

# Kulthea: General Information

Welcome to the world of Kulthea! Herein is a fairly complete description of what you know about the world, society, magic, religion, and many other topics. There are specific things which certain characters may know, which others do not; I will be creating separate files for such information.

If you have questions about any of this information, please feel free to ask me personally.

Note that this document is LONG, but even so, it is not necessarily complete. Further sections detailing more info may be forthcoming in the future.

## 1 Planetary System Data

Kulthea is the name for the world on which this all takes place. The planet is earth-like in most respects, and, yes, it is round. Kulthea is the seventh of fifteen planets and averages 98 million miles from its primary, a G-type star. It has an axial tilt of about 25 degrees and a year of 350 days. Kulthea's diameter is approximately 8,600 miles, making it larger than Earth, but a relative scarcity of heavy metals keep gravity around earth-normal.

The 5 closest planets (actually 4 plus an asteroid belt) to the sun are small barren rocks. The sixth planet is sizable with a 5,000 mile diameter, but the surface is hidden under a constant cloud cover and is probably uninhabitable. The eighth planet is also fairly large (7,000 mile diameter), but its thin atmosphere cannot support humanoid life. The remaining planets are gas giants (numbers nine and 12 have extensive ring systems) out to the fifteenth which is a rock world slightly smaller than Kulthea.

### 1.1 Moons of Kulthea

Kulthea has five moons, one of which, Orhan, is large and close enough to present an obvious disk. The other four are smaller and/or further, with less discernable disks. (The smallest is in fact a satellite of the largest moon itself.)

#### 1.1.1 Orhan

The largest and most important moon is Orhan. The moon is tidally locked to its primary, so its rotation rate matches its 70 day orbital period that forms the length of a month for all cultures across the planet. However, little else is known about this moon as the surface is often obscured by clouds or some sort of fog.

Orhan is considered to be the "good" moon. When full, it provides light enough for most activities even in the dead of night and it is said that creatures which roam the darkness lose much of their power when Orhan is full.

### 1.1.2 Varin

Varin, an otherwise unremarkable small moon with a barely visible disk, orbits Kulthea in 10 days. This 10 day period is the basis for the Kulthean week (7 weeks per month), although such a division is only commonly used in a few, more sophisticated cultures.

### 1.1.3 Charón

Charón is unusual because it orbits Kulthea in a polar orbit. It is a featureless rock ball with a silvery grey appearance. Because of Charón's unusual orbit, it and Orhan rarely conjunct; fortunate considering the tidal and meteorological disruptions and the strange and bizarre Essence aberrations which occur during those periods.

Charón is considered to be a harbinger of ill omen. When Charón is full and at zenith, people shutter their window and bar their doors, for evil is at its strongest. This is the Night of the Third Moon. Dark cults worship Charón and consider the Night of the Third Moon to be of particular importance.

### 1.1.4 Mikori

Mikori is an unremarkable ball of rock and appears to be nothing more than a bright pinpoint to the untrained eye.

### 1.1.5 Tlilok

Tlilok is unusual in that it is a moon of a moon. It actually orbits Orhan rather than Kulthea directly. Not much is known about it, other than its small size.

## 2 Geography

The major feature of Kulthea is that only one hemisphere is accessible and known. Running from pole to pole and cutting Kulthea in half is the Wall of Darkness. A great Essence barrier, it is impervious to any known force or method of crossing. Anchoring the Wall at each pole is one of the Eyes of Utha. Supposedly placed there by Utha just before his death, these mystical objects are supposed to be linked to the Wall in some way.

It is generally believed that beyond the Wall in the so-called eastern hemisphere lies a "negative" world, where evil reigns and "good" is limited to small pockets. See "The East" below.

Thus, all the elements below refer only to what exists in the western hemisphere.

### 2.1 Continents

Kulthea has 14 land masses that are large enough to be called continents or continental masses: Jaiman, Emer, Mulira, Govon, Gaalt, Palia, Folenn, Murlis, Mythenis, Iyxia, Thuul,

Agyra, Falias, and Kelestia. Note that the campaign will (for the most part) center around Emer and Jaiman. Each character will receive more details about their home regions in individual packets.

## 2.2 The Oceans and Seas

Even as there are a few dominant continental land masses in the world, there are but a handful of unbroken expanses of ocean. Early seismic activity has so convoluted the surface of the planet that there are few stretches of water wider than one thousand miles unbroken by a formidable island or series of islands. Also common are atoll chains, strings of sheer black volcanic rock isles, uninhabitable, but presenting formidable navigational barriers. Many a ship has been wrecked upon these dark crags, either because the hazard remained undetected in the night or the ship was unable to veer away in time—for the currents of the world's seas are often swift and ever-changing.

While much of the ocean is shallow (less than half a mile in depth) with wide continental shelves, there are several very deep trenches, some knifing more than 10 miles into the depths of the planet.

The seas of the western hemisphere were named by the Lords of Essence as follows: Malvin Tesea (Endless Sea), Farok Tesea (Forbidden Sea), Dom Usuiv (Shallow Ocean), Tairken Usuiv (Broken Ocean), Throk Tesea (Guardian Sea), Kemm Usuiv (Glass Ocean), Hulkenen Arus (Barren Waters), Loorn Tesea (Lonely Sea), Kiskaa Arus (Chilling Waters).

### 2.2.1 Tides

The mighty Orhan dictates the tides of Kulthea, causing a high tide every 12.17 hours and two low tides per day between those times. In addition to Orhan, there are a number of factors (the other moons, the sun, etc), which can affect the severity of the tides and create minor tidal shifts. In some areas the difference between high and low tides can be more than 100 feet given the right conditions.

## 2.3 Islands

Islands are everywhere on Kulthea, in every shape and size, in long chains or resting alone in a wide sea. Some are even in motion, floating domains sustained by exotic marine plants which are no more (or less) than great gas-filled balloons.

Some islands have no permanent home; their relation with the Shadow World is even more tenuous. Linked with the Flows of Essence, they are in no particular place at any given time, but can be nowhere—or several places at once. Only the Loremasters and the Navigators fully understand these places.

Numerous chains of treacherous atolls also stretch across the seas, making navigation tricky for the skilled—and foolhardy for those without intimate knowledge of the sea-lanes.

## 2.4 The East

The Eastern Hemisphere is rarely referred to at all except by the very knowledgeable, and even by them as an unknown. While not believed to be particularly evil or horrible, the East is a place which is almost impossible to travel to—and far more difficult to return from. Navigators will not go there, claiming that no client is wealthy enough to pay the fee. This fuels rumors that the Navigators are unable to cross the Barrier.

