-Makshar is named the new Great Kahn of Sager. Paratun forces retake cities from the Sager Horde and Dakhla and Tibesti stabilise their borders. Rebellion in Eastmark is initially defeated by Dark Empire but the rebels are supported by King Louis. Three Dark Empire legions are defeated at Ansbach. Louis reunites the Marech Kingdom though all the north, Schleistein, Hessen and Mechelain are in the hands of the Empire.

ECONOMY

In many areas of Home a reasonably prosperous pre-industrial economy exists in which iron based metalworking is commonplace. Home is similar to Earth during the later middle ages. Some areas of Home have higher technology (The Dark Empire: Early Renaissance) whilst others are still less advanced. Magic is too rare and peripheral to actively affect the economy. Most manufacturing output is in the hands of small manufacturers using few mechanical aids, local craftsmen, town guilds and/or state run factories. Food production is also based on simple un-mechanised agriculture: large estates, small farms and the keeping of livestock. The effect of this is that food prices are proportionately lower than today but can fluctuate wildly as a result of environmental or

political factors. The price of manufactured goods is far higher. However, a revolution has taken place in the economy with the breakdown of strict feudalism in many areas. For example, it is no longer the case, as in the earlier periods, that prices for armour and weapons are beyond the means of all but the nobility.

A lack of effective and safe methods for long distance transport means that the prices of goods increase rapidly as they are moved from their area of production. Consequently, only high-value, luxury goods are likely to be moved over very long distances (thousands of miles). Examples would be spices, precious metals, rare fabrics and luxury manufactured goods.

CURRENCY

Currency varies from region to region but is based on coins stamped from precious metal. Some governments issue coinage whose face value is greater than the market value of the metal. Care is therefore necessary in taking coinage from one nation to another. The basic unit of currency is the silver piece (sp). One pound of silver is divided into 100 silver coins. Gold is worth ten times as much. Coins are also issued as $\frac{1}{2}$, $\frac{1}{4}$ and $\frac{1}{10}$ of an sp or gp. Very small value coins rarely exist though some well organised states issue copper or bronze coins with a small token value e.g. 1/100 sp.

INCOME

Whilst much of people's income is in kind in the form of goods, food and clothing we can estimate the total yearly income of a variety of social groups as follows. This is how much they have to spend on themselves and their households— after tax etc. in cash or kind Note that in this period the distinction between a ruler's personal wealth and the states is not always valid hence their personal income can be very large.

Beggar, slave: 50 sp.

Labourer, poor entertainer: 180 sp.

Smallholder, semi-skilled worker, peddler, good travelling entertainer: 270 sp.

Skilled worker, lesser peasant, foot soldier, forester, small shopkeeper, actor, fisherman, sailor, travelling clergy: 360 sp.

Journeyman, wealthy peasant, poor freeholder, mounted infantry, archer, light cavalryman, larger shopkeeper, lesser merchant, country clergy: 720 sp.

Freeholder, poor knight, esquire, man-at-arms, city clergy, merchant, master craftsman: 1400 sp.

Landowner, knight, upper clergy, rich merchant, sea captain with ship, guild-master: 2100 sp.

Rich landowner, rich knight, bishop, great merchant: 3000 sp.

Great landowner, wealthy merchant, baron, richest clergy: 6000 – 40 000 sp.

Higher nobility: 20 000 - 10 000 000 sp.

Kings, rulers: 500 000 – 1 000 000 000 sp.

Principality: 80 million sp.

Weak nation: 125 million sp.

Average nation: 250 million sp.

Strong nation: 500 million sp.

Small Empire: 1 billion sp.

Great Empire: 3 billion sp.

The following table shows income per day for people receiving wages.

Profession	Pay
Labourer, Unskilled worker.	$\frac{1}{2}$ sp.
Craftsman, Foot Soldier, Sailor.	1 sp.
Journeyman, Mounted Infantry, Archer, Light Cavalryman.	2 sp.
Man at Arms, Master Craftsman.	4 sp.

