

HISTORY OF IMIRRHOS

THE BEGINNING OF PRESENT HISTORY OF THE IMIRRHOSIAN CONTINENT BEGAN WITH THE BREAK-UP OF THE ANCIENT THANG EMPIRE TWELVE CENTURIES AGO. CIVIL WARS AND BARBARIAN INVASIONS OCCURRED CONSTANTLY AND MONSTERS ROAMED THE COUNTRYSIDE AT WILL, AND IN THEIR WAKE FOLLOWED PESTILENCE AND FAMINE.

DOZENS OF PETTY RULERS AND THEIR ARMIES CONTESTED FOR POWER. EACH FACTION WAS AIDED BY ITS OWN HIGH-LEVEL MAGIC-USERS WHO RESEARCHED, AND USED, FORBIDDEN SPELLS IN AN EFFORT TO GAIN AN ADVANTAGE FOR THEIR SIDE. THE ANARCHY CONTINUED AND FINALLY CULMINATED IN THE BATTLE OF ARITON VALE WHERE THE TWO LARGEST ALLIED COALITIONS STRUGGLED FOR THE SOON TO BE MEANINGLESS TITLE OF EMPEROR OF THANEGIOTH.

SO MUCH MAGICAL POWER WAS UNLEASHED DURING THE BATTLE THAT THE EARTH ITSELF PROTESTED. TERRIBLE QUAKES SHOOK THE CONTINENT AND THE SOUTHERN THIRD SPLIT OFF FROM THE REST. THE NEW SOUTHERN LAND MASS WAS UNSTABLE, SLOWLY SINKING UNTIL IT EVENTUALLY STABILIZED AS A SERIES OF ARCHEPELAGOS AND ISLANDS.

CIVILIZATION SLOWLY STABILIZED IN THE AFTERMATH OF THE CATAclySM. CITY-STATES SPRANG UP AND SLOWLY TAMED THE WILDERNESS AROUND THEM WHICH HAD BEEN OVERRUN BY

MONSTERS AND BRIGANDS. A BRISK TRADE FLOURISHED BETWEEN CITIES AND PEACEFUL TIMES RESULTED.

DURING THE NEXT SEVERAL HUNDRED YEARS INTERMITTENT STRUGGLES TOOK PLACE, ALLIANCES WERE FORMED AND BROKEN, AND GRADUALLY THE GEO-POLITICAL STRUCTURE OF THE CONTINENT ^{LEARNED} DEVELOPED AS IT STANDS TODAY. THE RULERS ^{THE} CATAclysmic LESSON AND REFRAINED FROM ANY ALL-OUT AGGRESSION.

THE IMIRRHOSIAN CONTINENT AS IT STANDS TODAY BOASTS SEVERAL POWERFUL ENTITIES. THE EMPIRE OF THYATIS CONTROLS ONE QUARTER OF THE CONTINENT AND WITH A POPULATION OF OVER 7 MILLION INHABITANTS, IS TWICE AS LARGE AS ITS NEAREST RIVAL. THE REPUBLIC OF DAROKIN (POP. 3.6 MILLION) IS THYATIS' CHIEF RIVAL. THE KINGDOM OF CEZANY ALSO BIDS FOR POWER.

AFTER THE THREE LARGEST POWERS, THE OTHERS ONLY ATTEMPT TO MAINTAIN THEIR INDEPENDENCE AND PROSPERITY. MUCH OF THE WILDERNESS HAS BEEN TAMED, YET MUCH REMAINS TO BE EXPLORED AND PACIFIED. AN INTREPID MAN OR WOMAN OR GROUP CAN GO FAR IN THIS AGE, FOR THE OPPORTUNITY IS THERE, AND SUCH IS THE CONTINENT OF IMIRRHOS AT PRESENT.

GEO-POLITICAL SYNOPSIS

EMPIRE OF THYATIS

POP. - 7 MILLION

CAPITAL - THYATIS

LANGUAGE - THYATIC

THYATIS WAS A MAJOR CITY IN THE THANG EMPIRE BEFORE THE CATAclySM. IN THE CATAclySM'S AFTERMATH, IT BECAME A RALLYING POINT FOR CIVILIZATION TO REBUILD AROUND. ITS FOUNDATION OF POWER CAN BE TRACED TO 700 YEARS AGO WHEN A CANAL REPLACED THE OLD CARAVAN ROUTE AND DIRECTLY CONNECTED LAKE AMSORAK AND THE THASIAN SEA.