## 2.5 Flows of Essence

### 2.5.1 Barriers

Even as the Essence can be a means of transport, it can be a powerful wall. Essence barriers take two distinct forms, both of which occur naturally, though they can also be erected by a skilled Essence-user.

**Physical Wall** As the name suggests, this type of barrier is primarily tangible in nature, though it is usually invisible. It physically prevents the unwanted from passing through it. Natural Essence Barriers are indiscriminate, impeding everyone who tries to pass, though Essence users usually find the way easier. Constructed barriers can be designed to be more selective, allowing certain individuals to pass, while stopping others. In any case, the very powerful can override any such barrier with brute Essence force.

**Mental Wall** Much more subtle, Mental walls are usually erected around a natural boundary (such as the perimeter of a forest) and divert the unwanted by misleading them and misdirecting them, sending the victims wandering away without being aware that they have been diverted. It sometimes appears as a shimmering mist, a distortion, or an amorphous darkness.

### 2.5.2 Flow-Storms

One of the most terrifying characteristics of the Flows of Essence is a storm of their causation.

When the Essence is disturbed, the result can often be a Flow-storm. The cause of such an Essence disturbance can be one of any number of events: solar flare, a planetary or lunar conjunction, even a particularly strong thunderstorm. Powerful Mages can trigger flow storms if they try to tap into a strong flow or focus and lose control of the Essence unleashed.

The properties of a flow-storm can vary somewhat, but there is always a tremendous flux in energy levels, making it very dangerous to use the Essence (or in some cases even to be attuned to the Essence) in that area. Power points might be drained or quadrupled randomly, and the actual effect of a given spell might be warped, diminished, or increased radically. Sometimes a flow-storm is localized, while every thousand years or so a single storm can envelop the entire planet. In many ways, flow-storms behave in a similar fashion

to a hurricane or thunderstorm and are almost always accompanied by high winds, violent lightning discharges, and unusual weather. In addition, the energy release can trigger volcanic activity and earth tremors. Flow-storms can also have such strange secondary effects as opening random gates to unknown locations and dimensions, allowing bizarre, nightmarish creatures to enter the Shadow World.

As noted elsewhere, the flows move not only across the surface of the World, but beneath it and far Out into space. Orhan produces a considerable Essence force of its own, and the flow between it and Kulthea is strong.

Underground (depending on the size of the cavern), flow disturbances can cause tremors, cave-ins, electrical discharges and volcanic upheavals.

## 2.6 Magnetosphere

Like virtually all celestial bodies, Kulthea has a magnetic field. Unlike many worlds, however, the magnetosphere of the Shadow World is in a state of flux. It appears to be affected somewhat by the Flows of Essence, for the bands of magnetic force—which should flow in a fairly straight line in a N-S direction over the planet—are often warped as much as 20 degrees along their route. The magnetic poles themselves move about, as far as 15 degrees from the geographic pole and as close as dead-on. Loremasters claim that the planet's polarity has actually reversed, but not in the last several thousand years. The magnetosphere and the Flows are somehow related though which one dominates the other is not clear. In any case, this capricious nature of the magnetic field makes a compass or similar instrument useless.

## 3 Calendar

Almost all cultures on Kulthea use Orhan, the brightest moon as the basis for their calendar. However, a few, more sophisticated cultures have developed further divisions and more advanced methods.

### 3.1 Months

As noted earlier, the moon Orhan, with its 70 day period, forms the basis for the Kulthean month. There are 5 months per year, named in order: Winter, Spring, Summer, Autumn, Fall. The first day of Winter is the winter solstice and is thus the coldest month. Spring is the month of planting. Summer is the peak of daylight in the northern hemisphere (seasons are of course reversed in the southern hemisphere), with the solstice occurring midway through the month. Early Autumn is the hottest period of the year, followed by cooling temperatures as the month progresses. Finally, Fall is the season of harvest.

### 3.2 Weeks

Varin, Kulthea's closest moon orbits in 10 days, a more convenient period for day-to-day purposes than Orhan's stately march. Bright enough to be seen even on sunny days, its period defines a week. The names of the days of the week are:

Erlin Name	Translation	Significance
Orhayen	Moon-day	Varin is full
Buryen	Fire-day	
Usivyen	Water-day	
Melyen	Earth-day	
Ordyen	Air-day	
Maryen	Dark-day	Varin is new
Kyayen	Star-day	
Aryen	Sun-day	
Kindagyen	Cloud-day	
Purlyen	Wind-day	

## 4 Dates/Times

Dates are generally given as "Era, Year X, Orhan Y, day Z." Era refers to the large scale historical divisions (see the History file), X is the year in the Era, Y is the month (1 = Winter, 2 = Spring, etc) and Z is the day in the month (1-70). An example is "TE 1013, Orhan 4, day 45," which is the 1013th year in the Third Era, the 45th day of Autumn. This might be further abbreviated as "1013 • 4 • 45." The 10-day week is generally not used as a calendar division. On occasion, in a poetic or lyrical reference, Eras are referred to as the Eras of Ire and abbreviated F.E.I. (First Era of Ire), etc.

The partition of the year into 5 months is extended into the partition of the Kulthean day. Each day is 25 hours long. Clocks (fairly rare devices) are either divided into 25 equal parts or 5 parts, with a slow hand designating fifths (or "Quintars") of the Kulthean day, and a secondary hand covering 5 hours in one rotation. The five Quintars are usually addressed by name and not number and are: Morning, Midday, Evening, Night, and Predawn. The reference point for Quintars is considered to be dawn of the vernal equinox, which indicates the start of Morning. Compared to Terran equivalents, Predawn starts at midnight, Morning is just before 5am, Midday starts around 9:30 and goes until around 2:30, Evening picks up then and ends around 7pm, when Night occurs. Smaller time divisions, such as minutes and seconds, are not in general use, although specialists (such as Astrologers) have special methods of more accurate timekeeping.

## 5 Powers of Kulthea

### 5.1 Gods of Orhan

The gods of Orhan are the dominant pantheon of Kulthea. Supposedly residing on Orhan itself, this group is worshipped across the planet.

