

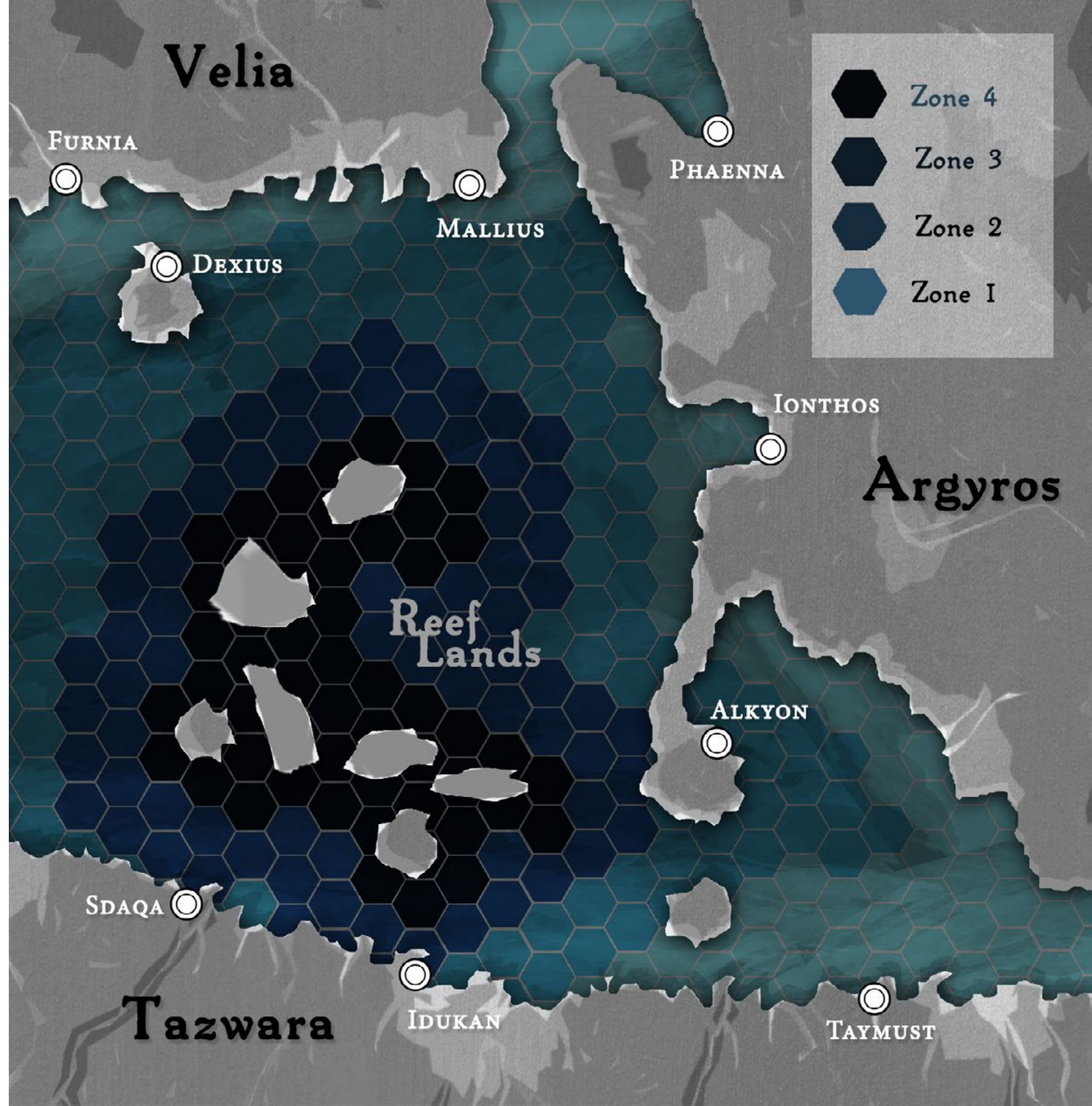
The background is a dark, atmospheric painting of a city at night. In the foreground, a bridge with a white railing and a red stripe runs across the frame. The water below is dark and reflects the lights from the buildings and the bridge. In the background, there are silhouettes of buildings and trees, with some lights visible through the windows. The overall mood is mysterious and somber.

THE WORLD

TIDES OF GOLD V3.0 — CASSKDESIGNS

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THE GOLDEN ROAD

The Desideria Sea connects three continents through a marine highway. Open trade brings riches, but also the temptation of conquest. The northern empire begins a campaign to conquer the entire known world.

250
T.E.

THE TEMPEST

Cataclysmic storms blanket the sea and paralyze the region. No one can sail further than a league off the coast without dying.

1
T.E.

BELLS OF THE BEHEMOTH

The storms decrease. Soon they only rage at night. The first explorers set out: they are consumed by a monster from the deep. At each death, a chorus of bells sounds across the waters.

70
S.E.

100
S.E.

CRIMSON HORIZON

The ocean turns red and unusually hot during a storm. The horizon lights up, as if on fire. The color fades after a month, but the storms remain fiery hot at night.

130
S.E.

225
S.E.

MARITIME WARS

Raiders emerge from the unexplored Reeflands with advanced technology: ships that need no rowing, canons, and firearms. The Reef Raiders destroy entire kingdoms. The entire Desideria region fights for its survival.

After fifty years and countless deaths, the Raiders are destroyed. The storms become even less common, only raging during the dark moon.

275
S.E.

TIDES OF GOLD (PRESENT DAY)

The Reeflands raiders are gone, but their origin remains a mystery. The storms and monsters are worst around the Reef, so few dare to explore. Engineers have recreated much of their technology, upgrading ships and mastering cannons. The intricate, personal pistols of the Raiders remain a challenge, and only firearms taken from Raiders work consistently, making them a highly valued weapon, often passed down within a family.

The region, with its alliances of necessity during the wars, has seen an explosion of international trade and travel. The Golden Road of ages past has been rebuilt. And now, fortunes are ready to be made . . . or stolen.

The background is a dark, textured blue, resembling an underwater scene. Numerous small, light blue bubbles are scattered throughout, particularly concentrated in the center and lower right. The overall effect is a moody, aquatic atmosphere.

THREE CONTINENTS

TAZWARA:

THE SOUTHERN CONTINENT

Tazwara is the dominant kingdom of the southern continent.

The northern coast is a land of high plateaus and steppe-like plains. The capital city, Idukan, is centered in a basin of lush greenery where dozens of rivers meet, and is surrounded by impenetrable mountains. South of the mountain range is the desert, characterized by endless sand dunes and the ruins of an ancient, lost empire.

The Tazwaran people have bronze skin and dark brown or black hair. They usually dress simply in loose robes and go barefoot or wear sandals. Men and women wear their hair long, braided into elaborate plaits, often woven around gems, feathers, or animal fur from their tribe's lands. These hair ornaments are usually the only sign of decorative fashion in their utilitarian culture.

Life in the southern kingdom revolves around the family tribe. With outsiders, Tazawarans are only addressed by their tribal name. It serves as their cultural, occupational, and religious identity.

The tribes are divided roughly into two groups: the pastoral Ibrin and the nomadic Zri.

TOUCHSTONES

Tazwara is inspired by the geography and history of the ancient Mauri people during 200-40 BCE, including Numidia and Mauretania. Their art and language can provide setting inspiration. The culture as described below, however, is an invention.

IBRIN: PASTORAL MERCHANTS

The Ibrin tribes have inhabited the same lands as their ancestors for generations. They record their memory in the land, through stone monuments and the manipulation of artificial waterways, and to destroy or steal land is considered akin to murder. An Ibrin tribe is usually composed of hundreds of distant relatives, and outsiders often interpret a tribe's homeland as a province or miniature kingdom.

The Ibrin believe a person's soul persists after death, and rather than have a pantheon of deities, they have a divine family of ancestors. They live to honor their ancestors, and call upon the knowledge of the dead for daily guidance. For this reason, the dead are preserved inside tombs that resembles palaces. They pray by bringing questions and offerings into the tomb, and sleep there so their ancestors may speak into their dreams. Most celebrations are centered around the birthdays of notable ancestors. Outsiders usually view them as death-cultists, though they are really more concerned with protecting future generations through careful stewardship of past memories and lessons.

The Ibrin are known throughout the Desideria Sea for plentiful food. Through agricultural technology, they grow a wide range of crops and support enormous herds of domesticated animals such as goats, sheep, and oxen. While they will always focus primarily on their homelands, most tribes maintain a small fleet of ships to trade their food for knowledge and technology from other kingdoms. Loyalty to the tribe is paramount, and this is expressed primarily through expanding the reputation, education, and wealth of their family.

ZRI: NOMADIC HUNTERS

The Zri are nomadic tribes that live in the arid mountains and along the desert border. They travel out of necessity, as the land cannot support them for long. Their tribes are much smaller than the Ibrin, usually limited to first-degree blood relatives. Some tribes turn to raiding Ibrin homelands when food becomes scarce, and they are mostly known throughout Desideria for the warriors who turn to mercenary work, earning them a reputation as violent and dangerous criminals.

Seen by outsiders as the “horse people”, all Zri are excellent riders and mounted hunters. They control their horses without tack or bridles, giving rise to rumors that they can speak directly to their horses. Most Zri spend more time interacting with wildlife than outside humans, and as a result, many feel a closer kinship with animals than people. The Zri highly value physical purity, with a focus on intense exercise and abstinence from any intoxicating substance such as alcohol.

Unlike the Ibrin, the Zri worship a pantheon of set deities. Each deity is tied to a natural element and animal, and can take on humanoid, animal, or beastkin form. They communicate to the Zri through natural events, such as storms or unusual behavior by animals. Since the Zri believe that each animal species represents one of their deities, to eat animal flesh is to dishonor its patron god or goddess, and so they keep a strict vegetarian diet. This focus on animal life gives the Ibrin one more reason to see the Zri as barbarians...despite the fact the Zri’s fierce reputation as warriors does much to protect all of Tazwara from invasion.

NAMES

ZRI TRIBE NAMES

Chief’s name with -ait suffix or prefix. For example: Udadait, Izilait, Aitanir, Aitzdan.

THE ELEVEN IBRIN TRIBES

Archobarzane
Gaya

Halliche
Izem
Kirthan
Masinissa
Mazigh

Oubasi
Tbessa
Tugga
Zelalsen

MALE

Aderfi
Adid
Aghilas
Akli
Aksil
Amastan
Ameqqran
Ameziane
Amokrane
Anarouz
Anaruz
Anir
Arezki
Axil

Azmar
Azuz
Baragsen
Badis
Baloua
Basi
Dahmane
Fourou
Ghilas
Gwafa
Hmed
Idder
Iken
Igider
Isgaden
Izebboudjen

Izemrasen
Izil
Juba
Jugurtha
Lounes
Makoud
Masensen
Massen
Meddur
Merin
Mezian
Meziane
Mokrane
Muhand
Muhemmed
Munatas

Naravas
Nayram
Rezki
Saeid
Udad
Ugwistan
Usaden
Wagguten
Warmaksan
Wararni
Yedder
Yidir
Yugerten
Ziri
Zdan

FEMALE

Bakhta
Basil
Baya
Buyan
Damya
Dassin
Dihya
Elkaissa
Fadma
Ijju
Illi
Ittu

Izebboudjen
Izza
Kahina
Kaina
Kella
Lalla
Lunja
Markunda
Massa
Mekioussa
Menza
Noumidia
Safiyya
Sakina

Sekkura
Siman
Sura
Taderfit
Tadla
Tafrara
Tafsut
Tagwerramt
Tagwizult
Takama
Taklit
Tamenzut
Tanamart
Tanaruz

Tasa
Tassadit
Tilelli
Tima
Tiyya
Tizemt
Touka
Touya
Tumsilt
Tzeddig
Zegiga
Zineb
Zira

VELIA:

THE NORTHERN CONTINENT

Velia is the dominant country of the northern continent.

Most of Velia's largest cities lie along the temperate southern coast. The rest of the country is a mix of flowing hills and mountain ranges. These mountains produce Velia's primary source of wealth: rich deposits of ore. The seemingly endless supply of copper, iron, and tin positions the kingdom as a key player in maritime trade and developer of weapons. The forests of the inner kingdom fuel a vast fleet of ships, which has earned them a dominant reputation in naval combat...as well as a thriving piracy scene.