IMPERIAL RULE IN THYATIS IS LIGHT AND LOOSE. THE EMPEROR HINTS AT WHAT HE WANTS AND SUCH IS HIS PRESTIGE THAT HIS HINTS ARE THE SAME AS LAW. ON A LOWER LEVEL, CITIZENS ARE EXPECTED TO PRETTY MUCH SETTLE THEIR OWN DIFFERENCES. GUILDS AND ANCIENT HOUSEHOLDS ARE VIRTUALLY INDEPENDENT OF THE CENTRAL GOVERNMENT. THYATIC LAW IS STRICT BUT SELDOM APPLIED. THE GUIDING MORALITY OF THYATIS IS "ANYTHING IS LEGAL, AS LONG AS YOU'RE NOT CAUGHT."

REPUBLIC OF DAROKIN

POP. - 3.6 MILLION

CAPITAL - DAROKIN

LANGUAGE - THYATIC

DAROKIN WAS ONCE AN INTEGRAL PART OF THE THYATIC EMPIRE BUT THROUGH A SERIES OF REBELLIONS BECAME TOO MUCH OF A BOTHER TO CONTROL AND GAINED ITS INDEPENDENCE.

BY VIRTUE OF ALL THE RIVERS THAT RUN FROM THE RADAN TEPE MOUNTAINS TO THE CITY, ITS MAIN SOURCE OF REVENUE IS EXPORTING WOOD FROM THE FORESTS AND ORE FROM THE MOUNTAINS UPRIVER.

THE GOVERNMENT IS RUN BY ELECTED OFFICIALS BUT PERSONAL FREEDOMS MEAN LITTLE. POSITIONS ARE BOUGHT AND SOLD AND THE LEADERS ARE LITTLE MORE THAN DESPOTS.

JUSTICE IS SWIFT AND OFTEN UNJUST, WHEN IN DAROKIN IT IS BEST TO KEEP A LOW PROFILE.

KINGDOM OF CEZAVY

POP. - 2.5 MILLION

CAPITAL - SCLAVAK

LANGUAGE - CEZAVY, HAGITH

THE KINGDOM OF CEZAVY IS ACTUALLY A CONGLOMERATE OF FEUDAL BARONIES. THE BARONS ARE CONSTANTLY BICKERING AMONG THEMSELVES BUT WILL UNITE WHEN AN OUTSIDE THREAT PRESENTS ITSELF.

THE KING IS CHOSEN BY CHALLENGE AND MAY BE CHALLENGED BY ANY BARON AT ANY TIME.

A VAST GROUP OF FEUDAL SERFS ARE AN UNCOUNTED PART OF THE POPULATION AND FROM TIME TO TIME RISE IN UNREST BUT HAVE BEEN UNSUCCESSFUL AS YET IN THROWING OFF THE BARONIAL YOKE.

FIGHTING ABILITY IS GENERALLY THE MOST HIGHLY REGARDED QUALITY IN CEZAVY.

THASIAN CONFEDERATION

A LOOSELY KNIT GROUP OF CITIES WITH PORTS IN THE THASIAN SEA. BRISK TRADE IS THEIR COMMON BOND AND IN TIMES OF TROUBLE THEIR FLEETS WILL BAND TOGETHER TO REPULSE A COMMON ENEMY.

THE MEMBERS OF THE CONFEDERATION INCLUDE:

① CORUNGLAIN - POP. - 460,000 ; LANGUAGE - GLAINI
THE CITY'S PRINCIPAL SOURCE OF INCOME COMES FROM THE OFFERINGS GIVEN BY THE VAST NUMBERS OF PEOPLE WHO COME TO WORSHIP THE MANY GODS WHOSE MAIN TEMPLES ARE BASED HERE. THE HIGH PRIESTS OF EACH TEMPLE FORM THE RULING CLASS. IT PAYS TO BE PIOUS IN CORUNGLAIN.