HOLDING LAND

In the period in which Halberd is set agriculture is the main source of wealth. Land can be held in a variety of ways in different legal systems. Where land is held record the actual annual income it produces and the maximum it could produce were it to be fully improved. Different landholding systems are more or less efficient and make land easier or harder to improve. The guidelines below are for where characters in the game hold land. Other systems are also possible but these are some examples.

FEUDAL

The basic landholding unit is the manor. A manor will consist of a village with a manor house and a church and a few outlying hamlets. There will be a home farm worked with labourers. The lord will also own strips of land in all the great fields of the villages and hamlets. The holder will own the rights to the labour of the peasants for a fixed amount of time up to around 2 days per week. In return for a single manor the owner will be expected to provide one lance in service to his lord. A lance is a basic military unit and will vary from place to place but is typically 1 man at arms, 1 light cavalryman, 2 mounted infantry and 2 infantry for 40 days. In this period this is generally remitted as tax paid in cash so that the lord can hire soldiers as needed. The total cost of a lance is about 480 sp per year. Other taxes on a manor will be about another 520 sp per year for a total burden of around 1000 sp/year. High tax levels will often lead to revolt. Feudal landholdings can not be sold without the lord's permission. The land is managed by feudal servants of the lord: the steward, bailiff and reeve.

Type of manor	Typical Income	Maximum Income	Sale Value
Inferior	1 800 sp	2 500 sp	Income x10
Ordinary	2 500 sp	5 000 sp	Income x 10
Superior	5 000 sp	8 000 sp	Income x 10

Feudal holdings are often hard to improve. An investment of ten times the income gained is often necessary.

This system is common in the human lands of the Western Kingdoms and Phorcad.

ESTATES

Land Held in estates is directly owned. The owner can sell it if wished, though sometimes laws may control whom it can be sold to. The land will consist of large fields, olive groves, orchards and gardens, a villa and farm buildings. The land will be worked by slaves and managed by a steward who may also be a slave but could be an employee. A landowner with little land may live on the estate and manage it personally. The owner will often pay tax to central government for the holding though this may not be the case. In general taxation will account for 10 – 50% of income. In such systems the tax burden of the state falls on townsmen and peasants which may lead to unrest especially when the burden on estate owners is low.

Type of Estate	Typical Income	Maximum Income	Typical Sale Price
Inferior	2 000 sp	3 000 sp	20 000 sp
Ordinary	4 000 sp	8 000 sp	35 000 sp
Superior	9 000 sp	20 000 sp	70 000 sp

The cost of improving estates depends on how many estates the owner has and on the size of the estate. Small estates managed personally are far easier to improve. The cost to gain 1 sp increase in income will be 1 sp x (3 inferior, 5 ordinary, 10 superior) x (number of estates owned). Maximum cost is 40 sp per sp income.

This system is common in High Elf and Dark Elf lands.

TENANT FARMING

The land is divided up into a number of independent farms each run by a tenant who pays rent to the landowner. The tenants run the land using hired labour. The owner has little to actually do and his estate manager will run the whole as a business. From 30 to 50% of income will be lost as tax. The estate can be sold.

Farm Grade	Normal Income	Maximum Income	Typical Sale Value
Inferior	1 500 sp	3 000 sp	30 000 sp
Ordinary	3 000 sp	6 000 sp	60 000 sp
Superior	6 000 sp	12 000 sp	120 000 sp

It is possible to increase income up to the maximum by raising the rents. This will make the owner more unpopular and may in the end drive the tenants off the land.

This system is common in northern Losith and Anabar as well as Yunnan.

CAPITALIST VENTURES

A character may attempt to gain wealth by investing in capitalist ventures. These could include investing in inns, shops, mines, factories or merchant ventures overseas. In general the riskier the proposition the greater the possible gain. Also, in general, the longer the wait is the greater the gain will be. A character uses two skills: appraisal and trading to try to discover a good venture. First decide how much the character is going to invest and if s/he is looking for a safe or risky venture. Then s/he should make two rolls when trying to discover a good

investment. The tasks are usually rated as difficult but are one D harder if the character does not know the region well, economic conditions are poor, the character is not known and trusted in the area and if the character speaks the local language badly. The task is 1D easier in good economic conditions.