The gods and their spheres of influence are:

Name	Title/Status	Spheres of Influence
Kuor	King of the Gods/Husband of Valris	Rulership, justice
Valris	Goddess of Learning/Wife of Kuor	Learning, wisdom, magic
Reann	God of the Night	Night, dreams, moon
Eissa	Goddess of Death	Death, rebirth, Winter
Phaon	God of the Sun/Husband of Oriana	Sun, Summer, fatherhood, virility
Oriana	Goddess of Love/Wife of Phaon	Love, fertility, Spring
Cay	God of Strength	Strength, athleticism, combat
Iloura	Goddess of the Earth/Wife of Iorak	Earth, harvest, Autumn, forests
Shaal	God of the Sea	Sea, storms, Fall
Jaysek	God of Visual Art/Twin of Kieron	Visual Art, poetry, languages
Kieron	God of Performing Art/Twin of Jaysek	Performing Art, music, plays
Teris	Messenger of the Gods	Birds, flight, travel
Iorak	Smith of the Gods/Husband of Iloura	Smithing/crafting

More details of each god are available to worshippers/servants of particular gods.

### 5.2 Dark Gods

While the Gods of Orhan provide protection and reward goodness, the Dark Gods of Charón embody chaos and disorder. While regarded as less powerful and less organized than the Orhan pantheon (the Dark Gods have been known to openly war against each other), the inhabitants of Charón are to be feared as they are much less reluctant to interfere in the events of Kulthea. Their delight usually means the torment of the unfortunate....

The Dark Gods and their spheres of influence are:

Name	Title/Status	Spheres of Influence
Orgiana	Goddess of Darkness	Darkness, women, sadism
Inis	The Dancer	Dance, pleasure, seduction
Kesh'ta'kai	Master of Signs	Writing, symbols, demons
Andaras	Lord of Cats	Cats
Z'taar	Lord of Destruction	Combat, war, destruction
Scalû	Bringer of Night	Night, nightmares
Moralis	God of Love and Pain	Love, pain, masochism
Klysus	God of Death, Lizard God	Death, reptiles

Note that some of these gods are not necessarily considered ‘evil’ (especially Andaras and Kesh’ta’kai) by some societies and in some areas have enough power to be openly worshipped alongside the gods of Charón.

### 5.3 Unlife

Spoken of only in whispers lest the dark hear of it, the Unlife is a shadowy force of evil. Few know why or how the Unlife operates, but it is whispered that the servants of the Unlife are insane, driven by some force to unspeakable horrors.

## 6 Organizations

### 6.1 Loremasters

Almost never prominent personalities, yet so often to be found operating beneath the colorful facade of a realm’s government, Loremasters are the great meddlers of the world. Lurking behind thrones and in council chambers, they whisper a word here, overhear a rumor there. Information is their trade and the substance of their lives. With the acquisition and careful dissemination of knowledge, they keep the free races of Kulthea alert to the scheming of the Unlife’s servants. Without them, the world would be a desolate planet with only small pockets of life under the cruel domination of creatures unspeakable.

The Loremasters rarely take sides, unless one faction is clearly operating according to the wishes of the Unlife. A Loremaster never condones aggression against other governments or people (unless in defense or when assaulting a Dark Realm).

The home of the Loremasters is the legendary isle of Karilôn, supposedly located someplace in the Loorn Tesea.

### 6.2 Navigators

Second in fame only to the Loremasters, the Navigators are a planet-wide coalition of several guilds, an alliance which has virtually monopolized a unique transportation service. By utilizing arcane devices, they provide swift, relatively safe transport to anyone who has the money to afford their prices.

Obviously, Navigators are masters of the Essence, for not only can they guide ships and caravans along the safest route, they are able to Teleport groups or even ships and large animals across vast distances by using nearby Essence Flows.

All Navigators utilize some sort of device (usually referred to as a Compass) in their trade, though its nature and appearance varies tremendously from Guild to Guild. One group uses a disk-shaped object resembling a large and ornate magnetic compass, worn about the neck on a chain. Another’s members manipulate an intricate device with many small tubes and slides which looks like a very sophisticated sextant. Yet another Guild uses a bracelet of

silvery metal fitted with a single semi-spherical gem (about two inches in diameter) which glows a variety of colors: indicators to the trained eye.

It seems as though the Navigators take great pains to maintain the already pervasive mystique about their powers, perhaps to defend their monopoly, perhaps for the more altruistic purpose of holding a certain balance in the world. It is important to note that one of the tenets of the Alliance Code is that they will not transport what they consider military personnel or items, either for the purpose of attack, espionage or sabotage, and they maintain the right to refuse any assignment they consider to be such. If any Navigator has been successfully bribed to betray this code in the past, the organization has managed to keep it a complete secret. There have been a few incidents in the past in which some power-hungry lord has attempted to coerce a Navigator or, worse yet, kill one and use his Compass. The utter failure of such attempts is quite well-known. The retaliation has been swift and sure: one king who had a Navigator killed vanished soon after (along with the entire royal treasury) and was never heard from again.

### **6.2.1 Navigator Guilds**

The Guilds have divided the world into districts, each Guild having a defined jurisdiction. The actual boundaries have yet to be understood by outsiders, partly because they seem to differ depending on the time of year and time of day. A single Navigator is always the guide for an entire assignment, however. An assortment of Guilds likely to be encountered and used by wealthy travelers are listed below.

Guides of Vurn-Kye  
The “Navigators”  
The Daruni Olkanin  
Cypharia  
Pathmaster of Hulgan  
Jhordian Steersmen

There are probably several other Guilds in addition to the ones listed above.

### **6.2.2 Contacting a Navigator**

There is one common way to contact a Navigator, should one have the cash and the inclination to travel. Black stone obelisks, like obsidian prisms one foot on a side and twenty feet tall, are scattered across the lands of the world. They are unmarked and virtually indestructible. Simply place a hand on one and say, in just about any language, something to the effect of “I require a Navigator” and one will magically appear within seconds. He or she will then discuss terms and payment (almost inflexibly cash up front). If the assignment is to be for some time in the future and/or another location, the client is given some sort of token in exchange for a hefty deposit, which the Navigator to whom the assignment is made uses as a locator focus so that he or she is certain to arrive at the location of the

client's cargo/passengers. In any case, the actual Navigator for the journey is often not the Navigator who assesses the charges (though they are of the same Guild).

### 6.2.3 Modes of Transport

Conventional transportation such as riding animals or sea vessels are almost never supplied by the Guild, and in fact such for the Navigator must frequently be provided by the client. The Navigator, however, will advise the ignorant client on what mode of transport is most appropriate. Should a client wish special transportation, the Guild may arrange it, at a ridiculous price. If it is provided, it is invariably bizarre. It is possible to make most of a journey via direct jump (as the Navigators refer to 'Teleport'), but long Jumps, especially those involving large numbers of people, are tricky and correspondingly (more) prohibitively expensive. Very wealthy clients are sometimes rented personal Navigator Beacons by a Guild. More convenient than the obelisks, they are considered status symbols in the larger, more sophisticated societies.