② CYNIDECIA - POP. - 320,000 LANGUAGE - TRYATIC
RULED BY THE POWERFUL RICH FAMILIES WHO BUILT THEIR FORTUNES ON THE BROKEN BACKS OF THOSE WHO HAULED HIGH-GRADE ORE FROM THE MOUNTAINS 60 MILES TO THE NORTH, CYNIDECIA IS REMINISCENT OF MEDIEVAL VENICE. PLOTTING AND THROAT-CUTTING ARE THE RULE RATHER THAN THE EXCEPTION AND ASSASSINATION IS A REFINED

ART. FOR AN ASSASSIN, IT IS A BADGE OF DISTINCTION TO HAVE PRACTISED ONE'S TRADE IN CYNIDECIA. SHARP EARS AND A CLEAR HEAD ARE A WISE PRECAUTION WHILE WITHIN THIS CITY.

③ KARAMEIKOS - POP. 390,000 LANGUAGE - TRYATIC

"THERE IS ONLY ONE GOD IN KARAMEIKOS, AND THAT IS MONEY." IS AN OFT-REPEATED QUOTE. IT IS A LAND OF MERCHANT PRINCES WHO ARE CONTINUALLY TRYING TO EXPAND THEIR WEALTH. THE WEALTHIEST OF THESE IS USUALLY THEIR LEADER, PUTTING FINANCIAL PRESSURE ON THOSE WHO STAND IN HIS WAY, AND IN SOME INSTANCES MAKING AGREEMENTS WITH THOSE WHO MAY BE TOO POWERFUL TO SUBDUE. TO GET ANYTHING HERE, YOU MUST BUY IT.

④ AKOROS - POP. 640,000 LANGUAGE - TRYATIC

IN AKOROS THERE IS ONLY ONE LAW, AND THAT IS 1ST CITIZEN AKOR. IN FACT HE HAS BEEN THE LAW FOR THE LAST 250 YEARS. NO ONE KNOWS WHETHER HE HAS FOUND THE SECRET OF IMMORTALITY OR WHETHER THERE HAS BEEN MORE THAN ONE AKOR FOR NO ONE HAS EVER SEEN HIS FACE. TO DO SO CARRIES WITH IT A SENTENCE OF DEATH.

MANY AN INTREPID TRIP OR ADVENTURER HAS GAINED ENTRANCE TO THE ANCIENT EMERALD PALACE WHERE HE RESIDES ONLY TO DISAPPEAR FROM THE FACE OF THE EARTH.

THE 1ST CITIZEN'S COMMANDS ARE IMPLEMENTED AND CARRIED OUT BY THE ORDER OF VIKON, HIS FORCE OF ELITE GUARDS, LED BY ONE SELECTED FROM THEIR RANKS, THE VIKON OF VIKON. THE PEOPLE ARE OPPRESSED BUT LIVE IN FEAR OF THE ONE WHO WILL NOT DIE.

⑤ SELENICA & AKESOLI - POP. 780,000 LANG: ~~██████████~~ ^{ETHASTI}

ALASIYA TWIN CAPITALS OF THE KINGDOM OF ~~██████████~~, THESE CITIES HAVE BEEN RULED JOINTLY (ALTHOUGH NOT ALWAYS PEACEFULLY) FOR THE LAST SEVERAL HUNDRED YEARS. THE CURRENT RULERS ARE BROTHER & SISTER AND HAVE CO-EXISTED PEACEFULLY FOR SEVERAL YEARS. HOWEVER, OFFSPRING ON BOTH SIDES ARE GREEDY AND GRASPING WHICH BODES ILL IN THE FUTURE.

KINGDOM OF GORLLEWIN

POP - 1.5 MILLION

CAPITAL - GLANTRI

LANGUAGE - GWYNISH

ALMOST DIRECTLY IN THE CENTER OF THE THREE MOST POWERFUL COUNTRIES, GLANTRI CITY WOULD SEEM TO BE IN A PRECARIOUS POSITION, EXCEPT FOR ONE THING. THE KINGDOM IS RULED BY MAGES AND OTHER COUNTRIES STILL HAVE AN INNATE FEAR OF MAGIC ~~WHICH~~ WHICH STEMS FROM THE CATACLYSM.