Then roll 1D on the following table. +2 for each excellent roll, +1 for each good roll, -1 for each failed roll, -2 for each poor roll and -3 for each disastrous roll. The investment made is shown on the table. Each investment has 3 characteristics. Risk(R): the character must roll this or under on 2D or loose the whole investment. If this is followed by a * the roll must also be made each year to receive profits, Time (T): the time in years before the income is received and Profit(P): this is shown as a percentage of the investment returned annually unless it is followed by a * in which case the return is a one off payment of profits and the original investment returned. Once one payment has been received in an investment which pays out each year the investment can be sold using trading skill. Note however that a character may be able to judge intuitively what risk and benefits may be but formal knowledge of risk is a modern idea.

Score	Safe	Risky
-5	R:5 T:10 P:D-5	R:2 T:10 P:1Dx10*
-4	R: 7 T:8 P: D-4	R4* T:8 P:D
-3	R:10 T:5 P: D-3	R10 T:5 P:D
-2	R:12 T:4 P:D-3	R4 T:5 P:2Dx10*
-1	R:15 T:3 P:D-2	R8 T:5 P:2Dx10*
0	R:16 T:2 P:D-1	R8 T:4 P:2Dx10*
1	R:17 T:2 P:D	R10 T:1 P:2D
2	R:17 T:1 P:D	R11 T:1 P:2D
3	R:18 T:2 P:D	R9 T:5 P:2Dx10*
4	R:18 T:1 P:D	R9 T:4 P:2Dx10*
5	R:19 T:1 P:D	R10 T:4 P:2Dx10*
6	R:19 T:4 P:2D	R10* T:2 P:1Dx10
7	R:18 T:2 P:2D	R11* T:2 P:1Dx10
8	R:19 T:2 P:2D	R8 T:5 P:1Dx40*
9	R:19 T:1 P:D+3	R10 T:4 P:1Dx40*
10	R:19 T:1 P:D+5	R12 T:4 P:1Dx40*
11	R19 T:2 P:2D	R10 T:4 P:4D
12	R19 T:4 P:3D	R12 T:4 P:4D
13	R19 T:1 P:2D+1	R12 T:4 P 4D:
14	R19 T:3 P:3D	R12 T:3 P:1Dx40*
15	R19 T:1 P:3D	R12 T:3 P:5D
16	R:20 T:1 P:3D	R15 T:1 P:Dx10

THE COST OF WAR

War is fantastically expensive. To estimate the cost of maintaining an army the following formula should be used.

(2 x Infantry + 6 x Cavalry + 40 x Artillery, Elephants, Monsters etc. + 1 x baggage animals + 50 x supply ships) sp. Per day.

e.g. A professional army (Dark Empire) has 20 000 foot, 5000 horse, 20 artillery and 20 elephants. It is supplied by land even in poor country using (31 200 troops equivalent) 130 tons/day of supplies requiring 6000 baggage animals. Total cost 40 000 + 30 000 + 1600 + 6000 = 77 600 sp per day.

A fleet requires:

(Boats x5 + Transport x 25 + Light Galley x 250 + Heavy Galley x 500 + Juggernaut Polyreme x 2000 + Metalclad x 500 + Longship x 100 + Sailing Warship x 200 + Energy Cruiser x 2000) sp. Per day.

e.g. A professional fleet (Caragellan) has 30 boats, 30 transports, 10 light galleys and 100 Metalclads.

This is 150 + 300 + 2000 + 40000 = 42 450 men requiring in poor land 180 tons of supplies per day that is 4 supply ships. Total cost 150 + 750 + 2500 + 50 000 = 53 400 sp. Per day.

Relying on feudal troops, underpaying troops or under supplying troops can reduce this vast cost. This will reduce the cost by up to half but there is a corresponding decrease in the efficiency of the force and its willingness to accomplish tasks.

COSTS

In an average year 1sp might keep a person fed reasonably for a week. An unskilled worker could just about keep his family with a little surplus (assuming that children do not eat as much and that, as would normally the case, his wife and children could also do some wage-labour).

In the countryside the money economy would be less developed, with payments in kind common (though payment in food would still be common in towns).