Most Velian people have beige skin with brown hair and eyes. Green and blue eyes are rare, and considered a reflection of the divine touch. Velia has a rich weaving history, and its people are known for wearing colorful, embroidered clothes. There is no clear difference between genders, and they prefer layers of flowing fabric, frequently wearing a long dress, short-sleeve tunic, long cloak, and draped shawl at the same time, all secured together by unique and decorative brooches. Even the poorest Velians sport bright colors and ornate embroidery; wealth is flaunted primarily in the variety of fabrics worn at one time.

Life in Velia is centered around the theocratic city-state. The state government maintains power over life and death, serves as the prime figurehead for religion, and oversees all relations with outside entities. There are no independent enterprises or businesses, as the state maintains chief authority over all operations. Each city-state is broken into smaller districts governed by a magistrate that also functions as the local priest and judge.

The Velian religion is based upon the idea that an ideal destiny was ordained at the moment of their birth, and they seek that destiny through constant consultation with the divine. The divine provide signs continually through visible phenomena. Some are more gifted at interpreting these phenomena; those with a talent for correct predictions are selected by the magistrates for further training and state service. Each magistrate eventually selects a patron deity from the five essential divines; by extension, their entire district becomes devoted to that deity:

- ◇ **Gallo:** the sun, deity of life, the who one speaks truth
- ◇ **Osanna:** the moon, deity of lost causes, the one who hears
- ◇ **Taide:** the storms, deity of love, the one who binds
- ◇ **Eligio:** the fire, deity of law and civilization, the one who shapes
- ◇ **Anghelu:** the wind, deity of death, the who one frees

Velian society is organized around the dual-priorities of kinship and city-state status. While the Velians emphasize married pairs, founded in a strong belief in kindred souls and destiny, the actual family is a far reaching group of loosely related kinship. Relations are based on generation rather than genetic closeness: for example, parents, aunts, and uncles are all called mother or father; brothers, sisters, and cousins are all called brother or sister, etc. Within families, people refer to each other primarily by their relation rather than name.

Outside the family, relations are determined primarily by status within the city-state: official (any representative of the magistrate's office); citizen (any member of the city-state); client (any member of Velia); and outsider (all non-Velians).

Velia is divided into three leagues, each of which is a collection of twelve-city states. The leagues meet once a year for a grand assembly of magistrates to set the military and political agenda for the nation. They also elect a primarch, who serves as the ruling magistrate over all of Velia for one year, until the next grand assembly. The three leagues are defined primarily by geography: Sica (southern coast), Teres (central hills), and Acerbus (northern plains).

TOUCHSTONES

Velia is inspired by ancient Etruscan culture. Their art and government style can provide setting inspiration. However, since the Etruscan language has been mostly lost, the language is based on Latin with Italian names. Overall, the culture as described is primarily an invention.

THREE LEAGUES

SICA LEAGUE

Includes the twelve largest city-states of Velia, all lining the southern coast. When outsiders think of Velia, they primarily think of the Sica League. Perhaps because of their closeness to the outside world, the Sicans place the least amount of weight on kinship. Many of the Sican city-states have sizeable foreign populations and some even embrace foreign religious practices. Within the league, magistrates are often selected based on their ability to predict choice market opportunities and enrich the city-state with their business acumen.

TERES LEAGUE

Covers the largest geographic range, representing the bulk of the interior country. They are the ones who supply most of the mineral resources and timber that sustains Velian prosperity. Despite this advantage, most Teresi prefer to stay within their city-state. They are perhaps the most devoted to the Velian religion, and as a result, believe destiny dictates their role as interior citizens. They maintain a heavy focus on kinship and state roles, and usually view outsiders with suspicion.

ACERBUS LEAGUE

Sits in the northern plains. Once a festering swampland, the Acerbusi drained the swamp and transformed it into fertile farmland. They sustain most of Velia with their produce, but their true passion is science and technology. They invented everything from the flintlock pistols that make Velian pirates so effective, to the mining technology used by the Teres, to the advanced sail designs capitalized on by the Sican traders. Religious parables about overly-ambitious Velians selling their souls to demonic forces—to the ruin of all their kin—were generated by the Teres as a warning for their northern Acerbusi neighbors.

NAMES

Velians do not use surnames. Instead, they combine their names of their parents into a second name. The exact names of the parents are not replicated, but combined into something new. For example, Cosmia the daughter of Arsenio and Gemma might become Cosmia Arsemma.

MALE	Cosimo Danilo Dante Dario Davide Edgardo Elia Eliseo Enrico Ercole Fedele Felice Franco Gallo Gian Giulio Ilario	Isaia Ivo Lando Leandro Leone Loreto Lucio Manuel Marcello Marco Matteo Mirko Nico Noe Orazio Orsino Pedru	Primo Quinto Raul Renzo Rocco Romeo Sandro Savio Severo Taddeo Teo Tommaso Valente Vanni Vitale
FEMALE	Celestina Cinzia Cosima Dafne Domenica Edda Elettra Elvira Febe Filomena Gemma Giada Ginevra Giosetta Graziella Ilaria	Isa Lelia Luana Luce Marietta Marisa Mattea Milena Nerina Nives Orietta Perla Piera Polissena Renza Rosella	Rossa Sabina Saveria Serafina Tamara Teofila Tonina Valeria Viola Vissenta Zaira Zoe

ARGYROS:

THE EASTERN CONTINENT

Argyros is the gateway to the eastern continent.

Kyros was a minor city-state in the north until a young general launched a vengeance campaign against the southern empire that had raided them for generations. Weakened by the maritime wars, the Mihradi Empire was vulnerable to the onslaught. In less than eight years, General Argyros conquered the entire Empire. The vast expansion caused mass chaos as the new king tried to rule half the eastern continent, with its vast collection of peoples, languages, and religions.

As a sign of peace, Argyros married a member of the fallen Mihradi royalty. The royal couple reestablished Mihrad's traditional system of complex bureaucracy. The kingdom is divided into provinces that pay tribute to the king and are ruled by royal-appointed governors. Because the king does not trust the governors, each provincial court is overseen by a military general and all provinces rely upon the royal military for law enforcement and protection, not local forces.

Life in Argyros is defined by its tumultuous past and diverse mix of cultures and landscapes. The tropical coastline, once the seat of Mihradi power, was decimated during the conquest. The ports are alternatively neglected or overly militarized, but remain crucial for the kingdom's ability to funnel goods into the international trade market. The interior of the kingdom is legendary for its harshness: a mix of impenetrable mountains, barren desert, frozen plateaus, and vast stretches of tundra. Beyond the plains, the eastern provinces include the region known as the Cradle. Overflowing with produce and wildlife, it is rumored to be the origin of all life.

The Cradle serves as the royal capital.

Under the guidance of his queen, King Argyros adopted the Mihradi value of cooperation as he sought to unite the different groups under his rule. The eldest children of influential families are adopted into the royal family, provided with Kyrion education and appointments within the government. The less wealthy families are "invited" to send their children into a period of military service, with the reward of full citizenship when they complete their term. Even the most radical rebels and criminals are offered a chance at contribution: they are sentenced to support the Eupraxia Legion, the army devoted to new, risky campaigns into foreign regions.

The empire has maintained a veneer of peace and prosperity over the past forty years, but dissension remains. Kyrion natives resent the influence of a Mihradi woman on their king and adoption of Mihradi bureaucracy; the Mihradi resent their loss of sovereignty and international influence; and the Dahyuka, the nomadic people of the interior plains, resent their homelands being transformed by Kyrion agricultural technology, which pushes many into a life of raiding and inevitable criminal service in the army.

Some would say there are really three kingdoms in Argyros: the Kyrion life, the Mihradi life, and the Dahyuka life.

TOUCHSTONES

The Kyrions are generally inspired by the Hellenistic period Greeks, while the Mihradi and Dahyuka are inspired by the Achaemenid Empire of ancient Persia. These ancient cultures can provide touchstones for geography, language, and visuals, however the cultures described for this game are an invention.

KYRION: PHILOSOPHER WARRIORS

The Kyrion people are tall and stocky. Their skin tone ranges from tan to light brown, with curly hair that is usually brown, dark blond, or reddish brown, and eye colors ranging from brown to blue to grey. They usually wear white, linen tunics draped loosely from shoulder clasps and gathered at the waist with belts. Men usually wear embroidered belts, decorated with scenes from their life, while women use knotted ribbons as a girdle.

Kyrions see the world through strict binaries: Kyrion vs. barbarian; strong vs. weak; honorable citizen, vs. pariah, etc. As a result, gender roles are strictly defined. However, Kyrions define gender by the traits, identity, and roles one takes, not by physical birth.

Men are expected to keep Kyrion life stable through military defense, generation of wealth, and oversight of all material resources. The binary way of thinking requires constant ranking, with one group on top and another on the bottom. Men are driven to place themselves on top of any binary: strong, wealthy, clever, a great warrior.

Kyrion women are not considered people in their own right, but part of a man's household, expected to manage the lower status members and resolve petty disputes. The highest honor a Kyrion woman can achieve is being the mother of a great warrior, and being rewarded with some income from the barbarian lands their sons have conquered. Women are not supposed to be out of the family home without a male escort; the restriction led women to develop a secret language based on knots, and they often communicate to women of other families through the styling of their ribbons.

There are members of Kyrion society who are seen as crossing the strict gender binary and living out features from across the gender spectrum. Known as Arrays, they are seen a reflection of the divine's essential nature of harmony through diversity. While

some serve in a religious capacity, many prefer to pursue typical lives...though their daily tasks may be frequently interrupted by those seeking divine insight or special luck before a challenging endeavor.

The Kyrions believe they are the descendents of a pantheon of eight: four gods and four goddesses. Their deities exist in pairs, representing their own binary:

- ◇ **Sphagos**, god of killing and war; balanced by **Eruma**, goddess of protection and peace
- ◇ **Aldemios**, god of nourishment and growth; balanced by **Laiga**, goddess of ruin and decay
- ◇ **Kruptos**, god of concealment and secrets; balanced by **Prophaime**, goddess of revelation and truth
- ◇ **Ainothos**, god of resistance and fear; balanced by **Charoe**, goddess of attraction and delight

The Kyrion lineage comes with a responsibility to bring honor to their divine ancestors. They are driven to pursue excellence in all mental, physical, and spirit tasks. As a result, they promote sciences, engineering, and philosophy; celebrate games of physical prowess including racing, wrestling, and fighting; and value expression through painting, music, and dance.

They also see conquest as their duty, as it spreads knowledge of their immortal parents and the power of their people. They believe reputation is essential, and determines the quality of your immortal life after death. Those who dishonor the divine legacy will suffer eternally in the pit of horrors; those who sustain the divine legacy will prosper eternally in the fields of prosperity; and those who elevate the divine legacy are invited into the realm of the gods.

Kyrions are considered first-rank citizens of Argyros. They forms

the officer ranks of the military, hold the highest government positions, and dictate the terms of trade. Some have adopted the cooperation ethic of their king, and promote the philosophy of harmonia, seeking alliance with all people. Others hold fast to traditional views of their divine legacy, and promote the philosophy of dynamis, seeking power over other peoples.

MIHRADI: STEWARDS OF ORDER

The Mihrad Empire had existed for several hundred years before it fell to General Agyros. Most have pale or lightly tan skin; brown or black hair; and brown or grey-green eyes. Tall, often slender, and graceful from traditions steeped in dance, the Kyrions see them as physically weak.

The Mihradi culture is heavily influenced by its religion. They believe in a single creator, Roz-Saban, a nurturing caretaker who promotes order, truth, and justice. The Creator is seen as male, female, and nongendered all the same time, reflecting their belief that many truths exist within one. They believe Roz-Saban is opposed by a conflicting force Zurakara, who promotes discord, chaos, and deceit. Roz-Saban represents nourishment, while Zurakara represents destruction.

Life is considered a temporary state during which all people must choose the side of order or chaos. The religion considers active, tangible support of Roz-Saban's agenda essential, as those acts empower their god in the conflict against destruction. As a result, they value cooperation, sustainability, stewardship, honesty, and fairness. People are free to choose the side of chaos, but once they die they will be banished to the realm of darkness until cosmic war ends; then all people will be returned to life. The Mihradi believe human punishment should reflect this order; those who commit crimes should be punished, but for a limited time, and then the community should restore their life.

The Mihradi value good conduct over any other status; they do not emphasize gender, bloodlines, or any specific attributes. The Kyrion do not allow Mihradi women to serve in the military but require Mihradi men to serve for six years, meaning their local communities are largely protected by warrior women trained in their traditional styles of mobile combat. They train to fight from chariots, horses, camels, ships, and while running, favoring ranged weapons of javelins and archery. They have not adopted the new gunpowder weapons, because they require stationary methods.