Weather on such guided journeys is never unpleasant enough to delay the trip or risk harm to those involved—the Navigators apparently exercise limited weather control in addition to all their other powers. If a Navigator has ever failed to deliver his charges safely due to his own failure, it remains a complete secret. If asked what will be the compensation if the charges are not delivered, the Navigator will inevitably smile condescendingly and say, "The charges will be delivered." And that is the end of that.

Navigators are businessmen above all things, and they are notoriously unsympathetic to people with no money in tight situations, although they have been known to accept payment in magic items—after criminally undervaluing them. In the event that a vessel or caravan accompanied by a Navigator is attacked by raiders or bandits, the Navigator will not fight unless he or she is personally threatened. That instance rarely arises, partly because of the famous vengeance inflicted upon those who attack Navigators, and partly the fact that Navigators wield very real power over Essence. It is said that none is less than a superb fighter should he opt to draw steel.

## 6.3 Changramai Monastery

Situated in the foothills of the Choak Mountains, this secluded structure has nevertheless gained fame as far as the shores of Thuul. To outsiders, the nature of this organization (they are said to worship Cay, warrior of the Lords of Orhan) is contradictory. They are deeply religious, yet their intense training prepares them to be hired out to those who can pay their fees—no matter what their alignment.

Whatever their motives, the skill of these monks is legendary—and only slightly exaggerated. They are adept at an array of weapons, and they are masters of the art of unarmed combat. Once they accept responsibility for protecting a person or place or object, they will willingly die to do so.

The already considerable notoriety of the Changramai has increased in recent years by association with the Nameless One, for he is frequently seen in the company of four Warrior

Monks. The monks also stand guard at the doors of the Nomikos Library and selected other locations where clients are wealthy enough to pay their fees.

## 6.4 Priests Arnak

An order of religious figures spread throughout Jaiman, the Priests Arnak provide healing, advice, and a voice of reason. Unrelated to the Loremasters, they appear less secretive and are more direct in their advice and actions. In fact, the Priests are not above taking active roles in a region or kingdom, sometimes serving as regents in troubled realms and advisors in others.

While appreciated by the common people, they are often seen as somewhat arrogant and controlling by the nobility and others who contend for political power. Once entrenched in an area, they tend to build a very efficient network of political and economic power, effectively controlling the region.

# 7 Famous People

In any world, there are a few names which can be recognized across the globe. These famous personages are often so wrapped up in legend that the truth about them cannot be distinguished from the rumor.

## 7.1 Andraax

Perhaps the most famous single person in the Shadow World, Andraax is name long associated with power. The first mention of his name is at the start of the Second Era, when he (along with two other Elves) founded the Loremasters. From that point on, his name is associated with a number of famous institutions and events, such as the founding of the Library at Nomikos and, at the end of the Second Era, the Wars of Dominion.

His fate after the Second Era is unclear. Some say he was driven insane by the fighting, others say he went to the East (and then went insane), others insist he was killed. In any case, occassional unverified reports of his presence crop up from time to time, so his ultimate fate is unknown....

## 7.2 The Nameless One

First appearing in 5945 on the isle of Zinvar, a man known only as the Nameless One predicts an impending disaster to occur in the next three years. Few take his words seriously, despite his escort of four Changramai monks, an impressive entourage.

Quickly escorted off the island after a minor scare, his words come true in 5948 (supposedly three years to the day after his proclamation) when a plague of madness envelops the entire population of the island. The entire population murders each other in a massive bloodbath, while fires burn for days. To this day, the island is deserted and shunned.

In 6019, he enters the Palace of the Hu-tarn of Nuyan Khôm and warns the ruler of a great disaster. The next night, the symbol of rulership, the Butterfly Scepter is stolen. Over the next three years, plague devastates the area, killing 30-40% of the population including nearly the entire royal family.

The Nameless One reappears next in 6039, warning the Priest-King of Pochanto of impending doom. He is ignored. Eight days later a massive earthquake levels the capital city, killing the Priest-King.

Over the next few years, reports of his presence come from southern Haestra, Nâmar-Tol, and the Lankan Empire. Each time, disasters supposedly follow. Now the rumor of his very presence, the report of a man in black with four Changramai bodyguards, is enough to send populations scrambling. Some blame him for the disasters, others feel he is just a prophet, but all believe in his predictions.

### **7.3 The White Mage**

The White Mage has been known for generations as a wandering advisor to the kings and rules of Jaiman. His visits are recorded back into the Second Era and his appearance is essentially unchanged — that of a tall, elderly man with snowy beard and hair. He has never said where he comes from or why he offers his advice and refuses any compensation. His advice always seems reasonable and well-considered, though usually cautious and defensive rather than bold and aggressive.

### **7.4 Tethior and Krelj**

Acknowledged as the greatest smiths in Kulthea, the brothers Tethior and Krelj date from the middle of the Second Era. Among the artifacts attributed to Tethior are the Six Crowns (along with their supporting devices, the Swords and Pendants) of Jaiman, and the Ilarsiri (Seeing Orbs).

Krelj's greatest works were swords, among them the Narsaelkin, weapons designed to stand against the Unlife. In some ways he surpassed his older sibling, yet he always seemed jealous of Tethior's creations. Although at first not cruel by nature, Krelj was short-tempered and secretive. In the end, Krelj succumbed to his temptations and became estranged from his brother, lured by the path of the Unlife.

The final fate of either brother is uncertain. One tale speaks of a confrontation in which Krelj, insane with jealousy, tried to murder Tethior. This tale asserts that the elder brother slew Krelj in defense, and then killed himself in grief.

## **8 Races**

This the list of the races which are commonly known. These are just basic outlines; individual characters will probably have more info in particular areas.

## 8.1 Mannish Races

- Anzeti: 5'4"-6'0" tall. Lifespan: 100 years. The Anzeti are a smallish people, but hardened greatly by the unfriendly nature of the chilly climes they inhabit. Dark haired, with red-brown skin and green or hazel eyes, they reside almost entirely in the high, mountainous areas of central Emer. They are generous, quiet, and shy, for they are seldom encountered by other races.
- Dúranaki: 5'4"-6'2" tall. Lifespan: 80 years. The most reclusive and mysterious of the cultures in Jaiman is perhaps the Dúranak society. Living in vast, maze-like cavern complexes, the Dúranaki deal with the other peoples of Tanara only on a limited basis, warily trading herbs and their fine items of metal and woodwork with the Sulini and the Myri for grains, livestock and fish. They make no effort to hide their intense loathing for the neighboring Y'kin.