Prices should always be judged by the amount which it cost for the producer to make them, in terms of raw material and labour. Note also that these are average prices and will vary extensively depending on location and quality. All prices assume that they are bought in a region where the commodity is produced. For example, buying wine in a non-wine growing area would cost 2 to 10 times as much.

The cost of items also depends on quality. All the prices listed below are for ordinary items. Higher quality items are more expensive. The highest levels of quality are very rare as only the greatest masters can produce work of this quality and only rarely. The inflated prices are a product of bidding for very rare items against kings and emperors. Generally:

Quality	Cost
Inferior	x ½
Ordinary	x 1
Masterwork	x 3
Superior Masterwork	x 10
Excellent Masterwork	x 100
Supreme masterwork	X 1000

However the minimum base price of an item of better than ordinary quality is 20 sp before multiplication.

The occurrence of craftsmen capable of producing items is as follows. Locations in brackets are for less common crafts e.g. Armourer, Bladesmith etc.:

Type	Occurrence	Quality
Apprentice	Village (Town, Castle).	Inferior
Journeyman	Village (Town, Castle).	Ordinary
Master	Large Town, Fortress.	Masterwork
Guild Master	Lesser City, Ducal Palace.	Superior Masterwork
Grand Master	Major City, Royal Palace.	Excellent Masterwork
Famous Master	1 per 6 countries.	Supreme Masterwork

Certain materials change the cost of items:

Material	Cost
Bronze	x 2
Adamantine	x 20
Metal haft replacing wood	x 2
Metal reinforced shaft	x 2

Alchemists operate in a similar manner to other craftsmen but are rather rarer. Alchemists do not have a quality of work. Instead they have IQ which determines the highest level products they can make. In general it is best to assume that an alchemist can make all common products, 50% of uncommon products and 25% of rare products if it meets the IQ requirements. Each settlement will have one alchemist of the highest level it can support, 4 of the next level, 8 of the next and so on. Alchemists will usually have some popular and common items in stock. Others would be made to commission. Alchemist as wizards are about twice as well paid as other craftsmen but at the top levels they work to the commission of kings and emperors and are therefore disproportionately expensive. Rather than representing their actual income the costs show the price of buying their time away from extremely wealthy patrons. Typical occurrence of alchemists, IQ and Sp/Day are:

Type	Occurrence	IQ	Sp/Day
Apprentice	Large Town.	8	2
Journeyman	Large Town, Fortress.	12	4
Master	Lesser City.	16	8
Guild Master	Major City, Ducal Palace.	20	24
Grand Master	Capitol City, Royal Palace.	24	70
Famous Master	1 per 6 countries and only in 'magical' areas e.g. elven states.	28	150

To get an alchemist to sacrifice permanent PW you are asking him to reduce his livelihood for years to come and reduce his chance of progress through the guild and this is therefore very expensive. However when more than 1 PW sacrifice is required it will usually come from assistants. PW after the first comes from alchemist 1 level lower. 1 permanent PW is worth 100 days work.

STANDARD PRICE LIST

Item	Price
Weapons	
Arrows or Bolts (5)	1
Bastard Sword	32
Battle Axe	12
Bec-de-Corbin	28
Bill	12
Broadsword	25
Chain Flail	24
Club	½
Composite Bow	50
Crank	20
Crossbow	40
Dagger	6
Dart/ Throwing Star	3
Epée	35
Estok	26
Falchion	28
Francisca	12
Gladius	25
Glaive	24
Great Hammer	22
Great Scimitar	40
Great Spear	14
Greataxe	20
Greatsword	40
Guisarm	32
Halberd	28
Hammer/ Light Mace	4
Handgun	100
Harquebus*	500
Hatchet	4
Heavy Flail	6
Heavy Mace	12
Heavy Throwing Spear	8
Jambiya	7
Javelin	4
Knife	3
Light Flail	4
Light Mace	10
Light Spear	5
Long Bow	20
Long Thrusting Spear	10
Longsword	28
Mace-Axe	19
Main Gauche	8
Mattock	18
Maul	15
Military Flail	20
Morningstar	20
Pike	12
Pistol*	500
Poleaxe	24
Quarterstaff	2
Rapier	30
Rhomphia	28
Sabre	24
Saddle Axe	8
Saggaris	12
Sax	8
Scimitar	28
Short Spear	6
Short Sword	22
Sickle	6