The Mihradi community remains conflicted in its response to Kyrion rule. Some believe they should cooperate with Kyrions, willing to adopt Kyrion names and accepting Kyrion traditions. Others believe the Kyrions are a chaotic, destructive force furthering Zurakara's agenda, and should be fought. Regardless, none are trusted by the Kyrions, and except for the few adopted into the royal family, none are allowed in positions of power.

DAHUYUKA: NOMADIC PRIESTS

The Dahyuka have lived in the interior plains since before the Mihradi Empire. Traditionally a semi-nomadic people, they migrated with the seasons to land that could support their livestock herds. Life among the Dahyuka is centered around family and clan. The family unit is small, a married couple, their children, and the livestock needed to support them. Each family is expected to contribute to a larger clan with the skills passed down by their parents, dividing the clan naturally up by occupation: families that guard, families that weave, families that practice medicine, families that negotiate trade, etc.

Dahyuka fashion focuses on ease of travel and withstanding the elements. Men wear tight-fitting leather coats lined with fur, fitted leather trousers, and knee-high boots treated with fur and oils to be waterproof. Women wear the same leather trousers and boots,

but layer atop a long dress slit on both sides for ease of movement and an ankle-length, hooded leather cloak lined with fur.

The Dahyuka way of life remained consistent for hundreds of years. They accepted their membership within the Mihrad Empire easily, as the Mihradi respected their knowledge of the harsh terrain and appointed Dahyuka natives to the provincial government. In contrast, when General Argyros conquered the interior, the Kyrions brought their system of agriculture with them, and insisted on changing the landscape to make it more agrarian. This settlement effort altered the landscape the Dahyuka had known for centuries.

The various clans have adapted differently: some join the royal military; some turn to raiding settlements; and some migrate towards the coastline, where they can ally with the Mihradi communities and join in the coastal trade. Several clans have transitioned primarily to sea life; they have adapted their star-based navigational skills to the seas, making a living shipping people and goods across the region. Overall, the Dahyuka revolt the most against official rule, and are seen as bandits and malcontents by most Kyrions.

The Dahyuka people recognize all religions and pantheons as real, but have dedicated themselves to a one god, Dastar, and one goddess, Pahrez. While faith had been waning under the influence of the Mihradi empire and its religion, the war by Argyros caused a surge in popularity and return to the old rituals.

Per the Dahyuka stories, Dastar and Pahrez were a married couple, parents of the first family. Their children, all minor deities, ran free in the land, speaking with humans, animals, and plants. Then, Dastar was murdered by one of his sons, who wanted equal worship and power. Pahrez searched the world for a way to bring her husband back to life. She succeeded, but Dastar was consumed with thoughts of revenge, and left her for his campaign against the son who murdered him. His war resulted in the death of all their children, causing the end of the larger Dahyuka pantheon.

Dastar became a new god: the god of death and rebirth. He is worshiped for his role in the seasons, day-night cycle, cyclical nature of time, and belief that the Dahyuka people will outlast any people who conquer them. He is seen as a warrior, and symbol of eternal strength. Those who dedicate themselves to Dastar assume the role of warriors, justice-seekers, and leaders. They see life as one part of a larger cycle, and do not fear death. Among outsiders, this has earned them a reputation as suicidal fighters.

Pahrez transformed her grief and sense of betrayal into purpose, and began to travel the war-ravaged world to tend to the injured and abandoned. She is a goddess of suffering and hardships, comforting those who share her pain. She is seen as a sorceress, and symbol of mystical power. Those who dedicate themselves to Pahrez assume the role of mystics and knowledge-seekers. Their skills in astronomy are unmatched, giving them a reputation as superior navigators and time keepers. They are also experts at medicine, and an essential part of the Dahyuka's ability to survive in the harshest of conditions.

While traditionally clans contained devotees of both deities, the Kyrion conquest has decreased tolerance among the Dahyuka. A more pronounced cult of Dastar has risen, dedicated to total war against the Argyros kingdom. Similarly, followers of Pahrez protest the killing, and many enlist in the royal army as doctors to compensate for the destruction done in Dastar's name.

NAMES

The Argyros kingdom includes dozens of different cultures. Once someone becomes a citizen of Argyros, usually through military service or conscriptions, they are assigned a Kyrion name for all official purposes. Those with a Kyrion name are automatically seen as foreigners or servant-class.

For Kyrions, men and unmarried women take last names based upon their father's name by adding a patronymic ending; once married, women take last names based on their husband's name: -akos, -ides, -eas, -atos, -oglou, -akes, -ion, -imos

Example: Bion, son of Drakon is Bion Drakonimos

Mihradi and Dahyuka traditionally use a clan name or bear a name related to where they were born.

KYRION MALE

	Hero	Philon
	Hesperos	Phokas
Acacius	Iason	Pyrros
Alexios	Ilias	Simos
Alekos	Karolos	Sokratis
Ambrose	Kleos	Solon
Amilios	Kosmas	Stathis
Andreas	Kyros	Thales
Arcadius	Linos	Theokritos
Ariston	Loukianos	Theron
Bion	Lykos	Timon
Christos	Lysandros	Tryphon
Demetrios	Marios	Veniamin
Demos	Markos	Vissarion
Dion	Myron	Xanthos
Drakon	Nikanor	Xenon
Elios	Nikomedes	Yanni
Erasmus	Nikon	Yorgos
Euaristos	Omiros	Zephyros
Georgios	Pavlos	Zotikos
Haris	Phaidros	

KYRION FEMALE

	Evridiki	Pherenike
	Gaiane	Phile
Agathe	Galene	Photine
Aikaterine	Glykeria	Polina
Aleka	Herais	Rhode
Amalia	Isidora	Sophia
Ambrosia	Ismini	Styliana
Athina	Kassandra	Tasia
Aspasia	Keti	Tasoula
Avra	Korinna	Thais
Berenike	Kyveli	Thekla
Charis	Lia	Vasia
Charmion	Ligeia	Voula
Chrysanthé	Marina	Xanthe
Danai	Menodroa	Xenia
Eirene	Myrrine	Yanna
Elisavet	Nefeli	Zoi
Euthane	Nomiki	Zosime
Eumelia	Pavlina	

MIHRADI/ DAHYUKA MALE

	Darazdast	Kaveh	Roshan
	Dariush	Khorshid	Sam
	Dilshad	Kian	Sennen
	Ehsan	Mani	Shahin
Adarvan	Farbod	Mirza	Shahrokh
Alborz	Farrokh	Navid	Shadzat
Arash	Firuz	Naudar	Shapur
Ardashir	Godarz	Omid	Sohrab
Arman	Golshan	Orasmyn	Varazdat
Arsama	Golzar	Pakor	Vidarna
Artaxes	Haxamanis	Parviz	Zaryab
Azad	Jahan	Payam	Zhubin
Babak	Jamshid	Pedram	
Bahram	Javeed	Quhyar	
Behrooz	Kamisares	Ramak	

MIHRADI/ DAHUKA FEMALE	Fereshteh	Nekdel	Shirin
	Gol	Nousha	Shohreh
	Golnaz	Paniz	Sima
	Jaleh	Pari	Tajuyah
Adrina	Katayun	Parvaneh	Tehmina
Apame	Kokab	Rexelle	Tishtar
Arsia	Laleh	Rudabeh	Uparmiya
Arya	Mahin	Ruxshin	Vahbiz
Aryenish	Mahsa	Samannaz	Vida
Ava	Manizeh	Sanaz	Zareen
Banu	Minoo	Sarvazad	Zhaleh
Barsine	Mozhdeh	Setareh	Ziba
Darya	Mozhgan	Shadi	Zoish
Delara	Nages	Shahnaz	
Dinaz	Naztab	Shideh	

The background is a deep blue, textured surface resembling water or a night sky. Numerous small, light blue bubbles or droplets are scattered throughout, particularly concentrated in the center and lower half. The overall effect is a moody, atmospheric scene.

FACTIONS

FACTION OVERVIEW

T a z w a r a	Underworld	Wealth	Hold	Status
	Band of Amdiaz	I	W	
	The Curse	III	S	
	The White Horde	V	S	
	Timeworn Blades	II	W	
	The Black Reef	IV	S	
	Brimstone Tide	IV	S	
	The Silver Match	II	W	
	Bloody Pikes	I	S	
V e l i a	The Nameless	III	W	
	Dastar's Chosen	V	S	
	Dexius Cabal	IV	S	
	Masked Magistrate	III	S	
A r g y r o s	Coin Kings	I	S	
	The Five Families	II	W	
	The Red Painters	V	W	
	Institutions	Wealth	Hold	Status
	Tazwaran Navy	II	S	
	Royal Warband	V	W	
	The Chronicle of Ancestors	IV	S	
	Royal Architects	III	S	
	Taymust Prison	I	W	
	The Velian Armada	III	S	
	Mallius Inquisitors	V	S	
	Premier Magistrate	IV	W	
	Temple of Osanna	I	S	
	Temple of Eligio	II	W	
	Argyros Royal Military	IV	W	
	Office of Conscription	V	S	
	Naturalization Consulate	I	S	
	Temple of Sphagos	III	S	
	Eupraxia Legion	II	W	
	Citizenry	Wealth	Hold	Status
	Teres League	II	S	
	Acerbus League	II	W	
	Sica League	IV	S	
	Idukan	V	S	
	Sdaqa	IV	W	
	Taymust	I	W	
	Alkyon	III	S	
	Ionthos	III	W	
	Phaenna	V	W	
	Fringe	Wealth	Hold	Status
	Celestials	IV	S	
	Children of Mer	III	S	
	Cult of Caelina	I	W	
	The Leviathan Path	II	S	
	Maelstrom Prophecy	III	S	
	Shadowhunters	I	W	
T a z w a r a	Trade	Wealth	Hold	Status
	Company of Eleven	IV	W	
	Haile Group	III	S	
	Itri Charter	I	S	
	Royal Treasury Group	II	W	
	Traders of Violet	V	S	
V e l i a	Trade	Wealth	Hold	Status
	Annunziato League	I	S	
	Biaggio Company	II	W	
	War Merchants Co.	IV	S	
	Drusa Family	III	S	
	Magistrate Charter	V	W	
A r g y r o s	Trade	Wealth	Hold	Status
	Jalali Band	I	S	
	King Trade Company	II	W	
	Mirza and Mokri	III	S	
	Office of Commerce	IV	W	
	Sages Fund	V	S	

UNDERWORLD

TAZWARA

THE CURSE (III): The network of robbers who exploit rumors of curses and mystical powers to hide their own criminal acts. Headquarters: Taymust, Tazwara, in the ruins of an aqueduct below the river.

THE WHITE HORDE (V): The first Zri mercenary company that took their services international, they are famous for wearing all white and painting their skin white, the color of death. Headquarters: chain of islands off the Tazwaran coast.

TIMEWORN BLADES (II): An assassin group of Ibrin, often youngest children lacking inheritance or tribal status, who use the guidance of their ancestors to kill. Headquarters: Idukan, a boathouse on the Infinity Pier.

THE BLACK REEF (IV): Smugglers who specialize in Sea Raider technology. Rumored to have leviathans guarding their home. Headquarters: A city of wrecked boats off the coast of Taymust.

THE BAND OF AMDIAZ (I): A secret cabal of con artists within the elite creative scene of the Royal Academy who also profit off blackmailing the wealthy classes who attend their performances. Headquarters: scattered throughout Sdaqa city.

VELIA

DEXIUS CABAL (IV): A secret brotherhood within the Dexius guard who require payment from visiting ships that want to use the Dexius docks. Also dabble in murder. Headquarters: Dexius

guardhouse.

MASKED MAGISTRATE (III): A network of stewards who work for the magistrate office. They specialize in forgery and bribes. Headquarters: the archives in Mallius.

COIN KINGS (I): An alliance of smaller merchant houses who generate counterfeit money and use them to rob banks and merchant treasuries undetected. Headquarters: nondescript warehouse in Furnia.

THE FIVE FAMILIES (II): A group of Acerbus inventors who create and traffic experimental technology, unstable alchemy formulas, and designer drugs. Headquarters: apothecary shop in Furnia.

THE RED PAINTERS (V): An art company that exploits its extensive trade reach and access to wealthy homes for the purpose of assassination, smuggling, and theft. Headquarters: Numerous art galleries throughout Velia.

ARGYROS

BRIMSTONE TIDE (IV): A fleet of loosely affiliated pirates, most of whom were discharged from the Agyros military under unfavorable conditions. Their ranks are filled with disgruntled Dahyuka, giving them access to a range of explosive and fiery weapons. Headquarters: Coastline off Alkyon.

