

Braythmar

of **Resistance to Early Empire** in an **Age of Bronze**
a High-Fantasy Campaign Setting for use with *Saga* & other roleplaying systems



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WHY ANOTHER HIGH-FANTASY CAMPAIGN SETTING?

There are so many high-fantasy campaign settings and worlds to choose from when beginning a roleplaying campaign, it does seem a little excessive to write another. However, despite the universality of this genre, fantasy gaming and literature are overrun by awful stereotypes, idiotic conventions, and otherwise stupid trappings that ruin what should be an infinitely refreshing and renewable territory.

Everyone who has played a fantasy RPG or who has experienced some kind of fantasy media knows these trappings I'm talking about, and in my other publications I've written about these *ad nauseam*. Elves are all nimble archers who live in the woods; Orcs are all brutish, savage warriors with the intellect of a pea; Dwarves drink mead and beer by the gallon, have long beards, speak in ill-conceived Scottish accents, shoot blunderbusses, wield axes, and mine the depths of the planet; Trolls are stupid, axe-throwing beasts; Goblins are wicked, snickering, child-like tinkerers, who all love to build machines; Humans are the most widespread race, and they have such a diversity of skills and talents that they get no bonuses or penalties; fantasy worlds must contain Elves, Orcs, Dwarves, Trolls, Goblins, and Elves; all societies in fantasy worlds are perfect reflections of the European middle ages, and monarchy is a desirable and fun governmental system to live under...

These conventions go on and on, each stupider than the last. My purpose in writing another fantasy campaign setting is to completely abolish all of these stereotypes and to create a believable, complex fantasy world. It is also my intent to create a fantasy setting based on my own anarchist politics. To some degree, I've tried to do this before, as evidenced by the *Chronicles of Gantauruk Campaign Setting* (available for free at yggdrasil.distro.wordpress.com) which I wrote some time ago. However, I've never really succeeded in creating a world-scenario that encapsulates my politics. Hopefully, Braythmar does so.

GENERAL OVERVIEW, MOTIVATIONS & CONFLICT IN THIS CAMPAIGN SETTING

I was partially inspired to write this by flipping through some old *Warhammer FRP* manuals recently. The stereotypes I listed above are so strong in this game, it's overwhelming. And the racism present in so many games dominates the Warhammer atmosphere. Goblins and Orcs alike are called "greenskins", and to kill them, to eradicate their species entirely, is considered the highest virtue. All this in the name of empire and religious piety, too.

Mulling over all this one late night, I discovered the land of Braythmar. This is a land in which Empire and Civilization are very new developments. Most peoples in this land live as nomadic hunter-gatherers, what most cliché roleplaying games would call "barbarians". And indeed, from the pompous and bigoted perspective of the newly civilized Empire, all the peoples of the world who live a traditional existence are "savage," "barbarous," "vile," "crude," and "wild".

However, Braythmar is not concerned with this perspective, as it is the dominant opinion and cultural force in pretty much every fantasy RPG ever made. Braythmar concerns itself with the indigenous, the tribal, the uncivilized, the hunter and trapper, the shaman, the "greenskins", those "primitives" who resist the Empires of the world, the civilized peoples who resist civilization and want a return to a simpler life. Players can certainly choose to play civilized characters who hate tribals, but, in simplified black-and-white ethical terms, the barbarians of this land are the "good guys," and those who support the kingdoms and empires are the "bad guys".

This conflict is the central motivation and controversy in the land of Braythmar. The struggle between freedom and control, mobility and sedentary life, cooperation and competition, community consensus and legal decree, freedom of religious/spiritual thought and religious conquest, sexual freedom and sexual repression, racial diversity and racism, living in harmony with the ecosphere and ecocide, simple handmade technologies and industry, community education and institutionalized learning, tribe or band and kingdom or empire. These conflicts, and all the others intrinsic in the battle between decentralization and centralization, are driving forces in a campaign set in Braythmar.