Item	Price
Weapons	
Sickle Sword	26
Sling	2
Spiked Club	3
Stave	1
Stave Bow	5
Stiletto	7
Truncheon/ Throwstick	½
War Axe	16
War Flail	18
Warhammer	20

*Pistols and Harquebus are manufactured in the Dark Empire who do not sell them. Premium prices result for captured items.

Item	Price
Shields	
Buckler: metal.	15
Heater	25
Hoplon	30
Light Buckler	3
Pavise	6
Pelta	4
Taka	5
Target	6
Theuros	8
Tower	10
Wall	35

Item	Price
Armour	
Full Metal	750
Full Plate	2000
Half Plate	500
Hauberk and Helm.	150
Hoplite Panoply	300
Light	10
Medium	20
Part light.	5
Part Medium	15
Part Metal.	50
Plate Mail	1000

Item	Price
Clothing	
Noble Outfit	100
Peasant Outfit	10
Town Outfit	30
Wilderness Outfit	50

Item	Price
Writing	
Book Binding	10
Scroll Binding	5
Sheet of Papyrus	1/10
Sheet of Parchment	1
Sheet of Vellum	3

Fortifications	
Fort	5000
Small Castle	10 000
Medium Castle	20 000
Large Castle	40 000
Fortress	80 000
Mighty Fortress	160 000

Item	Price
Food and Drink	
Days Animal Fodder	¼
Days Fresh Food	¼
Days Preserved Food	½
Large Meal in Inn	1
Pint Ale	1/10
Pint Mead	1/5
Pint Wine	½
Small Meal in Inn	½

Item	Price
Lodging	
Common Room/Night	¼
Inn Room/Night	2
Lodging Room/Week	2
Rent Hovel/Week	3
Rent Large House/Week	6
Rent Small House/Week	4

Item	Price
Containers	
Barrel	2
Bucket	1
Cask	½
Cauldron	10
Glass Vial	1
Keg	1
Pack	1
Pan	2
Pint Flask	½
Plate	½
Sack	½
Water Skin	½

Item	Price
Tools of the Trade	
Carpenter's Tools	10
Entrenching Tools	5
Healer's Tools	20
Locksmith's Tools	20
Scribe's Tools	10
Thief's Tools	15
Lute	30
Harp	35
Lyre	20
Drum	10
Flute	5

Item	Price
Adventure Gear	
5m Rope	1
Camping Equipment	10
Climbing Equipment	10
Lamp	1
Lantern	4
Large Tent	10
Pavilion	20
Small Tent	5

Item	Price
Animals	
Camel (Cavalry)	200
Camel (Riding)	150
Cart Horse	50
Charger (Warhorse)	1000
Chicken	2
Courser	800
Cow	75
Destrier (Warhorse)	5000
Goat	25
Hackney	100
Hawk	15
Pack Donkey	40
Pack Mule	100
Palfrey	150
Pig	30
Riding Donkey	60
Riding Mule	150
Rouncey (Warhorse)	200
Sheep	30
Steppe Pony	130
Sumpter	60
Trained Dog	20
Trained Hawk	70

Item	Price
Riding Equipment	
Cavalry Saddle and Tack	20
Frame Packs	7
Full Metal Barding	2000
Half Plate Barding	1000
Light Barding	30
Medium Barding	100
Part Medium Barding	50
Part Metal Barding	200
Plate Mail Barding	2000
Saddle Bags	5
Simple Saddle and Tack	15
War Saddle and Tack	40

Item	Price
Transport	
Covered Wagon	60
Four Wheel Cart	40
Large Ship	6000
Litter	20
Medium Ship	3000
Rowing Boat	30
Sailing Boat	40
Small Ship	1000
Two Wheel Cart	20