THE SILVER MATCH (II): A gang of thieves known for burning homes to the ground after robbing all their valuables. Headquarters: a rowhouse hidden inside the labyrinth of Phaenna.

BLOODY PIKES (I): A gang of street thugs who like to decorate the governor's walls with items stolen from their enemies. They are secretly funded by a priest seeking revenge for being passed over for a chief priest position at the Sphagos Temple. Headquarters: a

small temple of Sphagos near the quarry in Phaenna.

THE NAMELESS (III): A loose collection of non-Kyrion rebels with the sole purpose of robbing and ransoming Kyrion officials. Headquarters: The Eye towers in Alkyon.

DASTAR'S CHOSEN (V): A pirate band disguised as religious pilgrims, they primarily make money kidnapping and ransoming members of wealthy merchant families. Headquarters: Hidden cove near Ionthos.

INSTITUTIONS

TAZWARA

TAZWARAN NAVY (II): The Navy is one of the few times Zri and Ibrin work closely together. The Ibrin primarily serve in administrative and diplomatic positions, while the Zri provide the warriors. Their ships are recognized by the intricately carved masts and figureheads.

ROYAL WARBAND (V): Composed entirely of Zri warriors, they act as guards, soldiers, and investigators. Each Zri tribe must send one child to the warband, and they serve for life.

THE CHRONICLE OF ANCESTORS (IV): Historians of all notable Ibrin ancestors and recorders of ancestral rites, they are the closest thing to organized religion among the Ibrin. Consulting with its members for correct prayers or details about an ancestor costs money; sponsoring someone to join the Chronicle requires a fortune.

ROYAL SOCIETY OF ARCHITECTS (III): Publicly, they explore the world for new engineering techniques and aesthetic inspiration. In truth, the Society acts as spies and covert agents for the royal family.

TAYMUST PRISON (I): Association with criminals is believed to open one up to bad energy, so the Tazwarans hire foreign mercenaries to oversee the large prison outside of Taymust. It isn't uncommon for guards to be associated with pirate groups, and they frequently use the prison as a source of recruitment.

VELIA

THE VELIAN ARMADA (III): Enormous, well-equipped, and funded by the merchant wealth of Velia, the Armada strives to project Velian might and class wherever it goes. As a result, Velia hires privateers more than any other kingdom, as the Armada cannot be seen committing piracy.

MALLIUS INQUISITORS (V): The state force has full authority within the Sica League to imprison and interrogate enemies of the state. They are easily recognized by their black robes and silver heron masks.

PREMIER MAGISTRATE (IV): While the Primarch changes each year based on the Grand Assembly's vote, the larger organization under the Primarch remains the same. A corrupt, greedy mass of opportunists with appointments for life, their members frequently employ privateers to expand their treasury. After all, they can pull the strings required to insure their employees never see a judge's court.

TEMPLE OF OSANNA (I): The religious branch celebrates the goddess of lost causes. While many priests and priestess provide charitable services such as orphanages and hospitals, just as many charge desperate supplicants enormous sums to prioritize their needs in the temple's prayers to the goddess.

TEMPLE OF ELIGIO (II): The religious branch calls for the expansion of Velian civilization across the region and are dissatisfied with the neutral peace in the region. They have gained significant popularity by funding numerous vessels of pirate hunters, and frequently leverage the gratitude of trade companies into opportunities to embed Eligion priests within the organizations' leadership.

ARGYROS

ARGYROS ROYAL MILITARY (IV): Argyros maintains the largest organized military in the region. The military provides all martial law and protection within the kingdom. The Naval branch of the military is still relatively small, but already famed for its ruthlessness...and tendency to commandeer any forts with a hint of vulnerability.

OFFICE OF CONSCRIPTION (V): Ostensibly the bureaucratic organization is an administrative body that oversees all conscripts into royal service, especially the Eupraxia League. In reality, they aggressively investigate and hunt down anyone suspected of disloyalty or foreign origin. Those who prove useful to the stewards are allowed to remain free but agents of the office; those with fewer resources and skills must either pay a bribe or lose their freedom.

NATURALIZATION CONSULATE (I): The office oversees the process of becoming citizens of the kingdom. It also oversees the process of ensuring seditious cultural practices which threaten the Kyrion way of life are stamped out. They are supported by a secret legion from the military that specializes in interrogation and assassination.

TEMPLE OF SPHAGOS (III): Patron god of king Argyros, the temple of Sphagos functions effectively as the state religion. Dedicated to killing and war, each temple hosts an arena where criminals can prove their innocence by fighting exotic beasts from far off lands.

EUPRAXIA LEGION (II): Except for the officer staff, the entire legion is forced conscripts, either criminals, non-citizens, or captured enemies. Conquest is a fundamental part of Kyrion life and their mission to spread their divine family's influence; however, they prefer to place the burden of those constant campaigns on the Legion. The officers treat the conscripts like a battering ram, preferring vast numbers over nuanced strategy. As the Legion is seen by most Kyrions as a horde of barely controlled barbarians, the resulting mass casualties rarely concern those who matter.

TRADE

TAZWARA

COMPANY OF ELEVEN (IV): The eleven Ibrin tribes maintain an uneasy economic alliance in the form of this trade company. They primarily trade food and livestock, and are not known for taking risks. Their cautious nature combined with their monopoly over the grain trade make them one of the most wealthy and stable forces in the region.

HAILE GROUP (III): This enterprise specializes in restocking and providing assistance to ships of other companies. With a secret, proprietary method of propelling their ships without a dependence on rowing or wind, their vessels present an attractive target to pirates.

ITRI CHARTER (I): The relatively new company, based out of Sdaqa, is composed of a mix of Tazwaran and foreign interests. It seeks to open Sdaqa's newly discovered gem mines to the larger world. More a group of politicians and lobbyists, no one is entirely sure who provides their funding...or their well-armed fleet of war galleys.

ROYAL TREASURY GROUP (II): The official company of the royal family supplies the string of royal forts along the Tazwara coast. As their ships are usually guaranteed to be full of provisions and weapons, they are a favorite target for pirates.

TRADERS OF VIOLET (V): The oldest merchant guild in Tazwara made its fortune originally by selling the purple dye favored by royalty and wealthy families throughout the region. They control many of the lands throughout the southern continent, giving them access to products not offered by any other company. There are

rumors they are the ones who sustain the royal academy and its legion of artists, not the royal family, and they are the real ruling power of Tazwara.

VELIA

ANNUNZIATO LEAGUE (I): The Annunziato League opened the first bank in Velia, and leveraged those connections into a vast empire of trade, political influence, and artistic patronage. They continue to expand their wealth through hiring privateers, while also funding many pirate hunters, so they can insure their ships are never stopped.

BIAGGIO COMPANY (II): They are one of the few trade companies controlled by the Teres league. While relatively small, they oversee most of the wine trade out of Velia, which makes them eternally popular. They employ Acerbus engineers as their main form of protection, and are known for the mechanical automatons that man their cannons.

WAR MERCHANT CO. (IV): The company began with war profiteering during the Maritime Wars. Despite this shady beginning, longevity has granted them an air of respectability and extensive connections. In truth, the company has not strayed far from its beginnings; much of its stock is supplied by pirates and raiders at a discounted price, which they turn around and sell—sometimes to its original owners.

DRUSA FAMILY (III): Once a small merchant family selling woolen textiles, the Drusas recently allied with the Anghelu Temple and shifted their focus to raiding undefended villages along the Velia coast. They sacrifice the villagers' most precious belongings to honor the death deity, establish a new settlement for Anghelu priests, and sell the spoils at international ports. Only the temple's support and their supposed religious conviction spares them the label of pirates.

MAGISTRATE CHARTER (V): Once the dominant and official trade company of Velia, the Charter tore itself apart with infighting and corruption. It lost most of its fleet, and now primarily exists in Mallius to enforce taxes on foreign vessels. It is little more than a puppet company for the Mallius Inquisitors, who use it to gain information on visitors for signs of possible seditious attitudes.

ARGYROS

JALALI BAND (I): A collection of hardened dockworkers who purchased an extensive stretches of warehouses which they rent out to foreign merchants held up in bureaucratic limbo. Many believe the company is a front for theft, murder, and kidnappings.

KING TRADE COMPANY (II): The pet project of the King's middle son, it focuses on importing expensive wine and food. While its royal connection ensures success, there are persistent rumors of debauchery by the noble leadership and deaths among the conscripted workers.

MIRZA AND MOKRI (III): A secret society of traders, no one knows how to gain membership or who really runs the company. Their ships are recognized by the royal-violet flags, and its members wear robes of violet and carved ivory masks. Its members gain access to the most lucrative trade lines of far eastern luxury goods, but they pay steeply with loyalty: all members are addicted to a drug only the leadership knows how to manufacture. Some whisper the society is a haven for the conquered Mihradi royalty who are biding their time until they can overthrow the Kyrion rule.

OFFICE OF COMMERCE (IV): The bureaucratic powerhouse oversees all taxes and regulation of trade. Their administrative system is byzantine; the wealthy pay the stewards to complete the process for them, while the less fortunate lose months to paperwork, which often results in late feeds and confiscation of goods to compensate.

SAGES FUND (V): Sometimes called the scholars company, the guild is a united force of Dahyuka who sell advanced medicine, navigational maps, and wisdom gleaned from astronomy. While the royal army suspects them of funding Dahyuka rebels on the interior plains, they have never been able to prove it...perhaps because enemies of the Sages often ended up eating something deadly.

FRINGE

CELESTIALS (IV): The Kyrion cult takes the belief they are descended from divine beings to the extreme. They view themselves as demi-gods and seek to prove their superiority through feats of war and cunning. They care nothing for political alliances, peace treaties, or laws; they are above such mundanity. Zealots at heart, they view other people with condescension.

CHILDREN OF MER (III): The underground religion is spread through the Desideria region and includes people from all cultures. It venerates merfolk (whether real or myth) and seeks a life underwater in the Jade City, supposed capital of merfolk and birthplace of all magic. They experiment with engineering, alchemy, and mysticism to find the method of transforming from human to mer. Needless to say, drowning is a common form of death among their number.

CULT OF CAELINA (I): The cult venerates the natural world to the extent it devalues civilization and anything man made. Seen alternatively as eccentric or deranged by none members, their primitive facade hides a more sinister practice of sabotaging ships. They see the sea trade as pushing humanity into an even more artificial, material focused existence and seek to reestablish the isolation of the storm years.

THE LEVIATHAN PATH (II): The group mixes religious devotion and monster hunting. Its members believe that when you kill a leviathan, and eat its flesh, you take on its power. They hunt throughout the Reef Lands, then prove their new might by attacking military ships and forts.