The Dúranaki capture hundreds of the stalwart Myri and keep them as slaves, somehow conditioning their minds to total loyalty. A Dúranaki is almost never seen outside of the sheltering caves without at least one Myri bodyguard. This nocturnal people has a distinctive style of dress, featuring black leather with silver and platinum studs and buckles, and brightly colored silks from the Nuyani of Emer. Their hair is bleached white, dyed bright colors and treated to stand out from their scalp. They are very skilled craftsmen and often talented Mentalists and Mages.

- Haid: 5'6"-6'2" tall. Lifespan: 70 years. The Haidic tribes of the Blue Forest (NW Jaiman) are related to the more northerly Fustir, but have always been more plentiful—and more warlike. Petty squabbles have peppered the history of the Haid, and the clash of steel reverberates through the Blue Forest more often than not. Of average height, Haid have ruddy skin, dark brown hair and eyes, and tend to be stocky of build.
- Jaaderi: 5'6"-6'4" tall. Lifespan: 80 years. The Jaaderi are an ancient people who make their homes in the plains of Tai-emer. Robust and often powerfully built, these people control much of that region. Their skin is a red-brown, with green, brown or hazel eyes and straight brown hair; they are average in height. Other distinguishing features include a large, hooked nose, full lips, and large earlobes. Jaaderi are seen occasionally in Sel-kai, mostly traders passing through.
- Jhordi: 6'4"-7'0" tall. All possess Mind Speech as innate ability. Lifespan: 100 years. The Jhordi (pronounced 'jord-eye') have no body hair, are tall and tend to be big-boned (and usually muscular). Their ears are large but rounded, their skin very pale with a faint bluish tint. The only clothing they wear is an array of necklaces, bracelets and earrings studded with semiprecious stones, and a skirt or shorts of a virtually transparent shimmering material. They take evident delight in creating discomfort for the more 'modest' cultures. In truly cold climes, they do don a coat of plush white fur. If Jhordians can speak, one has never been heard to do so; instead they communicate exclusively through mind-speech. Few but the Steersman have ever had contact with

the world outside their sheltered homeland, but all seem to possess the telepathic ability, in addition to other Mentalist powers of varying effect. This lends weight to a Loremaster theory that the Jhordi are not native to Kulthea.

No Jhordi woman has ever been seen by outsiders; it is conjectured that they are kept sheltered and hidden for cultural reasons. Among the few who have inquired about females of the species, the lucky have been spat upon; the unlucky have had their necks broken.

- Jineri: 5'6"-6'4" tall. Lifespan: 100 years. Though similar to the Y'nar in facial features, the Jineri tend to be taller, with slightly darker skin pigmentation, and more ectomorphic, suited to hot and humid climes. Eyes are usually brown. Their hair is always thick and straight, usually black but sometimes silver or white.
- Kuluku: 5'8"-6'10". Lifespan: 80 years. Tall and graceful, the Kuluku are the dominant race over much of the Khûm-kaan rain forest basin. Their skin is chocolate brown, eyes emerald green, and their hair is straight and almost always black. Kuluku also have full lips and flattened noses. There are unusual traits attributed to the Kuluku race, such as the ability to change their skin color like a chameleon. However, as the Kuluku live deep in the forest and are rarely seen, such stories may be exaggerations. In any case, Kuluku have not been seen in civilized society in many years now.
- Laan: 6'-6'10" tall. Lifespan: 150 years. A group sometimes referred to as High Men, the Laan are usually somewhat taller and heavily boned than Elves, but otherwise carry a measure of that immortal grace. Mortality gives them a grim determination absent from the bearing of the fair race, sometimes clouding otherwise beautiful features. Laan tend towards fair or olive skin, with dark hair and grey or blue eyes. Only a few lines of men can grow facial hair; as a people they are generally smooth skinned, though again, not as completely as the Elves.

Throughout history on Kulthea, the Laan and the Loari Elves have found themselves at odds with one another, each driven by a sense of racial superiority and an overriding ambition to control their destiny. It is true that both races are of above-average intelligence, stamina and strength; it is perhaps fortunate for the other peoples of the Shadow World that they bear few children.

- Rhiani: 5'6"-6'4" tall. Lifespan: 75 years. Favoring a culture which is nomadic, fierce, and strong-willed, the Rhiani make their home in the desert regions of Uj and are superlative horsemen. The Rhiani have light brown skin and hair streaked by the sun to a mixture of colors from blond to dark brown; they have no facial hair and little body hair. Rhiani have fine features and a unique trait: they possess two eyelids. The regular outer eyelid is like that of other races, but they possess another thin membrane which shields the eye when in bright sunlight. Underneath both eyelids they have eyes of a strikingly brilliant pale blue or violet (with excellent night vision). With the inner lid closed, the Rhiani have a disturbing, 'blind' look about them.

- Shay: 5'4"-6'2" tall. Lifespan: 70 years. Made up of a mixture of several racial subgroups, the Shay peoples are smaller than most other races, but hardy. They usually have brown hair and fair skin, with eyes of any color. They are most prevalent in Tai-Emer and the southern and central regions of Haestra in Emer.
- Talath/Myri: 5'10"-6'10" tall. Lifespan: 75 years. The Talath are a hardy race, blond and blue-eyed. They have cultures in Northern Haestra, and because their appearance suggests a people of a cooler clime, are believed to have migrated from Jaiman. (The Myri of Tanara are virtually identical.)

Powerfully built, the Talath are of amazing size and strength. Most have a fair countenance and virtually no body hair; the men are beardless. Both sexes are big-boned and have a strength borne of a life of hard work and pure spirit.

Tending to be a people of simple means, the Talath have never been empire builders, preferring to live in small villages tending their sheep and crops. They are often ruled by other peoples, but even this seems not to phase them overmuch—as long as it is a benevolent reign. They make terrible slaves, are protective of personal freedoms, and if they are assailed by servants of the Unlife they fight with a fevered determination. The one notable exception is the Myri of Tanara who are routinely enslaved by the Dúranaki. In this case, however, some enchantment seems to be employed which renders the Myri docile.