Item	Price
Slaves	
Adult	100
Skilled	600
Talented	1200
Young or Old	40

Item	Price
Dwellings	
Hovel	20
Cottage	80
Town House	200
Large Town House	400
Manor House	800
Villa	1200
Large Villa	2000
Small Palace	12 000
Medium Palace	24 000
Large Palace	60 000

Item	Price
Religious Buildings	
Chapel or Shrine	200
Church or Temple	1 000
Priory	1 000
Monastery or Nunnery	2 000
Grand Church or Temple	6 000
Abbey	10 000
Cathedral or Great Temple	20 000
Grand Abbey	20 000

ALCHEMICAL PRODUCTS

In the following table of alchemical products the prices are for a particular level in sp.

Each item is highlighted to show who it could be made by:

- Green indicates apprentice.
- Yellow a journeyman
- Orange a master
- Red a guild master
- Pale blue a grand master
- Cyan a famous master.

The prices assume purchase from an alchemist on commission. Items for resale depend on finding a buyer so may be considerably less.

Product	Level	1	2	3	4	5	6	7	8	9	10
Amnesia Potion IQ: 10/2		21	42	111	153	505	606	1995	2280	5445	6050
Antidote Potion IQ: 8/2		13	42	63	105	185	606	707	2280	5445	6050
Armour Ointment IQ: 10/2		21	42	111	153	505	606	1995	2280	5445	6050
Black Concentrate IQ: 14/4		37	202	855	2420						
Blade Venom Ointment IQ: 9/3		21	42	111	404	1425	3630	4235			
Blinding Dust IQ: 12/3		21	74	303	1140	1425	3630				
Blue Concentrate IQ: 11/4		21	74	303	1140	3025					
Caustic Oil IQ: 12/3		21	74	303	1140	1425	1360				
Charisma Potion IQ: 12/2		21	74	111	404	505	1710	1995	4840	5445	
Charm Dust IQ: 13/3		37	74	303	1140	3025	3630				
Cure Disease Potion IQ: 14/3		37	202	303	1140	3025					
Darkness Dust IQ: 9/4		21	74	303	1140	3025					
Dexterity Potion IQ: 11/2		21	74	111	404	505	1710	1995	4840	5445	
Elemental Shield Ointment IQ: 12/2		21	74	111	404	505	1710	1995	4840	5445	
Enchanted Ointment (Level 4) IQ: 15					148						
Essence Oil IQ: 14/2		37	74	303	404	1425	1710	4235	4840		
Fire Dust IQ: 11/4		21	74	303	1140	3025					
Fire Oil (Level 2): IQ 14			74								
Flying Potion (Level 4): IQ 19					404						
Forgetting Dust IQ: 15/3		37	202	855	1140	3025					
Green Concentrate IQ: 13/3		37	74	303	1140	3025	3630				
Healing Potion IQ: 10/3		21	74	111	404	1425	3630	4235			
Heroism Potion IQ: 13/3		37	74	303	1140	1425	3630				
Hiding Ointment IQ: 10/3		21	74	111	404	1425	3630	4235			
Indigo Concentrate: IQ 15/4		37	202	855	2420						
Invisibility Potion (Level 4) IQ: 16					148						
Lamp Oil (Level 1) IQ: 8		13									
Lightning Dust IQ: 14/3		37	202	303	1140	3025					
Love Potion IQ: 11/2		21	74	111	404	505	1710	1995	4840	5445	
Medical Ointment (Level 2) IQ: 14			74								
Ointment of Bite IQ: 9/2		21	42	111	153	505	606	1995	2280	5445	6050
Pain Potion IQ: 10/3		21	74	111	404	1425	3630	4235			