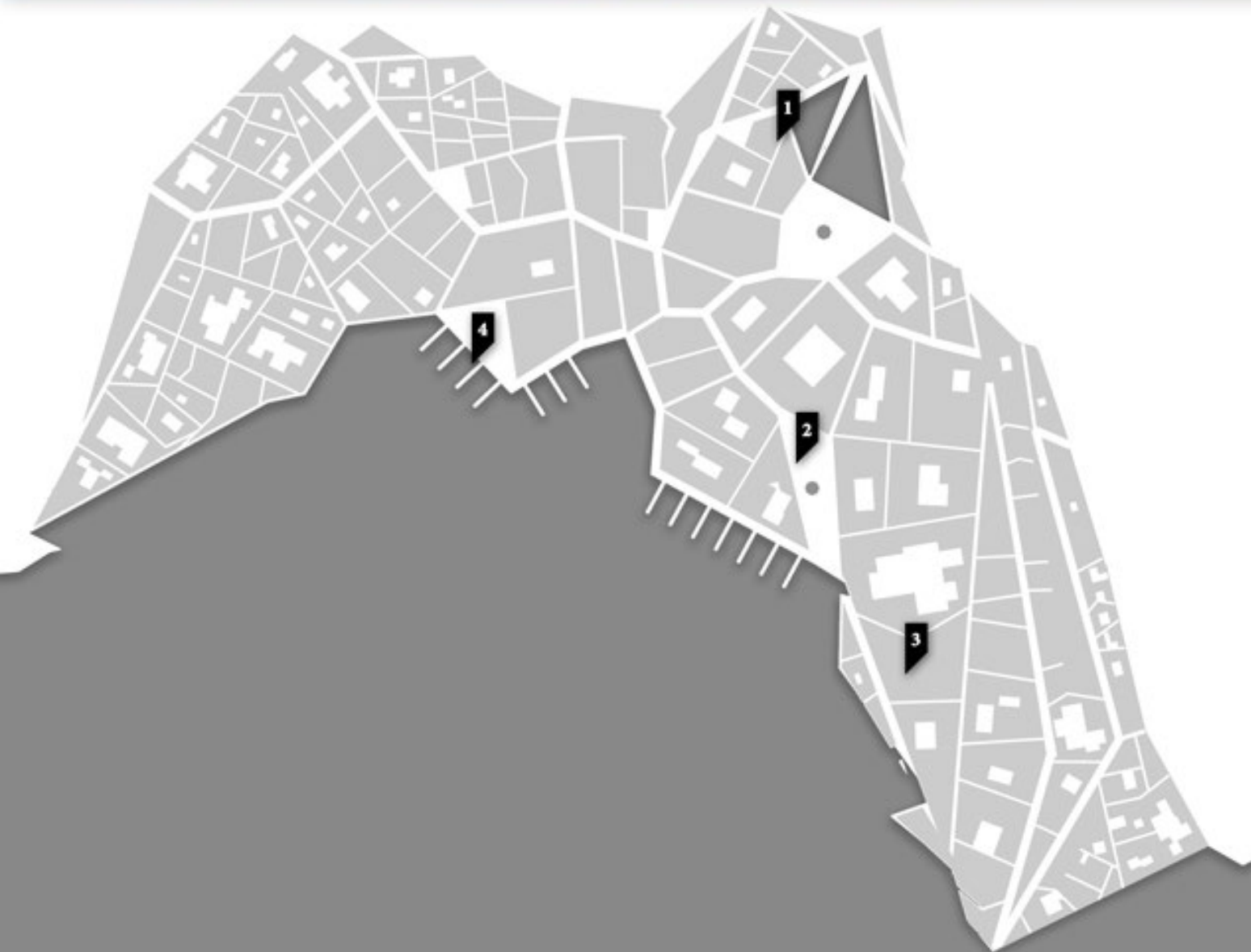
MAELSTROM PROPHECY (III): The group is obsessed with the origin of the storms and Sea Raiders. They believe the Maritime Wars were only the first wave of an otherworldly invasion, and

they want to find the truth before the next wave comes. They collect Sea Raiders artifacts to try and divine the source of their power, so they can open a pathway to the other world.

SHADOWHUNTERS (I): The guild of curse-breakers originated in Taymust, but has spread throughout the region. They hunt out the locations of curses and dark energy, and seek to dispel it. As it spread, it became effectively a club for disenfranchised or bored merchant children who wanted to feel a greater purpose to life. Few are professional warriors, and rely on gentile dueling techniques. More often than not, the curses they chase turn out to be criminal operations, and the guild is despised by the underworld.

DEXIUS

LANDMARKS



1 THE DROP.

The chasm gives the city secret access to the ocean, allowing for escape at all times.

2 CLARINA FOUNTAIN.

Local stories say the girl was the first victim of pirates after the storms cleared. The city square is a reminder to be ever vigilant, and is often a pilgrimage point for those grieving a dead loved one.

3 ARSENI-MORE ESTATE.

The magistrate's official home is expensive even by the most generous standards. Rumors are a past magistrate built it large enough to hide the vault beneath. Some say it holds a king's treasury...others say it imprisons an ancient threat.

4 WAYPOINT DOCKS.

Ships can moor at the city docks, but have access only to a small loading space. Guards watch from the cliffs above to grant access to the pulleys, and to scare off the salt serpents that hunt just below the surface.

This port is famous as the city built into a cliff. Carved into an otherwise sheer drop off, Dexius is impossible to reach without being escorted up invisible ladders to the caverns and hollowed out tunnels. An elaborate pulley system allows the citizens to trade with visiting ships while minimizing exposure to attacks.

Cut off from mainland Velia, the city-state has been a traditional target for pirates and sea raiders. As a result, their people strongly value independence and stoicism. They also have a suspicious view of most outsiders and prefer to maintain strictly business relationships with them.

Unless the majority of your crew are Velian, all operations within the city tunnels are considered on “hostile turf” for purposes of generating notoriety.

WEALTH	●	●	●	●
SECURITY & SAFETY	●	●	●	●
CRIMINAL INFLUENCE	●	●	●	●
MYSTICAL INFLUENCE	●	●	●	●
FOREIGN PRESENCE	●	●	●	●

SIGNATURE PRODUCTS: Raw minerals, ores, and precious metals; designs for modern weaponry; salted and smoked seafood



DETAILS

City-State Maxim: “Work conquers all.”

SCENE. Dockworkers man the pulleys day and night. Citizens huddle around braziers. Children dare each other to climb higher on the rockface. Nervous guards practice their aim on seagulls.

STREETS. Narrow, damp, warren like. The alleyways are punctuated by open caverns. Sound is always echoing, with the whistle of the constant wind. Names based on notable ancestors: Aetius Street, Aquila Street, Domitius Street, Hadriana Way, Jovian Way

BUILDINGS. Carved into the stone cliffs. No windows. Single story and all connected by tunnels. Archway way doors with cloth covers. Blocky, rough rooms. Always cold.

OBIZZO.

A longterm member of the guard, he raises salt serpents in the lower caves and conducts experiments with their venom. Some say he feeds the nest incompetent guard recruits. (Calculating, Threatening, Weird)

JANNI THE ROPE.

The chief engineer of the city-state, he is responsible for the maintenance of the pulley system. He is usually expressionless, distracted, and smelling of fermented brews and smoke. (Cold, Haunted, Secretive)

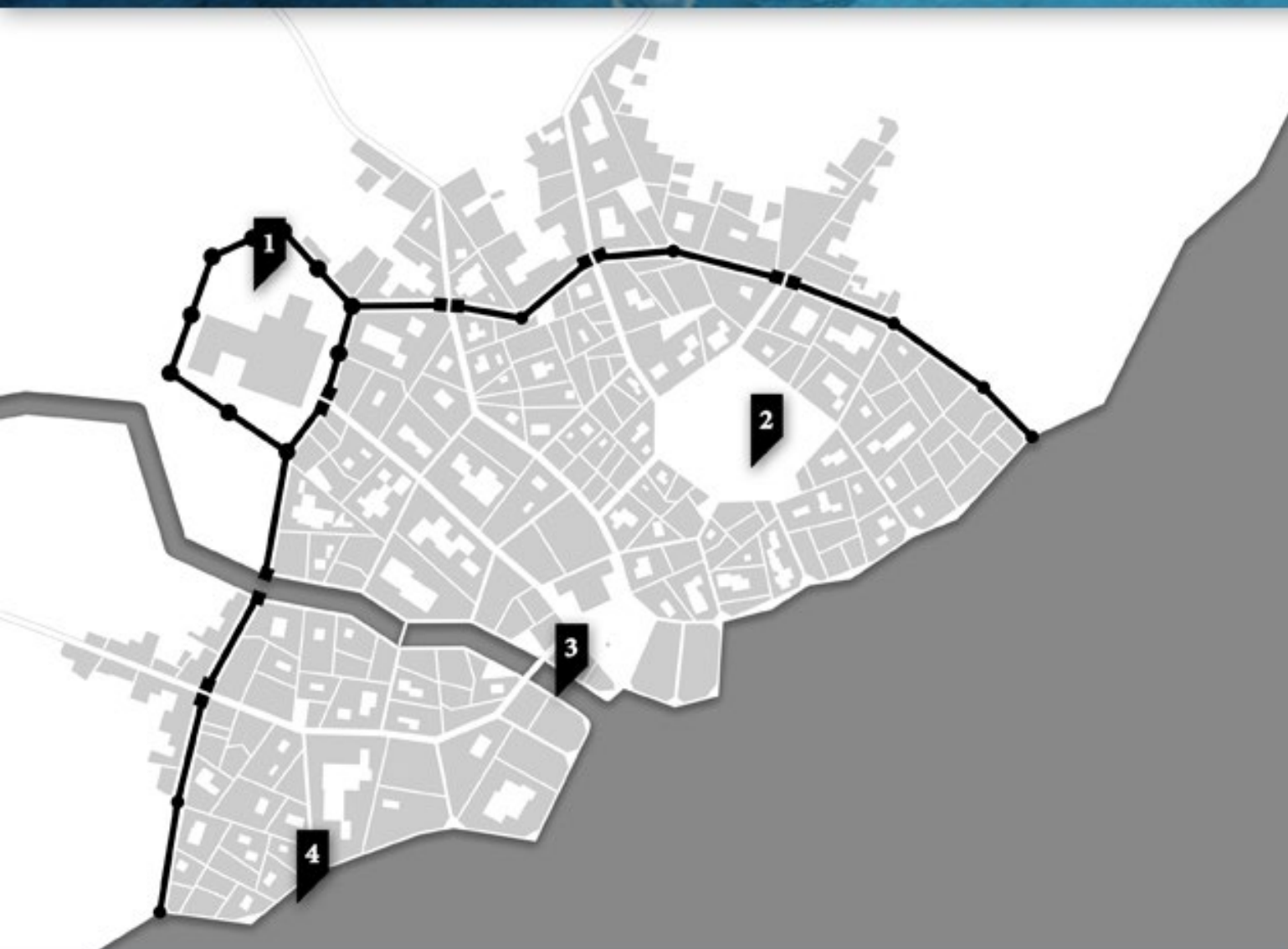
STEWARD Sisetta.

Personal steward of the city’s chief magistrate, many fear her influence on the state due to her family’s legacy as pirates. She seems to enjoy aggravating her critics with extreme opinions. (Defiant, Charming, Alchemist)



FURNIA

LANDMARKS



1

MAGISTRATE CITADEL.

The marble estate is hidden behind towering walls covered in venomous brambles. The magistrates and their staff rarely leave, and no one has snuck inside and lived to speak of it.

2

OSANNA MONUMENT.

The looming tower appears half-finished, an elaborate scene carved into its walls and studded with precious gems. While workers swarm around the exterior scaffolding, only the magistrates are allowed inside.

3

ICARO ESTATE.

The family was once known for its dominance in the spice trade and being a patron of artists. After the power struggle began, they became known for their unstoppable assassins.

4

LEONILDE ESTATE.

The ancient fishing family has notably stayed out of the kinship wars, but appears to grow richer with each passing day. No one knows the secret to their prosperity, but they have been seen entertaining foreign warriors in their home.

Called the White City for its construction completely from marble, this port is legendary for its beauty and architectural engineering. In the past decade, the city's officials have seemingly become obsessed with building a monument dedicated to Osanna, the deity of lost causes. The magistrates claim it will protect the city-state from their visions of looming, deadly storms; the populace is split in their belief.

The magistrates' obsession with this work has left most mundane affairs unattended. The vacuum of leadership means three of the most wealthy families in the city are fighting for dominance. The so-called kinship wars are quickly earning Furnia a new nickname: the Bloody City.

The city-state is a crossroads for mystical powers. Take +1 when you Attune, but any complications dramatically warp reality.

WEALTH	●	●	●	●
SECURITY & SAFETY	●	●	●	●
CRIMINAL INFLUENCE	●	●	●	●
MYSTICAL INFLUENCE	●	●	●	●
FOREIGN PRESENCE	●	●	●	●

SIGNATURE PRODUCTS: Textiles of wool, silk, brocade, cotton; wine; grain; products of art, including statues, paintings, and finely crafted musical instruments



DETAILS

City-State Maxim: “We construct the future.”

SCENE. Wealthy citizens travel in packs of matching colors. Street musicians and acrobats perform with animals from distant lands, all more skilled at sleight of hand thievery than art. The smell of sweat, blood, and fear mixes with the salt air. No one lingers out in the open.

STREETS. Broad roads are paved with interlocking blocks of white marble. Weeds choke most of the blocks, flourishing in the city’s neglect. Names based on deities and religious figures: Gallo Way, Eligio Way, Anghelu Way, Luna Road, Solis Road, Tempestas Street

BUILDINGS. Palace-like in stature, they are all multiple levels with sweeping arches and towering columns. Several show signs of decay: cracks in the stairs, crumbling walls, rooms boarded up with wind-worn barricades of driftwood.

VERDE ARDINELLI.

An imposing figure, they invented the business of fine-dining in the city-state. They walk with a cane; some say the injury is from their military service, while others repeat rumors of past piracy. (Thieving, Practical, Loud)

INNASSIA.

The scarred, stocky woman is the last living veteran of the maritime wars. They say she knows the source of the storms, but is usually too fixated on her dice games to speak of anything else. (Vain, Paranoid, Moody)

MYRTA LA MORLA.