A BRIEF DESCRIPTION OF BRAYTHMAR

The land Braythmar itself is the only known conglomeration of land on the planet called *Happoikkala* in the standard Lennar tongue. Braythmar is a massive continent, broken in many places by lakes, rivers, and mountain chains. Looked at from afar, Braythmar is more a tremendous chain of well-proportioned islands than it is a single continent. (Players and Narrators who want more to their gaming world than the islands listed herein are welcome to integrate other continents and lands into this campaign setting. Surely, the planet Braythmar occupies is a large one, with more than enough space for other lands. This is feasible in terms of believability as well, since neither nascent Empire nor the many tribes and communities of Braythmar would venture off in search of new lands, and would thus be unaware of the existence of such places. Feel free to play around with the layout of Braythmar.)

The largest single island or piece of land in Braythmar is the southwestern portion. This part of the continent is mostly whole, and is covered almost entirely by a sprawling forest that is called by many names. The northwestern part of Braythmar is also mostly intact, but is broken and interrupted many more times than the southwest. To the northeast and southeast, large islands speckle the landscape. Due to its watery nature, most of the peoples of Braythmar are competent swimmers and small boat operators.

At present, most of the peoples of Braythmar continue practicing their traditional ways of living. The notable exception is the emergent Lennar League, also known in some places as the Lennar Empire and in others as the Lennar Confederacy. This empire is based in the region of Braythmar called *Lenna*, and is an alliance between the imperialistic *Jakkiolenna* humans, and their conquered neighbors the *Sekkiolummi* lizardfolk and *Vraddi* skaven.

This empire is a very new type of social and political structure in the land of Braythmar. In form and function, it resembles the early bronze-age civilizations of our own world, such as Sumer, the Akkadian Empire, and Babylonia. Like these first civilizations, the Lennar Empire is made up of loosely joined city-states that rely on intensive, year-round agriculture. All of the region of Lenna is now distinguished by its rural farms and bustling cities, a stark contrast to the closely-knit communities of "primitive" life found everywhere else.

Those peoples subjected by the Lennar League have grown accustomed to the social, political, and religious ideals of civilization, and mostly do not resist the empire. These faithful servants keep the empire running through hard labor (usually slavery) or military service, and are the backbone of outward expansion and conquest for Lenna.

The vast majority of people and communities in Braythmar oppose the Lennar Empire, seeing it for the destructive, extractive, dominating force it is. These people and communities resist culturally, physically, and often violently. Some tribal communities don't yet oppose Lenna, either because they haven't had interactions with the empire yet or because they feel that others have a right to live as they choose. A tiny fraction of the traditional communities in Braythmar- mostly those living near Lenna and subject to its influence- have been forced to civilize themselves to survive, learning the ways of stationary life in towns or cities and reliance on agriculture, instead of hunting and gathering and horticulture, for sustenance.

RACES OF BRAYTHMAR

Braythmar is a world populated by many different types of sentient creatures, and players can choose a character from any of these races. In keeping with *Saga* style, the races of Braythmar are not concretely defined. Rather, they are varied, diverse, and are separated into ethnic groups based on location and the language they speak. Every race is also made up of a diverse pool of individuals having thousands of different abilities and traits. Generalized descriptions of members of each ethnic group are given according to the native land of that group. However, since each ethnic group can be found living in a number of different places, the atmospheres and upbringings of different individuals of the same ethnic group will often be radically different. To get an idea of the entire cultural atmosphere surrounding the many ethnic groups, see the section on lands, countries, and tribes.

Humans & "Dwarves"

Everyone should be familiar with the human race. Most humans in the land Braythmar live in small nomadic tribal groups, or live in simple, stationary pastoralist-horticultural communities, raising livestock and crops for sustenance. One human ethnic group, the *Jakkioledda*, were the first people in Braythmar to unite their neighboring tribes- the *Sekkiolummi* and the *Vraddi*- into a confederated empire.

The Dwarves of Braythmar are unlike Dwarves in other campaign settings. Dwarves in Braythmar are identical to Humans, except for their stature. For all intents and purposes, Dwarves are Humans, and Humans are Dwarves. It is only because of the widespread belief in a mythological miniature humanoid race that the inhabitants of Braythmar call short humans "dwarves". A similar linguistic phenomenon is found with Orcs and Goblins.

Roughly 40% of Humans are "dwarves". Humans don't distinguish between human and dwarf.

Ethnic, Cultural, & Tribal Groups

Jakkioledda

Jakkioledda are olive skinned, and usually have blue eyes and dark hair. First tribe to confederate their neighbors into an empire. See the section *Provinces & Geography of Braythmar* for details.