	Level									
Product	1	2	3	4	5	6	7	8	9	10
Poison Oil IQ: 9/3	21	42	111	404	1425	1719				
Poison Potion IQ: 8/2	13	42	63	105	185	606	707	2280	5445	6050
Power Potion IQ: 13/2	37	74	303	404	1425	1710	4235	4840		
Red Concentrate IQ: 12/3	21	74	303	1140	1425	3630				
Repulsion Oil IQ: 10/2	21	42	111	153	505	606	1995	2280	5445	6050
Sharpness Ointment IQ: 13/3	37	74	303	1140	3025	3630				
Sleeping Dust IQ: 11/3	21	74	303	404	1425	3630				
Sleeping Potion IQ: 9/2	21	42	111	153	505	606	1995	2280	5445	6050
Slipperiness Oil IQ: 8/3	13	42	111	404	505	1710	4235			
Sneezing Dust IQ: 8/2	13	42	63	105	185	707	707	2280	5445	6050
Speed Potion IQ: 9/2	21	42	111	153	505	606	1995	2280	5445	6050
Strength Potion IQ: 8/2	13	42	63	105	185	606	707	2280	5445	6050
Sustenance Potion IQ: 10/3	21	74	111	404	1425	3630	4235			
Swimming Ointment IQ: 11/2	21	74	111	404	505	1710	1995	4840	5445	
Sword Dust IQ: 10/2	21	42	111	153	505	606	1995	2280	5445	6050
Violet Concentrate: IQ 16/4	37	202	855	2420						
Waterbreathing Potion (Level 3) IQ: 15			111							
Yellow Concentrate IQ: 13/3	37	74	303	1140	3025	3630				

The following list shows the price of enchanted missiles and for recharging wands.

Spell	Level	Time in days	Price (sp)
Charge Item	Master	1 day for 3	8 for 3
20 Missiles +1	Master	7	56
20 Missiles +2	Guild Master	14	336
20 Missiles +3	Grand Master	21	1470
5 Elemental Missile	Guild Master	7	118
5 Missiles of Slaying	Grand Master	25	600

The following price list shows the cost of spell scrolls. If the spell is not one the alchemist knows him/herself the cost is doubled. Scrolls, other than of those spells known by alchemists are hard to buy and will generally need to be made on commission with the buyer finding a specialist wizard willing to cast the spell in required. Some other types of wizard could be persuaded to make scrolls e.g. Magicians or Sorcerers. In this case the price would be moved up a grade.

Spell	Level	Time in days	Price (sp)
Scroll of IQ 16 or fewer spell	Master	6	64
Scroll of IQ 17-20 spell	Guild Master	6	164
Scroll of IQ 21-24 spell	Grand Master	6	444
Scroll of IQ 25-28	Famous Master	6	928

Permanent enchantments are usually on a commission basis. Alchemists don't keep stock unless they have had the item sold to them. Some example prices of enchantments are shown below. Where an enchantment involves a spell not known by alchemists (e.g. to be placed in a ring, wand or rod) then it will be necessary to find a specialist wizard and pay them about three days wages and plus expenses. When enchantments are taken for resale it may well be very hard to realize their full value as it depends on finding several people with the required money who are prepared to compete with one another over the sale. Resale prices will not exceed what people are prepared to pay no matter how much effort went into production of the item. Always consider the wealth level of the buyer. Certain states with command economies such as the Dark Empire produce items in state factories at no where near this cost however all items produced in this way are owned by the state.