- Thesians: 5'6"-6'6" tall. Lifespan: 60-90 years. The graceful Thesians, with their dark brown skin, full lips, and flattened noses, could be descendants of the famed Jinteni race. All Thesians have dark brown eyes, very dark skin, and have little hair, except on their scalp, where it grows in very tight curls. Long-fingered hands are also the norm.
- Vorloi: 4'8"-5'6" tall. Lifespan: 300-600+ years. The Vorloi (tree spirits) are a strange race apparently unique to the Isle Of Jade Forest (located south of Khûm-kaan). They are very small and lithe, and—because of their pointed ears and longevity—are perhaps the result of a mating of an Elven race with a mortal group long ago. But the Elven grace of this people may be a facade: behind their beautiful lips are sharp fangs, and their long, delicate fingers end in hard, sharp nails.
- Y'kin: 5'4" tall. Lifespan: 80 years. The Y'kin—also known as the Yinka in Tanara—is a race which currently populates southeastern Jaiman. It is clear that they are not native to this region, and it is assumed by Loremasters that they migrated there from Emer sometime during the Second Era, or even as early as the Interregnum. Tending to be short and stocky, Y'kin bear little resemblance to the fair-skinned Talath and Zori, or the lithe peoples of mixed Elven descent. All have mahogany skin and brown eyes, with straight black hair. Large noses and full lips add to the contrast.

The Y'kin peoples have never fully integrated into Jaiman, remaining separate from other races. Not that they have been encouraged: Rhakhaan warred with the Y'kin

tribes through much of the early Third Era, and though they kept them east of the Grey Foothills, they never drove them from Jaiman shores.

Ruled by orders of priest-kings, the Y'kin are in some ways barbaric (human sacrifice to their cruel gods is practised by all Y'kin peoples) and brutal. Yet the Y'kin are scholars, and their architecture has a certain harsh beauty. The Y'kin are an offshoot of the Jaaderi people, but hard living in the cooler land of Tanara has stunted them.

- Y'nari: 5'2"-6'2" tall. Lifespan: 100 years. Concentrated mostly in the northeasterly regions of Emer—especially the hills of the great Silaaran peninsula—the Y'nari are a quiet people. Small but hardy, they have fair skin and little body hair, but scalp hair is thick, and while it can be straight or curly, it is almost always black (or, in rare cases, silver). Eyes are usually brown or amber, and a distinguishing feature is the epicanthic fold (the small overlap of skin over the eyes, giving them in Terran Terminology an 'oriental' look). Y'nari also have 'flattened' features: small noses wide, prominent cheekbones and forehead.
- Zori: 5'10"-6'6" tall. Lifespan: 120 years. Once perhaps the Zori were cousins of the Talath, but that was before the lands came to rest in their present shape. Long ago the Zorians settled west of the Grey Mountains, and ever since the two have moved apart.

The Zorian race is tall, though neither as great in height nor sheer mass as the Talath. As a race the Zori have fair skin, but their hair color can range from coal black to golden blond. Eye color can be blue or grey, but many have irises of a striking emerald hue. Zori are among the most regal of all Jaimani peoples, a fact not lost on their own egos. Zori are historically arrogant, aggressive and often seek to dominate 'lesser' peoples; more often than not this has led to their own destruction. The Rhakhaan nobility, much of the U-Lyshak population (and of course the now-extinct people of Zor) are of this race. They are unrelated to the Laan of Emer, though the two are rivals.

## 8.2 Subterranean Races

- Dwarves: 4'-5' tall. Average lifespan: 250 years with individuals reaching 400 years. Legend and song assert the Dwarves to have been born of stone, naming them as Sons and Daughters of Earth. They are a stalwart people, comfortable below ground, where they delve labyrinthine mines and palatial dwellings. Like the Murlogi and Lugrôki, Dwarves are masters of metalcraft; but unlike those unsavory cavern dwellers, they design their works to exhibit beauty as well as strength and utility. Full of ridicule for the ways of conjurers, they employ such magic only to enhance the powers of the weapons and artifacts released from their forges. Dwarves are short and stocky with ruddy complexions; their dark eyes are deep set, generating the illusion of great wisdom, and their hair is brown or black, occasionally flame-colored. Dwarves favor

colorful clothing and hand arms. Many are proficient with standard bows, but a liking for for mechanical devices prompts them to employ crossbows when a need for missile weapons arises.

- Murlogi: (called in some areas Goblins) 3'6"-4'6" tall. Average lifespan: 80 years. Round-headed creatures with snub noses and wide mouths, Goblins possess greenish, yellow skin and toeless feet. Mechanically inclined, the Murlogi have invented many machines to torture as well as those useful in warfare. Utility and strength mark most of their creations, but they are invariably inelegant, like their creators. Murlogi are skilled miners, enlarging their underground kingdoms by connecting nearby caverns with tunnels. Often an entire mountain range may be webbed by these passages. Goblins stay below ground by day, but night sees them swarming the lands in search of brutal amusement.
- Trogli: 4'6"-5'6" tall. Average lifespan: 50 years. Primitive cave drawings mark the stone surfaces where Trogli have passed, mute evidence of the strange tie that they believe bonds an object to its image. Gory portrayals of dying Murlogi and Lugrôki emphasize the identities of their chief enemies, although Trogli fear all things alien to the underground world. Terror keeps them far from the surface and entrances where sunlight penetrates; encounters with beasts or Men from the sky-covered fields quickly become bloody frays driven by panic. Trogli skin their foes, creating simple garments from the cured pelts. Claws, tails and mummified heads remain as ornament. Goblin hides dominate Trogli raiment, but the occasional Mannish or Eiven skin stirs deep rage and horror in the one who recognizes a friend by its preserved details. Beneath this macabre clothing, Trogli possess muscled bodies with bluish-white skin (their own dead do not provide clothes). Sloping foreheads and massive jaws form the contours of their large heads and long, tangled, black hair grows from their scalps. Trogli often wear armor and wield weapons stolen from their foes, but use stones as clubs or missiles when their swords and maces are lost or damaged.

### 8.3 Dark Races

- Garks: 4'-4'6" tall. Average lifespan is 30 years. Mottled grey fur covers covers all of the ape-like Gark, except the palms and soles of his feet. Long arms hang to his knees, and a powerful, prehensile tail grows from the base of his spine. Most Garks possess only limited intelligence, and usually use crude weapons such as clubs, hatchets, and spears. They wear simple, decorative clothing and organize themselves by family groups. Each group shares a large nest suspended high above the ground in the trees. Occasionally, males band together to raid the homes of nearby Mannish peoples. Garks are omnivorous, but some groups relish the taste of raw human flesh.

Garks have been trained by some dark sorcerers and lords to act as a crude military force, and though they are powerful fighters, they are not as easily disciplined as the more military Lugrôki.