Gorogoro'tanga

Light to dark brown skin, dusty blonde curly hair, green eyes.

gro-Moshtar

Ruddy skin, usually red hair, usually gray eyes. Usually taller than other humans.

Ur Nammashatu

Pale, whitish skin, dark brown or black hair, eyes of all colors. "Roman" noses.

Dargan Glorantiz

Tan skin, wavy hair of any color, wide blue-green or hazel eyes, big noses, hairy.

Kikanawanematu

Nut brown skin, light brown or light blue eyes, straight black hair. Round features, large cheekbones.

Terwenna

Earthen brown skin, brown or yellow eyes, short curly black hair.

Vitlund

Skin is very pale, hair is usually light brown or blonde and wavy, eyes are usually brown or green.

Kikanawanematu Human



Orcs & "Goblins"

Those who consider themselves enemies of the Orcs, especially the civilized peoples of the Empire, slander them with a vast repertoire of slurs. These include "greenskin", "toadback", and "pigface", among others.

Orcs do indeed have green skin, as well as notably large lower canines that protrude from their mouths and their long, pointed ears. Besides these unique features, Orcs are humanoid in every way.

Unlike the Orcs of other worlds, Braythmar does not limit Orcs to being stupid brutes. Certainly, some Orcs in this setting are mentally-lacking grunt warriors, but the many cultural groups of Orcs are as diverse as any other society of sentient people. When creating an Orc PC or NPC, try to be creative and avoid following contemporary fantasy stereotypes.

As with Humans and "Dwarves", very short Orcs are sometimes called "Goblins". There is no physical or mental distinction between Orc and Goblin, only that Goblins are short. Calling short Orcs "goblins" probably stems from a shared universal belief in Braythmar that a minuscule imp-like race used to exist.

"Goblins" make up about 45% of Orcish blood. Orcs do not distinguish between Orc and Goblin.

Ethnic, Cultural, & Tribal Groups

gro-Giak'tugal

Dark green skin, black or red hair, large yellow eyes. Lower canines are typically larger than other Orcs.

Yoshitsugaru

Light green or yellow-green skin, blonde-orange wavy hair, blue or brown eyes.

Mbequali'papa

Kelly green skin, black, wiry hair, green or blue eyes. Very hairy.

Urupishtur

Forest green skin, white or silver hair, brown eyes. Usually shorter and broader than other Orcs.

Mazan Tal

Mottled lemon-lime yellow-green skin, golden hair, mustard yellow eyes. Usually have little hair.

Keahilanikana

Teal green skin, sky blue eyes, red or blonde hair.

Nelent

Skin is asparagus-green, eyes brown or yellow, short curly brown hair.

gro-Giak'tugal Orc Hunter



Hrorrygg

Skin is mint-green, eyes are lavender, hair is usually blonde or red and wavy.

Shaddah

Skin is Islamic-green, eyes are any color, hair is cream or jet black and extremely wavy.

Trolls

Trolls are often confused for Orcs by members of other races. The two races do share many physical features, but Trolls are set apart from Orcs by several traits.

Like Orcs, Trolls have large protruding canines. Troll canines are far larger and wider than those of Orcs, however. The same is true for the pointed ears found on both species. They look similar, but Troll ears are far larger. The skin tones of the two races differ considerably. Whereas Orcs are a variety of green hues, Troll skin is a variety of grays and blacks. Perhaps the most noticeable distinct characteristic of Trolls is their huge mohawk-like mane that runs from forehead to lower back.

As with Orcs, when creating a Troll PC or NPC, please don't limit yourself to common fantasy stereotypes. Trolls in Braythmar live in a number of different tribes and have a variety of interests and skills.

Ethnic, Cultural, & Tribal Groups

mak-Zugul

Silvery-gray skin, violet or grass green eyes, brick red manes. These trolls have the shortest ears and tusks.

Dojimakura

Charcoal skin, golden or corn-yellow eyes, jet black manes. Usually taller than other trolls.

Nwakera

Black skin, true-blue eyes, blonde or nut-brown manes.

Zagash

Bone-white skin, dark blue or lavender eyes, wheat-colored manes. Usually shorter than other trolls.

Dargan Talzim

Light ashy-gray skin, orange-brown manes, olive eyes.