A tiny, nondescript woman who favors simple robes and bland colors, she is the premier city gossip despite her low status. She has an uncanny knack for putting others at ease. (Shrewd, Gracious, Blackmailer)



MALLIUS

LANDMARKS



1 ENNIO QUARTER.

Family members of criminals are also punished. They are moved into the make-shift settlements outside the city walls and forced into labor until the magistrate considers their good character proven.

2 BALSAMIA MARKET.

The marketplace is the premier center of commerce for all of Velia and most diverse center of trade in the entire Desideria region. It is famous for its all water-access market, allowing people to sell and shop from their boats.

3 DISMAS QUARTER.

Foreign guilds and trade companies are granted limited citizen status so they may trade equally within the region. They are forced to reside in the same district, which leads to frequent spying and theft by competitors.

4 SHIPWRIGHT RESIDENCE.

The Gneo family has supervised the Mallius shipyard since before the maritime wars. Some would say their influence in Mallius overshadows even the magistrates.

This port once produced more pirates than any city-state in Velia. The current leadership has taken drastic measures to curtail illegal activity. It now boasts heavily armed patrols of magisterial soldiers, extreme punishment for the smallest crimes, and constant lectures from every street corner by officials on the rights and responsibilities of citizenship.

Lawful citizens enjoy a lavish and secure lifestyle...as long as they avoid even a hint of dissension or dissatisfaction. Despite this tight security, Mallius poses a tempting target for the most daring—or desperate—of pirates, as it sits on decades of amassed wealth from the maritime wars.

Most engagements rolls are -1 due to frequent guard patrols. Any deaths generate 1 more notoriety than normal.

WEALTH	●●●●
SECURITY & SAFETY	●●●●
CRIMINAL INFLUENCE	●●●●
MYSTICAL INFLUENCE	●●●●
FOREIGN PRESENCE	●●●●

SIGNATURE PRODUCTS: Ship manufacturing and parts; banking and currency; exchange for foreign luxury goods



DETAILS

City-State Maxim: “Eternal vigilance.”

SCENE. A constant flow of personal boats traffic in and out of the market. Philosophers from around the world debate in temple steps. The roofline is punctuated by the blinding gleam of guard armor. Speakers of the state lecture from balconies.

STREETS. Primarily wooden, wide for the easy travel of large carts, kept perfectly clean by penitent families paying off their loved one’s crime with labor. Named for the values of the state: *Fidelis Road, Industrius Road, Honestus Road, Liberalis Way, Pious Way*

BUILDINGS. Tall, narrow rowhouses of wood, garden balconies blooming with life, doors painted vibrant colors, and gauzy, serene fabrics blowing in the wind.

PROSPERO.

After his twin brother was executed for theft, and his family was relocated into the Ennio quarter, he set himself up as king of the exiles. He gives protection in exchange for unquestioning loyalty. (Arrogant, Candid, Savage)

AMEQRAN.

The slender, smooth talking Tazwaran oversees the most lethal mercenary company in the region. His mastery of local philosophy opens as many doors as his expert spear work. (Warm, Curious, Unwavering)

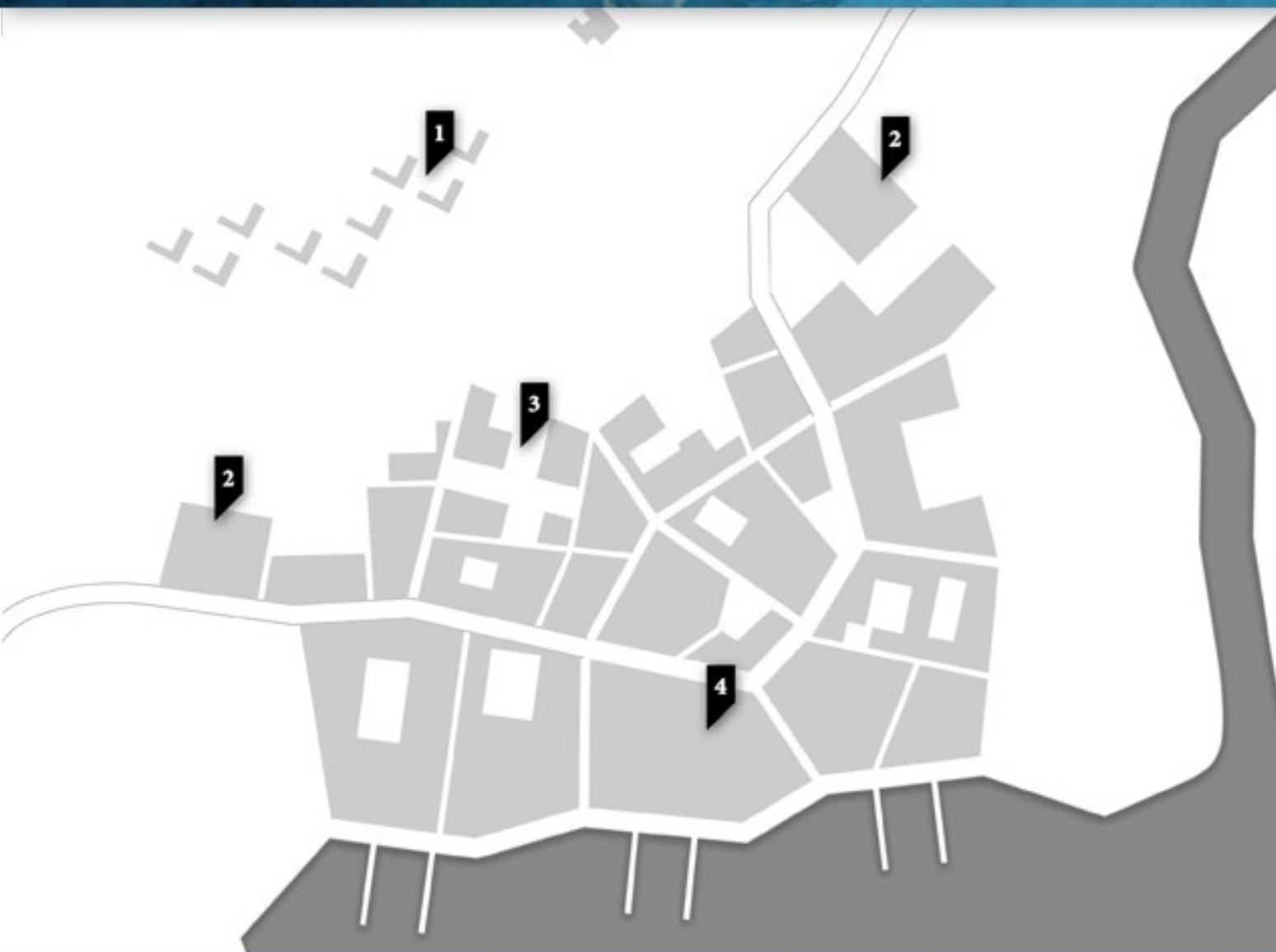
LA IBIS.

The new city magistrate who primarily judges crimes in the Balsamia Market, many consider her lectures on duty and integrity to be its own punishment. (Greedy, Rigid, Manipulative)



ALKYON

LANDMARKS



1 RUINS OF ROJIN TEMPLE.

The temple was the center for holidays and devotional practices for the Mihradi religion. It was famous for the stone carvings which depicted the core tenants of the faith. Royal guards bar entry to the ruins to prevent ceremonies.

2 ROYAL BARRACKS.

The royal military lives on the edge of the city where they maintain watch on the two gateways into the city. The facility include housing, baths, gardens, food stores, and a small trade market, so they only enter the city for patrols.

3 THE EYES.

The military made a single exception to the reconstruction ban: the four towers of the Eyes. Officially, they act as the center for the Dahyuka component of the military, with a hospital, cartography workshop, and astronomy lab. Covertly, they are built on the emperor's old treasury.

4 BROKEN BLACKMARKET.

The former marketplace has been reduced to a limestone platform buried under broken columns and slabs of stone mosaics. Locals use it now to run a blackmarket in the hidden spaces between rubble.

The port was once the western capital of the Mihrad Empire and gateway between the rest of the world and bountiful products of the Cradle region. Even throughout the maritime wars, it remained secure and prosperous. It was one of the only cities Argyros completely destroyed during his conquest. He has never allowed the area rebuilt, and the local Mihradi are forced to live in the rubble of their fallen empire and lost fortunes.

The only Kyrions in the area are the government officials and royal military; they heavily tax any trade by the locals, and require frequent bribes to prevent random conscription into the foreign wars. Thanks to their control of trade profits, even low ranked military officials have amassed a nobleman's fortune.

The port is full of people desperate to make a deal, and military eager to catch and conscript them. Take +1 when you acquire an asset, but also take +1 notoriety.

WEALTH	●	●	●	●
SECURITY & SAFETY	●	●	●	●
CRIMINAL INFLUENCE	●	●	●	●
MYSTICAL INFLUENCE	●	●	●	●
FOREIGN PRESENCE	●	●	●	●

SIGNATURE PRODUCTS: Medicines and herbs; silks, spices and incense; gold and silver



DETAILS

Original Name: *Arzomand*

SCENE. Sailors play nucklebones on the deck, keeping a nervous eye on the shore. Merchants spread brilliantly colored silk across fallen columns. Royal guards walk slowly along the market, golden scale armor blinding in the full sun, periodically flipping a basket of wares onto the ground with their spears.

STREETS. There is only one formal street that loops through the port. Mostly, the local rely on the natural dirt trails around the wreckage. There are no names for these dirt paths.

BUILDINGS. With the ban against restoration, the only real buildings are the blocky military barracks and the four towers of the Eyes. The port itself is constructed from semi-permanent tents made of colorful woolen fabrics and carved wooden doors. Some decorate the interior with ivory and porcelain, but risk having it stolen by a military patrol “looking for criminals.”

NIKANOR ALEXIMOS

A former favorite general of the royal family, he was exiled to Alkyon after a drunken rant against the queen. He knows he will never be forgiven, and is apathetic to all suffering. (Modest, Casual, Deceptive,)

ROSHAN.

Chief doctor of the local military hospital, they are a famous surgeon hiding in obscurity by choice. They are often spotted gathering plants in the company of ship captains. (Self-denying, Callous, Observant)

ARAS OF MYRINNE.

One of the only wealthy Mihradi in port, he is a former royal historian fixated on pre-Tranquil Era artifacts. He desires proper recognition for his education and hates gossip. (Forceful, Dismissive, Neat)



IONTHOS

LANDMARKS



1 DAHYUKA GRAZE LANDS.

The grazing region is closely guarded by the clans. It supports herds of sheep that provide most of the fresh meat and wool for the port. Local rumors state the clans are also guarding a valley of expensive medicinal herbs.

2 THE FADE.

The region directly outside the port walls houses some of the most infamous criminals in the kingdom. They live in tents that quickly collapse and disappear when the military patrols swing too close to the port.

3 ZAHAR SANCTUARY.

Once a governor's residence, the palace is made of indigo stone. It has been dedicated to the Dahyuka goddess Pahrez and houses animals sacred to her, including leopards, imperial eagles, and vipers. The palace is used by local groups to dispose of bodies, as the wildlife quickly consume them.

4 IONTHOS MARKET.

The open air market is made up of temporary stalls and tents that change as frequently as the tides. Sales are primarily based on bartering, as ships rearrange their stock before moving onto more regulated ports.

The port is primarily made up of foreigners and rebels. It includes a mix of Dahyuka freedom fighters, outlaws from other kingdoms, and merchant enterprises hoping to profit off closer proximity to the Cradle region while also avoiding the typical Argyros taxes.

Ionthos is packed into a small cove that requires masterful sailing skills to navigate safely. Before the Conquest, this port was primarily a secret city that stockpiled the wares sold downstream at the capital. Now, there is no oversight by the royal military, and law and order is maintained by private armies and bodyguards. Competition is fierce among the factions, and never ending.

The local factions guard their operations closely. Scores against ships in port are considered “hostile turf” for the purpose of generating notoriety.

WEALTH	●	●	●	●
SECURITY & SAFETY	●	●	●	●
CRIMINAL INFLUENCE	●	●	●	●
MYSTICAL INFLUENCE	●	●	●	●
FOREIGN PRESENCE	●	●	●	●

SIGNATURE PRODUCTS: Cherries, dates, figs, pomegranates; tax-free exchange center for all goods around the Desideria region



DETAILS

Original Name: Yasaman

SCENE. A dozen ships flying all different colors and ensignia crowd into the small port. An auctioneer calls for bids on saffron spice, payment accepted in salted meat. Scarred mercenaries guard their employers stall with vulgar words and quick dagger jabs for anyone who studies their table a moment too long.