### 8.3.1 Lugrôki

- Lesser: 4'-5' tall. Average lifespan: 100 years.
- Greater: 5'-6' tall. Average lifespan: 100 years.

Grotesque faces with slanting eyes and flattened snouts full of sharpened tusks further deform the heavily built muscled body with its long arms and thick, swarthy hide. Cannibalistic cruelty motivates their distorted souls, and a Lugrôk respects little save superior force. Most are superb smiths, but they rarely make items unassociated with war. Lesser Lugrôki are born to live, fight, and die in darkness; they hate the stars and moonlight, but panic under the brighter sun. Greater Lugrôki are smarter and tougher; they can operate in daylight and possess superior skills in speaking, reasoning, and fighting; some superior individuals have been known to be spell-casters. Lugrôki are frequently confused with Murlogi due to their similar gruesome physiognomies and proclivities, but if legends are to be heeded, their origins are very different.

## 8.4 Elven Tribes

Elves are very similar to humans, except they are generally taller (males 6'-6'10", 150-200 lbs; females, 5'6"-6'2", 115-165 lbs) and have elongated ears with points at the top, slightly larger eyes, and more delicate features. While it is generally assumed among human races that Elves are immortal, some do seem to age, and have even been known to die (they can also, of course, be killed). The fact that some Elves seem to age may be attributed to intermingling with mortal races.

A facet of the High Elves which cannot be emphasized enough is their egos. While all Elven groups are immortal, and generally fairer in appearance than the mortals, the Erlin retain a certain self-effacing attitude. Not so with the Iylari (though the Linaeri manage to retain a certain patronizing charm). The Loari, however, rarely attempt to restrain their contempt for mortals. Their arrogance is legendary. This goes a long way to explain why they have been hunted by certain peoples in Jaiman and other regions.

In Námar-Tol for example, the Loar Elves have organized their own realm as they see fit. Their visualization of the proper order of things is that High Elves were born to create art and music, to create things of beauty (and be things of beauty). Mortals, on the other hand, were born to support an environment in which the Iylari are free to do these things. To the credit of the Loari, they don't endorse slavery—they pay their mortal servants well—but their attitude towards their servants is disdainful and sometimes contemptuous.

### 8.4.1 Linaeri

The Linaeri are the more philosophical of the two branches of the High-born Elves ('Iylari'). They possess golden-blond hair, blue eyes, and fair skin. Tending to be lean yet strong, the Linaeri have an understated power. Linaeri prefer open spaces to structures, and when they

build homes they are always very airy designs filled with light and warmth. True to their name, the Linaeri are a musical people.

#### **8.4.2 Loari**

The Loari have raven-black hair, predominantly brown or hazel eye color, and often pale skin. They also tend towards a heavier bone structure, with muscle mass to match. A Loar warrior is without match among the humanoid races, except perhaps by a Laan. While the Loari love nature as much as the Linaeri, they seek to unlock its hidden secrets rather than enjoy it in its untouched state. They are unsurpassed at gem-cutting, architecture, and the making and working of alloys. Their egos are also unsurpassed among Elves and men—except perhaps by those among their kind who have turned to darkness: the Dyari. As a result, the Loar Elves are often considered arrogant and condescending by other peoples. They are; though fortunately this seems generally to be a passive conceit rather than an aggressive one. The Loari show little desire to conquer other races. Instead they seem content to flaunt their superiority.

#### **8.4.3 Erlini**

Also known to some cultures as Wood Elves, Erlini are less tall than the other Elves by 2-4"; most often have sandy hair and light blue, green, or grey eyes. Erlini have a slightly higher fat percentage in their body mass than the High Elves, but this only gives them a more 'well-fed' look; as with all other Elven peoples, their metabolism virtually prevents the possibility of an overweight Elf. While less athletically intimidating, they are at least as agile as any creature on two legs.

Like the Linaeri, they prefer to live close to nature in her unaltered state. When they employ tools and structures these are always subtle and clever of design, simple yet practical.

These are the most prevalent of the Elven-kind by far, and in many areas they have interbred with mortal groups to create hybrid races. (See Half-elves below.) When a culture of Erlini has been isolated for a long period, they are very shy and resist becoming involved in the affairs of humans or High Elves.

#### **8.4.4 Dyari**

The Dyari are also sometimes called the Dark Elves. However, despite their name, they do not have darker skin than their brethren; in fact they are often very fair-skinned, and have pale or even white hair. Their ears frequently have more pronounced points than the other Elves; their eyes are grey, black, or sometimes amber. Like the Loari, they are often physically very intimidating. The Dark Elves are an almost invariably evil race of Elves, whose talents and tendencies lean heavily towards the magical arts, often the darker sides. They are cunning and cruel, ambitious to the end. The Dyari are what becomes of Loari conceit coupled with a matching ambition and a lack of morality. Many are followers of the Dark Gods—especially *Moralis* and *Inis*.

### 8.4.5 Shuluri

Aquatic Elves are a rare and elusive breed, having both gills (hidden inside their throats) and lungs, able to exist equally well on land or in water. Shuluri physically resemble Iylari, but are very pale, with blond or white hair. They also have slightly webbed hands, elongated, webbed toes, and an inner eyelid which helps to protect the eye while underwater. Aquatic Elves are nearly identical physically to the High Elves but have somewhat more stamina due to the rigors of moving through their aqueous environment. They are nearly as shy as the Wood Elves. Occasionally, an adventurous sort leaves his ocean home to explore the world above. He may even develop ambitions and goals there. Such Shuluri have lived this way for decades before anyone learned that they were any different from the Elves of the land.

### 8.4.6 Ta-Lairi

The variety in Half-elves stems not so much from the subtle variance in Elves, as the more pronounced differences between the Mannish races. The Ky'taari of the Mur Fostisyr and the Sulini of Tanara are examples of this fusion; there are numerous other cultures whose people are—as a group—descended from an Elven-mannish mix.

## 8.5 Unusual Races

### 8.5.1 Hírazi

The Hírazi are a rare winged race. The Hírazi found in certain areas of Emer are like large, muscular humans, with wide shoulders to support their wing structures. They average 6'-6'8" tall.

However, their appearance is misleading, for their bones are hollow and their muscles have a unique structure which makes them very light. This race is in fact rather fragile.

All have golden brown skin and white or blond hair. Their fabulous wings — actually made of feathers like those of a bird — vary in color from blue to white to gold, often a combination of the above.

## 9 Languages

A multitude of languages exist on Kulthea. They can be roughly divided into four categories: Racial, Cultural, Univeral, and Dead.