LEFT TO THEMSELVES, THEIR RULE IS BENEVOLENT AND WISE, AND THE PEOPLE ARE SIMPLE BUT HAPPY.

RUMORS ABOUND THAT THEY ARE THE STEWARDS OF A SECRET KNOWLEDGE WHICH THEY GUARD UNTIL SUCH TIME AS THE WORLD IS READY FOR IT. SOME EVEN HINT DARKLY THAT THE KNOWLEDGE THEY GUARD IS THE SAME KNOWLEDGE THAT CAUSED THE CATACLYSM.

IERENDI

POP - 2 MILLION

CAPITAL - IERENDI

LANGUAGE - IASULI

LARGEST SEAPOWER ON THE CONTINENT. THE SHIPS OF THE IERENDIAN FLEETS RANGE FAR AND WIDE IN SEARCH OF NEW TRADE AND TREASURE. THE ROYAL FAMILY OF IERENDI ARE MERELY FIGUREHEADS. THE REAL RULER OF THE CITY-STATE IS THE CAPTAIN'S COUNCIL.

IT ISN'T WISE TO WANDER THE DOCKS AT NIGHT BY ONESELF BECAUSE MANY AN UNWARY CITIZEN OR WAYFARER HAS WOKEN WITH A HEADACHE, FINDING HIMSELF CONSCRIPTED INTO THE IERENDIAN NAVY.

SOONER OR LATER, MANY IERENDIAN CAPTAINS GET THE URGE TO TAKE THEIR SHIPS INTO THE MYSTERIOUS THANEGIOTH ARCHEPELAGO.

HOWEVER, ALL WHO HAVE VENTURED INTO THE MIST-SHROUDED WATERS HAVE NEVER VENTURED OUT AGAIN.

MINROTHAD

POP. - 1.2 MILLION

LANGUAGE - IASULI

MINROTHAD IS A PROSPEROUS SEAPORT WITH AN IMPORT-EXPORT EMPHASIS. THE GOVERNMENT OF MINROTHAD IS A MATRIARCHY. ASCENSION TO THE THRONE IS FROM MOTHER TO DAUGHTER. THE AVERAGE WOMAN MAY HAVE 3 OR 4 HUSBANDS IN HER RETINUE. MEN IN MINROTHAD TEND TO BE RATHER WEAK AND USELESS SO WOMEN ARE THE CREWS ON THEIR SHIPS. THE WARRIOR CLASS ARE PARTICULARLY TOUGH AND CAPABLE AND ARE CONSTANTLY HOPING FOR A BATTLE TO PROVE THEIR METTLE.

MEN FROM OTHER COUNTRIES VISIT MINROTHAD BUT ARE CAREFUL NOT TO INTERFERE IN THE NATURAL ORDER OF THINGS. THE MAN WHO ATTEMPTS TO PRESS HIS ATTENTIONS ON A WOMAN OF MINROTHAD OFTEN FINDS HIMSELF A SERVING EUNUCH IN HER HOUSEHOLD.

EMIRATE OF YLARUAM

POP. - 2.3 MILLION

CAPITAL - YLARUAM

LANGUAGE - IASULI

UNCONTESTED RULERS OF THE DESERT, YLARUAM CARAVANS TRAVEL TO MINROTHAD AND BIAZZAN, BRINGING RICHES WHICH TEMPT MANY AN ADVENTURER TO SEEK HIS FORTUNE. UNFORTUNATELY, MOST FORTUNE-HUNTERS LOSE THEIR WAY IN THE VAST, TRACKLESS DESERT AND DIE OF THIRST OR WORSE.

BIAZZAN

POP. - 260,000

LANGUAGE - IASULI, THYATIC (DWARVISH)

SITUATED AT THE ONLY PASS THROUGH THE ALTAN TEPE MTS. TO THE DESERT, BIAZZAN IS IDEALLY PLACED TO BENEFIT FROM THE RICHES OF YLARUAM. BAZAARS ARE EVERYWHERE AND EVERYONE IS TRYING TO HAWK SOMETHING.