STREETS. Streets are made of dirt, narrow, and stink of unwashed bodies. Locals travel on the rooftops; wooden walkways and ladders allow easy access to the flat rooftops. Streets are named by the plaza they branch off: East Quartz, South Panther, West Five Pool.

BUILDINGS. Reddish mudbricks, low lying, several levels tall. Windows facing the sea catch every possible breeze. Most rooms favor pillows over furniture, and every building sports hollow walls and hidden cellars for secure storage.

FEBE MATTELINA

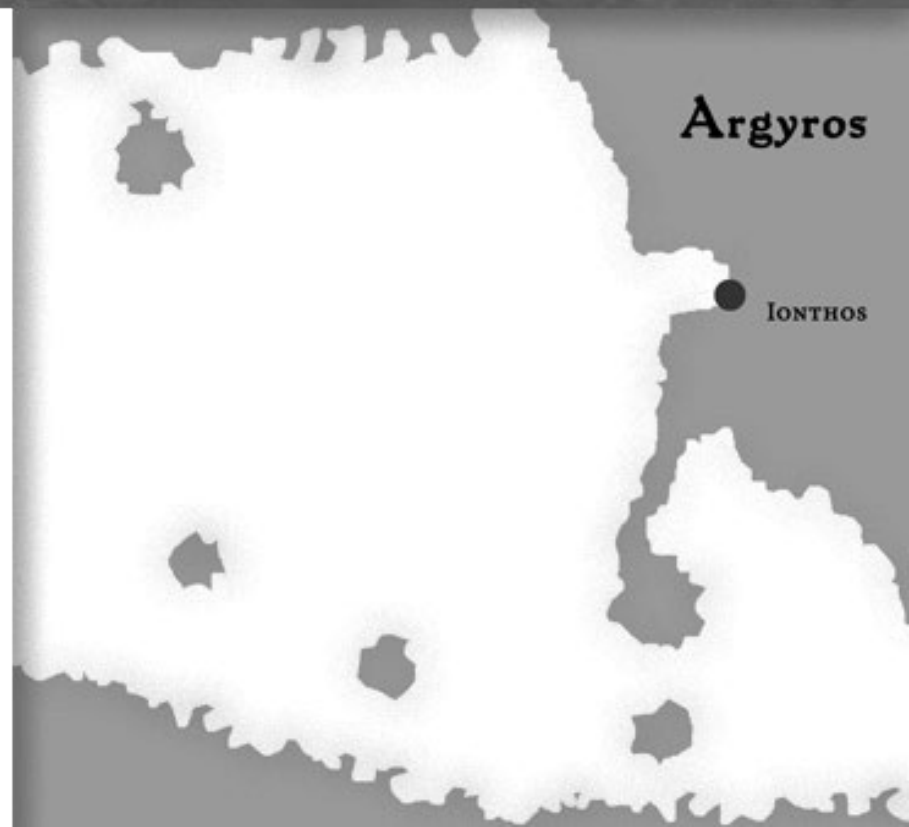
Febe produced counterfeit money in a Velian bank until she was caught and threatened with hanging. She escaped to Ionthos, and has a thriving business forging shipping manifests. (Sensitive, Unforgiving, Sly)

A giant Tazwaran with a booming voice, he is a weaponsmith who wants to design his own explosive powders. He routinely sports bandages for some new injury. (Insightful, Jumpy, Uninhibited)

CAPTAIN BASIL.

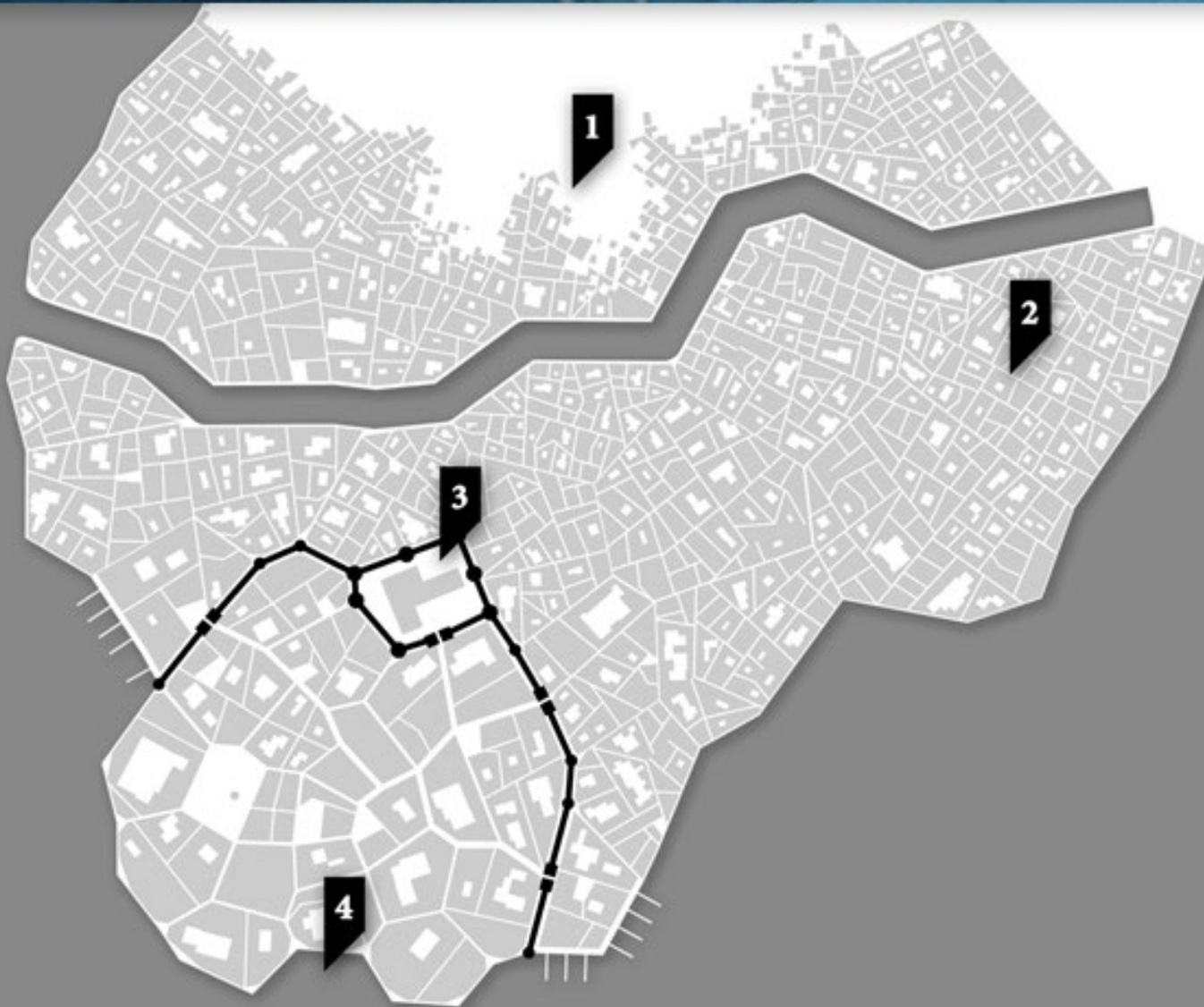
The Tazwaran woman rose

from mercenary warrior to pirate captain to newly appointed (by her and her crew) trader judge. Conflicts between visitors now go before her court. (Suave, Distrustful, Adaptive)



PHAENNA

LANDMARKS



1 THE ENDLESS QUARRY.

The quarry is the largest source of marble in the Desideria region. Local crimes inevitably result in quarry time. The local authorities are more motivated to notice crimes when quarry manning begins to drop, resulting in a predictable tide of arrests and neglect.

2 THE LABYRINTH.

The crammed district is built from successive layers of construction of different eras, all but eliminating streets for a warren of marble, mud brick, glass, limestone, and terracotta. The limited visibility furthers the rampant robbery.

3 GOVERNOR'S ESTATE.

The marble palace sits atop the coastal cliff where it can survey the entire city. It is surrounded by an artificial pool with fountains and exotic birds. The Governor frequently invites in common citizens to view his menagerie of animals from all around the known world.

4 GARDEN OF THE GODS.

The Kyrions removed the original docks and built four statues in their place: brass, 30m portrayals of the god-goddess pairs. King Argyros makes an annual visit to conduct rites of thanks at their feet.

The port is the western capital of Argyros and the closest to the Kyrion homeland in the north. It sits at the intersection of the Desideria Sea and the Xanthos Sea, which forms the border to the northern world. It is held up as an example to all of Argyros for its integration of Kyrion, Mihradi, and Dahyuka people into a thriving metropolis.

The current governor is ailing health, leaving his officials to jockey for power. There is an air of paranoia in the city, as all the officials expect treachery from their rivals, and the uncertainty has begun to trickle down into the merchant companies. Sensing opportunity, mercenaries are flooding the city. The king is sending additional military ostensibly to keep but the peace, but everyone suspects the newcomers are primarily royal spies.

The port is full of gossip and people thrilled to prove they are in the know. Take +1 when you gather information with Consort.

WEALTH	●	●	●	●
SECURITY & SAFETY	●	●	●	●
CRIMINAL INFLUENCE	●	●	●	●
MYSTICAL INFLUENCE	●	●	●	●
FOREIGN PRESENCE	●	●	●	●

SIGNATURE PRODUCTS: Wheat, rice, barley, sugar; marble, alabaster, alum; exotic pets like golden monkeys or wrinkled dogs; ivory, gold, silver, lapis lazuli; porcelain



DETAILS

Original Name: Bawisn

SCENE. Kyrion boys practice wrestling on the steps of the military barracks while older soldiers place bets. The sound of looms echo down the alley next to the women’s quarters. The debate of council members spills into the street as they cool their feet in a nearby pool. A line of shackled prisoners is herded briskly towards the fields or quarry.

STREETS. Cobblestone roads lined by alabaster walls and shaded by olive trees. Names based on Kyrion heroes: Ambrosios Road, Isokrates Way, Methodios Lane.

BUILDINGS. The waterfront side of the city was re-designed as a testament to benevolent Kyrion rulership. The white limestone, accents of blue, and forests of olive trees are from their homeland, but the simple square structures with high domes are from Mihradi designs. The older city is a warren of layered textiles and building shapes, all worn to a faded brown.

MOHNK-ERDENE

Captured from a far eastern nation during the foreign wars and saved for her knowledge of spices, the governor’s melancholic cook dreams of returning home. (Rebellious, Cynical, Poisoner)

OROS THE GOLD.

Chief architect for the city, Oros knows more about its routes, secrets, and weak points. He is a bored hedonist and amateur druggist who will speak with anyone amusing. (Clever, Provocative, Incisive)

PHOTINA OF LAIGA

Being the voice of the goddess of ruin is an unpopular role in a thriving trade city. Acting as brazen as possible, she forsakes the “proper” manner of Kyrion woman. (Careless, Avenging, Affectionate)



IDUKAN

LANDMARKS



1 INFINITY PIER.

The waterfront stretches as wide as the horizon. Foreign powers and companies have claimed sections for their permanent use, creating a neighborhood effect along the waterline. Walking the docks is like a tour through nations and wares.

2 DAHMANE BRIDGE.

The bridge spans a city block. Once the barracks for the king's warband, it now serves as an enormous gaming hall catering to the waterfront. The austere architecture clashes with the constant revelry and bright, colorful lights.

3 MASSEN PARK.

The royal park is built around an artificial bay. The turquoise water funnels into a basin of precious metals studded with colored gems. The bay is kept stocked with fish for sport; the most elite food vendors and jewelers line the park's edge.

4 ROYAL PALACE.

Low-lying and sprawling, the palace is not an imposing sight. Built of clay and red rock, its layout is a maze. Mosaics made from crushed, colorful shells cover the walls. Horses and hunting cats wander freely.

Capital city of Tazwara and first home of the the royal tribe. Idukan is considered the birthplace of Tazwara: all eleven Ibrin tribes maintain ancestral homes within it, and all Zri tribes send one child to serve in the king's warband.

While the tribal lands maintain a Tazwaran appearance, the main city is a testament to the kingdom's international reach, filled with statues, temples, libraries, architectural styles, research laboratories, and performance venues from kingdoms throughout the Desideria region. It is the primary gateway of trade for the entire continent, drawing on products from throughout the southern region to entice foreign merchants.