### 9.1 Racial Language

Racial languages are the natural tongues that each race evolved.

Race	Language	Notes
Dyari(Dark Elf)	Dyar	Only distantly related to the other Elven languages, it is a harsh tongue.
Erlini(Wood Elf)	Erlin	Erlin because of its stability and widespread use (plus its suitability for most humanoid speakers) is a de facto “common” tongue.
Loari(Grey Elf)	Kritiri	Musical to human ears, it is rough when compared to Linaer.
Linaeri(High Elf)	Linaer	A very musical tongue, it sounds like singing to most humans.
Shuluri(Aquatic Elf)	Shulur	Impossible for most other races to learn fully as it involves sonar-like pitches and sounds.
Dwarf	Dwarvish	Very difficult for non-dwarves to have the opportunity to learn.
Gnoll	Gnollish	A chirping tongue, much like birds. Written version is very primitive
Gnome	Gnomish	
Hírazi	Chíra	
Murlogi(Goblin)	Murlog	
Kobold	Kobold	
Lugrôki(Orc)	Lugro	
Trogli(Troglydites)	Trog	

## 9.2 Cultural Languages

Cultural languages evolved through common communities and activities. They cross racial boundaries and tend to be either regional tongues used for interracial communication or functional languages for groups. Most humans speak one or more of these languages.

Language	Description
Arlak	Language of the amazon people of Sarnak
Danari	Language of Danarchis, closest living tongue to Old Emer
Itanian	Dialect of Old Emer, spoken in Itanis
Mavaun	Language shared by the Lankan and Pochanti peoples, although each has a different dialect.
Miir	Language of the Miirian states, descended from Old Emer
Muri-Elven	An offshoot of pure Erlin, it is spoken in NE Emer
Rhaya	The predominant language of Jaiman with seven distinct dialects
Rhiani	Languages of the nomadic tribes of Uj
Shay	The “common” tongue of Emer, it has many dialects
Taal	The tongue of the Talath of Bodlea
Vajaari	An unusual slurring language spoken only in Vajaar, it seems unrelated to any other language

### 9.3 Universal Languages

So called universal languages are used by a various multitude of beings and are widely known.

Language	Description
Black Speech	A common tongue used by all servants of evil
Thieves' Cant	Used by the Thieves' Guild for shorthand communications

### 9.4 Dead Languages

Language	Description
Enris-Sokal	Originally used by the Terenians, a civilization of the late Second Era, it was in widespread use among the scholars of the time. Many old scholarly works are written in this language.
Iruaric	The language of the Lords of Essence
Old Emer	From approx TE 2000 to 3500, the entire continent of Emer was united under one Emperor and enjoyed a renaissance of culture. The people spoke one language (called Emerian at the time) which forms the root of many of the current languages on Kulthea, but is unrelated to Shay, the current common tongue of Emer.

## 10 Society

In general, society is currently in an early renaissance period; think of Europe around that time. Thus, feudalism (with all it entails) is still the dominant form of government, but there is a growing collection of both professional and mercantile Guilds, a infant middle class, and a general expansion of the borders of civilization.

It is reasonably hard to rise to a position of prominence without having some sort of patronage/position, i.e. a lord or sponsor. The major exception is via the professional guilds; there are a FEW powerful and respected magicians, some powerful merchants (many of whom have bought patents of nobility), etc.

[Please note that the above does get stretched because the PC's will all advance levels at a pretty fast pace. Assume that your rate of level advancement is NOT normal for the rest of the world.]

Specific cultural information for each character's home region will be provided later.

### 10.1 Professional Guilds

A number of professional guilds exist, and their influence varies according to locale. In the larger trade cities (Sel-Kai, Kaitaine, etc), the merchant Guilds are very powerful (and in fact control Eidolon/Sel-Kai completely). In mostly rural/agricultural societies (most of the Miirian states, for example), they are fairly weak.

In addition to the usual professional and merchant Guilds, a few others such as Essence or Magic Guilds and Thieves' Guilds exist. Both of these types of Guilds only can exist within the larger cities and each city's guild is essentially independent. Characters with appropriate backgrounds will have more knowledge about them.

## 11 Magic/Technology

The relationship between magic and technology is a complex and often fuzzy issue. Technology *per se* is not very advanced on Kulthea, but magic can mimic or replace some very advanced constructs.

Technology alone is at about the level of the 1600's, although gunpowder does not exist. However magic is common enough that in larger towns or cities, there are often magical enhancements or other artifacts, including things ranging from magical lights and door locks to weaponry to whole buildings constructed and maintained by magic. Even smaller towns might have a small number of simple magic items or such.

The exception to the above is the Loari of Námár-Tol. This island is a relative technological haven, with advances seen nowhere else on the planet.

### 11.1 Uses Of The Three Realms of Magic

Mentalism magic is most often used for information type purposes. Examples include locating a missing person, recalling information, finding out secrets, etc. Mentalism users have founded a fledgling industry in "private investigation" as well as being useful in adventuring.

Channeling magic is the pretty much the substitute for medical technology. Since it can heal someone faster and much more reliably than any sort of regular doctor, medical research does not have too much impetus behind it. Other uses of channeling include protective spells as well as its religious function.

Essence magic is most often seen in its constructive aspect: enchanted structures, magic items, etc. However, its other uses include entertainment (illusions), combat (war), and transportation (teleport, flying).

## 12 Religion

The dominant religion in Kulthea is that of the Orhan Pantheon, whose members are listed earlier. Each member has a number of different cults and separate groups dedicated to it. Worshipers of a particular god will know more about their religion.

In addition to the major gods of Orhan, there are a large number of associated minor gods and demigods who serve the major gods; only those actively involved in a particular faith are likely to know of those. Some of these demigods are supposedly the children of a particular god, others may be saints or heroes elevated to godhood.

There are a large number of local cults and religions, almost always state sanctioned and very powerful in a limited area. Local gods are associated with a particular city, state, or region. Their followers are limited to those areas as the power of the god generally decreases with distance from their focus/area of worship. The gods of Orhan generally do not interfere with local affairs, preferring not to get into disputes with regional powers.

There are a number of dark cults and religions, including some that are state-sanctioned (depending on the state, of course). Some of these worship the dark gods of Charón in open temples, but many others work and pray in secret....

Generally, the influence of religion varies greatly from place to place, but is less so than the equivalent period on earth. The diffuse nature of the Orhan pantheon does not encourage religious fanaticism. Worship of the gods is fairly routine, although times of upheaval and war tend to increase temple attendance.