Enchantment	Level	Time in days	Sp
Accurate +1	Guild Master	14	2736
Accurate +2	Guild Master	28	4096
Accurate +3	Grand Master	42	16756
Accurate +4	Famous Master	56	56160
Armbands of Armour 1/1	Grand Master	7	7490
Armbands of Armour 2/2	Grand Master	14	10716
Armbands of Armour 3/3	Grand Master	21	14278
Armbands of Armour 4/4	Grand Master	28	18176
Armbands of Armour 5/5	Grand Master	35	19170
Armour Cutting +1	Guild Master	14	2736
Armour Cutting +2	Guild Master	28	4096
Armour Cutting +3	Grand Master	42	16756
Armour Cutting +4	Famous Master	56	56160
Armour of any Appearance	Guild Master	25	5400
Armour of Speed +1	Guild Master	14	2736
Armour of Speed +2	Guild Master	28	4096
Armour of Speed +3	Grand Master	42	16756
Armour of Speed +4	Famous Master	56	56160
Armour Penetrating +2	Master	14	912
Armour Penetrating +4	Guild Master	28	4096
Armour Penetrating +6	Grand Master	42	16756
Bow/Sling of Speed +1	Guild Master	14	2736
Bow/Sling of Speed +2	Guild Master	28	4096
Bow/Sling of Speed +3	Grand Master	42	2736
Bow/Sling of Speed +4	Famous Master	56	56160
Charging +2	Master	14	912
Charging +4	Guild Master	28	4096
Charging +6	Grand Master	42	16756
Elemental Armour	Grand Master	70	20060
Elemental Weapon	Grand Master	35	15930
Elven Glass Armour or Shield	Famous Master	70	25500
Elven Glass Weapon	Famous Master	56	23400
Enchanted	Master	14	912
Finesse +1	Guild Master	14	2736
Finesse +2	Guild Master	28	4096
Finesse +3	Grand Master	42	16756
Finesse +4	Famous Master	56	56160
Greater Elven Glass Armour or Shield	Famous Master	140	52800
Greater Elven Glass Weapon	Famous Master	112	46640
Hardened +12	Guild Master	14	3648
Hardened +6	Guild Master	14	2736
Item of Skill +1/+2	Grand Master	7	7490
Item of Skill +2/+4	Grand Master	7	10058
Item of Skill +3/+6	Grand Master	7	12626
Item of Skill +4/+8	Grand Master	7	15194
Item of Skill +5/+10	Grand Master	7	15194
Lance or Staff 1 PW	Grand Master	42	9940
Lance or Staff 2 PW	Grand Master	42	13348
Lance or Staff 3 PW	Grand Master	42	16756
Lance or Staff 4 PW	Grand Master	42	20164
Lance or Staff 5 PW	Grand Master	42	23372

Enchantment	Level	Time in days	Sp
Lethal +1	Guild Master	14	2736
Lethal +2	Guild Master	28	4096
Lethal +3	Grand Master	42	16756
Lethal +4	Famous Master	56	56160
Magic Blowpipe	Guild Master	14	2736
Parrying +1	Guild Master	14	2736
Power Store 10	Guild Master	3.5	5796
Power Store 2	Guild Master	3.5	2484
Power Store 4	Guild Master	3.5	3312
Power Store 6	Guild Master	3.5	4140
Power Store 8	Guild Master	3.5	4968
Protection +1/1	Guild Master	14	2736
Protection +2/2	Guild Master	28	4096
Protection +3/3	Grand Master	42	16756
Protection +4/4	Famous Master	56	56160
Ring 2 PW	Famous Master	70	37400
Ring 3 PW	Famous Master	70	49300
Ring 4 PW	Famous Master	70	61200
Ring 5 PW	Famous Master	70	78000
Rod: 1 PW	Guild Master	42	3408
Rod: 2 PW	Guild Master	42	4544
Rod: 3 PW	Guild Master	42	5680
Rod: 4 PW	Guild Master	42	6816
Rod: 5 PW	Guild Master	42	7952
Rune Weapon	Famous Master	112	31800
Shield of Protection +2	Master	14	912
Shield of Protection +4	Guild Master	28	4096
Shield of Protection +6	Grand Master	42	16756
Spell Store 10	Guild Master	3.5	5796
Spell Store 2	Guild Master	3.5	2484
Spell Store 4	Guild Master	3.5	3312
Spell Store 6	Guild Master	3.5	4140
Spell Store 8	Guild Master	3.5	4968
Stat Increasing +1	Famous Master	42	41180
Swift +2	Master	14	912
Swift +4	Guild Master	28	4096
Swift +6	Grand Master	42	16756
Vorpal Weapon	Famous Master	21	35090
Wand PW: 10.	Guild Master	1	2424
Wand PW: 20.	Guild Master	1	3232
Wand PW: 30.	Guild Master	1	4040
Wand PW: 40.	Guild Master	1	4848
Wand PW: 50.	Guild Master	1	5656
Weapon of Flying Return	Grand Master	7	7490
Weapon of Range +1	Guild Master	14	2736
Weapon of Range +2	Guild Master	28	4096
Weapon of Range +3	Grand Master	42	2736
Weapon of Range +4	Famous Master	56	56160
Weapon of Slaying	Grand Master	21	8470