Gemstones are embedded into the design of most buildings. Each score, you can gain 2 coin for 1 Notoriety.

WEALTH	●●●●
SECURITY & SAFETY	●●●●
CRIMINAL INFLUENCE	●●●●
MYSTICAL INFLUENCE	●●●●
FOREIGN PRESENCE	●●●●

SIGNATURE PRODUCTS: Figs and grapes; pearls, garnets, sapphires; vibrant dyes favored by royals; decorative coins and carved wooden furniture



DETAILS

SCENE. The city sits in a basin surrounded by imposing mountains that remain snowcapped all year. Masses of people from all around the known world clog the waterfront. Wealthy locals are carried on wooden platforms by servants, fanned and perfumed against the thick humidity. A chaotic hodgepodge of statues, fountains, building facades, food smells, and languages fill the center city. Tribal homelands form the city border, marked by ponds, greenery, and grazing livestock.

STREETS. Narrow, made of a straw and clay mix, muddied by seasonal rains and ocean spray. Names based on tribe names: Kirthan Way, Gaya Lane, Tbessa Way, Zelalsen Lane.

BUILDINGS. A clash of wooden rowhouses, white clay domes, sandstone towers, straw dugouts, stone palaces, and elaborate tents.

YEDDER MASSAIT

Longstanding leader of the royal warband and the unclaimed son of the last king, his loyalty has been questioned since the new king took over last year. (Brash, Friendly, Volatile)

TASA TBESSA.

The plump, elderly woman has made her fortune styling foreign merchants. She can access any merchant home and warehouse. Rumors say her colorful skin paint has potent, mystical properties. (Patient, Artistic, Negotiator)

JUBA ZELALSEN.

Shunned by most in his tribe, he is known for channeling the wisdom of ancestors to aid the royal warband in avenging crimes, even ones against foreigners. (Obsessive, Subtle, Obliging)





1 FLOATING DOCKS.
The entire waterfront region outside the city wall is built atop floating docks that can be untethered and burned in case of raids. A tribute to the peace enjoyed by the city for 50 years, a second city has risen on the docks, hosting trade, leisure, and homes for foreigners.

2 AMDIAZ THEATRE.
The theater can seat thousands. Its stage is used for plays, concerts, and dances. When removed, the open field is used for sporting events, especially horse races and calvary skirmishes.

3 THE ROYAL ACADEMY.
The greatest center of learning for the southern continent, it includes eight compounds, each focused on a different discipline (e.g. fine arts, law, astronomy, mathematics, military science). Admission requires money or sponsorship by an academy master.

4 ROYAL SHIPYARD.
The Tazwaran Navy is based out of Sdaqa. The fleets moors from highly protected, private piers. The king's war galleys have spent more time in port since the gem mines' discovery a year ago

The port houses the greatest center of learning for all of Tazwara and acts as the second home of the royal tribe. Knowledge is shared primarily through visual and oral methods. As a result, the port is filled with visual art museums, vaults of curios from around the world, several large theater spaces, blocks of artist studios, and a thriving community of musicians.

Foreigners are traditionally not allowed past the coastal market, but the Sdaqa floating docks are nearly a city unto themselves. A testing ground for new performers, the docks offer endless entertainment for visiting sailors. However, rumors of new, rare gemstones found in deposits beneath the city have put new pressure on the port's rules against outsiders, as interests from all around the region have rushed in to strike it rich.

Between the students, Navy, entertainers, and steady flow of trade ships, there is no quiet time in port. Take -1 on engagement rolls that don't use some form of subtly, misdirection, or bribery.

WEALTH



SECURITY & SAFETY



CRIMINAL INFLUENCE



MYSTICAL INFLUENCE



FOREIGN PRESENCE



SIGNATURE PRODUCTS: Precious gemstones and metals; Tazwaran seaglass; paper and book binding; pieces of fine art



DETAILS

SCENE. Academy students debate while lounging in open plazas. Naval warriors strut about in their uniforms, joking loudly. Ibrin shopkeepers closely watch Zri nomads, one hand on their blades. A handful of amateur actors play out a comedy around a fountain.

STREETS. Wide streets built on a grid and paved with stones for mounted travelers and vehicles, designed with formal drains and parallel footpaths. Names based on nature: Citrus Lane, Acacia Way, Cedar Street.

BUILDINGS. Buildings are a testament to the city's survival across the ages: mud brick, squared towers with narrow windows; geometric tiling and floral motifs layered atop; keyhole arches for doorways; and new roofs of overlapping tile. Nearly every building is artfully landscaped with palm trees, fountains, and mini-forests of eucalyptus.

AGHILAS ZIRAIT

Recently elevated to Chief Scholar of the Academy, the stocky, intense Zri faces frequent complaints that he bribed his way into the honor, as no other Zri has ever held the position. (Precise, Inventive, Brutal)

NOUMIDIA OUBASI.

Chief wife of the Oubasi tribe. the elegant, elderly woman publicly appears as a patron of the arts, but spends most of her time steering the tribe as her husband gambles on the docks. (Crafty, Proud, Firm)

BRIZIA LA BELLA.

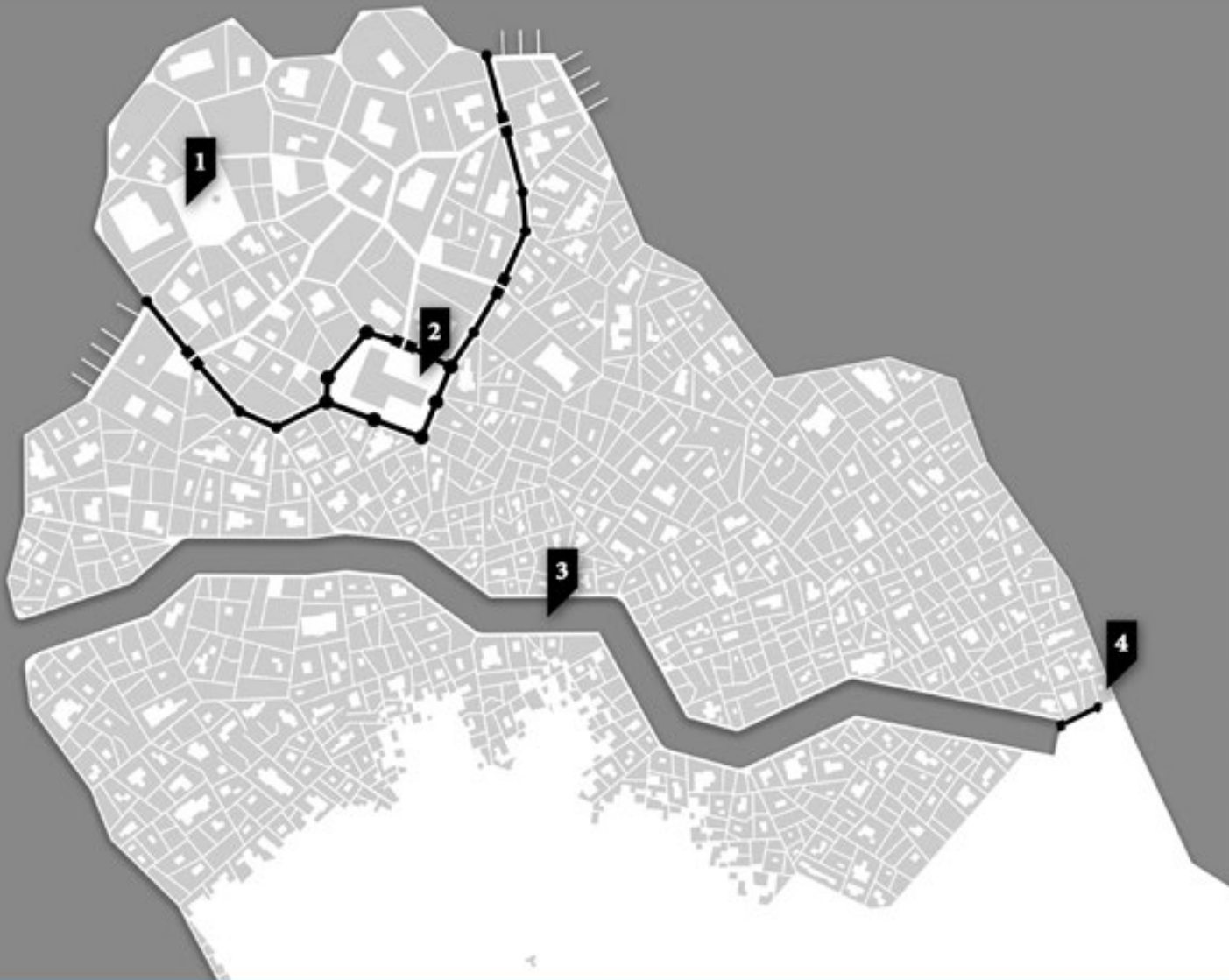
Originally an inventor of the

Acerbus League, she leads the unofficial guard force (some would say gang) of the floating docks. Newcomers often misjudge her soft-spoken manner. (Ruthless, Captivating, Fair)



TAYMUST

LANDMARKS



1 RUINED CITY.

The ancient city, built upon artificially drained land, has sunk several levels below the surface. It stinks of rotting animal carcasses and dead plants. At high tide, the ocean floods the lower levels, bringing in monsters from the deep.

2 WARBAND BARRACKS.

The royal warband claims the sunken palace for their own. They built rope bridges to connect the buildings so they can move freely even during high tide. New arrivals are locked in the lower levels until they recover lost treasure to pay as tribute to the warchief.

3 THE PIT.

The black river hides the treasure of numerous sunken ships of antiquity. During the day, fortune hunters explore its depths. At night, local legend says the shadows on the water take demonic form and hunt anyone outside after sunset.

4 ANIR'S GATE.

The soaring wall separates the old city's original structure from the newer, roguer settlements. The ornate carvings on the gate have been defaced by mystic cults, erasing the story it recounted.

The port is a refuge for Tazwarans exiled from their tribes. It falls under the laws of the Tazwaran king, and houses an offshoot of the royal warband, but most of its inhabitants belong to criminal gangs. Being assigned to Taymust is seen as a punishment within the king's warriors, and most are more concerned with winning back royal favor than policing the port.

As most of the inhabitants are dissidents, criminals, mutineers, or ill suited for traditional tribal life, the port cultivates numerous cults dedicated to forbidden magic, experimental weapons, and unstable drugs. Some blame the cults for the shadows that take monstrous form and murder people at night; others say the shadowhunters predate the port itself, and are a remnant of the same curse that destroyed the ancient city.

The denizens of the Pit are always hungry. If you spend downtime in port, the team gets a free reduce notoriety roll, but you also increase your Wealth level by 1 for your raids.

WEALTH				
SECURITY & SAFETY				
CRIMINAL INFLUENCE				
MYSTICAL INFLUENCE				
FOREIGN PRESENCE				

SIGNATURE PRODUCTS: Premier blackmarket with stolen goods, vicious poisons, unstable explosives, intoxicating drugs, and forbidden magics



DETAILS

SCENE. Gang lookouts play kick and catch on the corner steps. A smuggler on the run pops up a temporary stall to offload stolen goods. Zri children practice weaving under their parents’ watchful eye. A cultist lines up seaglass charms in geometric designs.

STREETS. In old city, narrow, cobblestone paths periodically widen into public squares with broad pools of bug infested water. In the new districts, there are no formal streets. Streets are unnamed, but referenced by landmarks like “Golden Jackal Fountain”, or “Three Fox Mosaic.”

BUILDINGS. Old city is a testament to the lost people’s artistry: square, wooden mansions with intricately carved panels, sweeping archways, and painted with brilliant, intense dye. The new border districts are pimarily dome huts made of mud and reeds.

WISSEM ZI GAYA

Supposedly exiled from the Gaya tribe for killing a sibling, they are an affable baker always feeding the newcomers. Local gangs hide their weapons in their grain bags when guards make the rounds. (Alert, Sympatheic, Theatrical)

DASSIN ZI MAZIGH.

Exiled for excessive brutality during the maritime wars, the elderly Ibrin thirsts for knowledge. He pulls stories from visitors with fine wine and food. The best secrets he keeps, the rest he sells. (Shrewd, Exploitive, Jovial)

ARIADNE NIKODIMES.

The muscular, red-headed Argyrian provides the best medical care in port. Those foolish enough to try and steal her herbs learn she earned the calluses on her hands from years in the Argyris infantry. (Direct, Cold, Hard Working)