DWARVES ARE A LARGE CONTINGENT OF THE POPULATION OF BIAZZAN AND ARE CRAFTSMEN AND DEALERS IN WEAPONS. A GOOD PLACE TO MAKE MONEY. (SOMETIMES ILLEGALLY)

DWYRAIN

POP-480,000

LANGUAGE - GWYNISH

WESTERN FRONTIER. LOOSELY ALLIED WITH GORLEWIN. MAIN EMPHASIS IS THE SEEKING OF LANDS FARTHER WEST. THEIR SEA-GOING SHIPS, MADE OF WOOD FROM THE FOREST, ARE CONSIDERED THE FINEST OPEN OCEAN-GOING VESSELS ON THE CONTINENT.

GUGONIX LANGUAGE - PLIROK POP-?

SURROUNDED ON ALL SIDES BY THE KOVAN TEPE MTS., GUGONIX IS AN ISOLATED CITY REPUTED TO BE A SORCERERS' DEN AND A HAVEN FOR OTHER MISBEGOTTEN TYPES.

MAVVRAND

POP-140,000

LANGUAGE - VARIOUS

REPUTED HEADQUARTERS OF THE MOST SUCCESSFUL PIRATES WHO PLAGUE SHIPPING IN THE INNER SEA. THE TRIASIAN CONFEDERATION HAS HIGH PRICES SET ON ALL PIRATE LEADERS.

NANQ-RUBBOB

POP. - VARIES

LANGUAGE - XOPH

NANQ-RUBBOB IN AN INDEPENDENT CITY ON THE EDGE OF THE GREAT SWAMP, GENERALLY REGARDED WITH DISTASTE AND AVOIDED BY THE OTHER CITIES BECAUSE OF THE OBVIOUS INTER-BREEDING OF THE HUMANS IN THE CITY WITH THE QUASI-HUMAN MALPHEGGI TRIBE OF THE SWAMP.

SXODAN

POP. - UNKNOWN

LANGUAGE - ORC

ONLY CENTRALIZED HABITATION LEFT OF WHAT WAS ONCE THE GREAT ORC CONFEDERATION.

KERAPTIS

POP. - 275,000

LANGUAGE - THYATIC

EASTERN OUTPOST OF THE THYATIC EMPIRE. STILL A FRONTIER TOWN.

HELDANN CLANS - LANGUAGE - HELDANN

A LOOSE-KNIT CONFEDERATION OF HUNTING, FISHING, SAILING PEOPLES VERY REMINISCENT OF THE VIKINGS. THEY WILL SELECT A LEADER AND BAND TOGETHER WHEN THE NEED ARISES.

ETHENGAR CLANS - LANGUAGE - ETHENGAR

LIVING IN THE SOUTH PLAINS, THESE PEOPLE RAISE AND RIDE THE FINEST HORSES ON THE CONTINENT. WILL ALSO BAND TOGETHER AT NEED,

MNOKKI CLANS - LANGUAGE - MNOKKIAN

LIVING IN THE NORTH PLAINS, THESE PEOPLE ARE REPUTED TO BE THE BEST HUNTERS AND TRACKERS ON THE CONTINENT. THEIR SKILL IN ARCHERY IS LEGENDARY.

DULESMIR TRIBES - LANGUAGE - IASULI

DESERT TRIBESMEN WHO ARE OFTEN GUIDES FOR YLARUAM CARAVANS

NOLO-NOLO

SET ON AN INACCESSIBLE PLATEAU OVERLOOKING A BARREN PLAIN, NOLO-NOLO IS A PLACE OF MIST-SAROUDED MYSTERY.

LLYNDREF

POP-50,000

LANGUAGE-THYATIC

SMALL PORT CITY. OTHER END OF THE LAKE AMSORAK FERRY.

THERE ARE OTHER POINTS OF INTEREST AND MANY UNEXPLORED, UNEXPLAINED AREAS YET TO BE FOUND. ADVENTURE ABOUNDS FOR THE PERSON WHO SEEKS IT. THE CONTINENT OF IMIRRHOS PROVIDES MANY AN OPPORTUNITY.