Hinatanguai'i

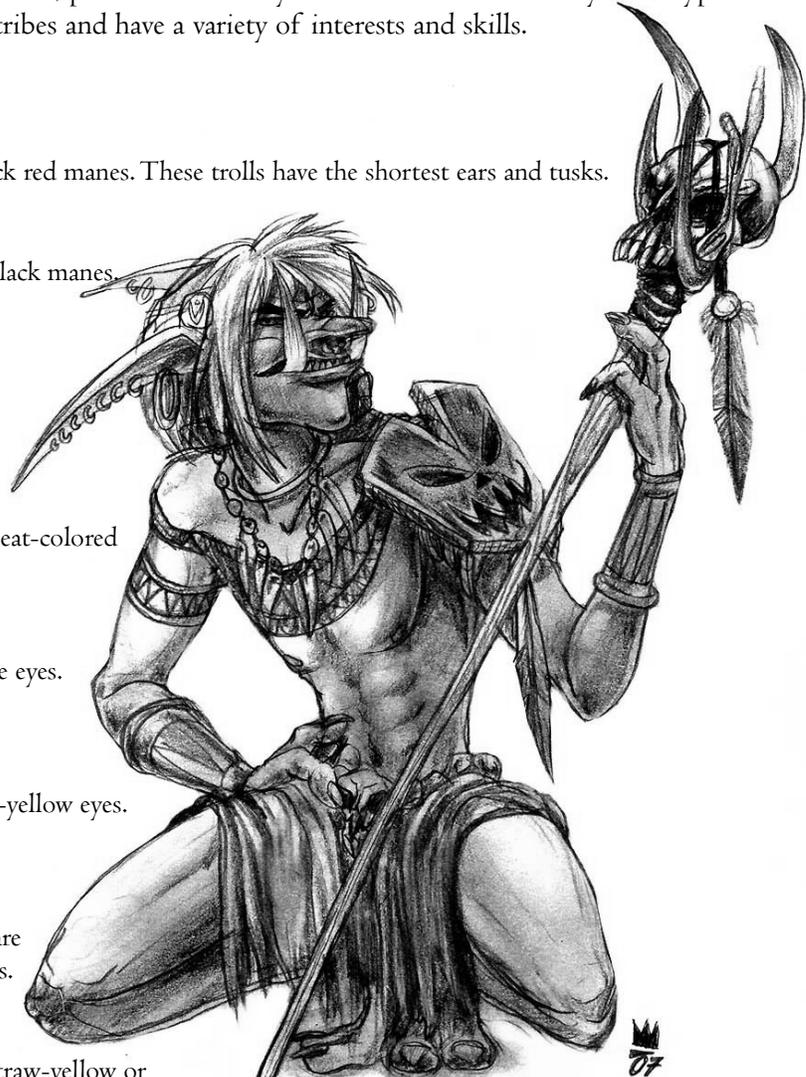
Blue-gray skin, eggplant-colored manes, orange-yellow eyes. Usually larger tusks and ears.

Blireak

Skin is khaki, eyes are brown or yellow, manes are curly brown. Manes are shorter than other trolls.

Throthjar

Skin is usually platinum-grey, eyes are usually straw-yellow or tangerine-orange, manes are wavy brown or blonde.



Throthjar Troll Shaman

Ratfolk, Skaven

These humanoid creatures are recognized by several features. They have whiskers, giant front incisors that protrude from their mouths, rat-like ears, and hairless pink tails. Skaven are also entirely covered in fur.

As with Orcs and Trolls, if you choose to play a Ratfolk character, please don't limit yourself to fantasy stereotypes of what these creatures should be and do. Other roleplaying games and campaign settings, as well as popular non-RPG fiction, portray Skaven and ratfolk as being disgusting, wretched, evil creatures. The Skaven of Braythmar are not so. One group, the civilized *Vraddi*, are largely considered to be evil by the other inhabitants of Braythmar because they have helped create the world's first empire. Other ratfolk, however, live in traditional primitive communities, and are not largely considered good or evil. Both primitive and civilized Skaven have a variety of interests, motivations, skills, trades, and beliefs. Take all this into consideration when creating ratfolk PCs and NPCs.



Enraged *Zarwyn* Skaven Sorcerer

Ethnic, Cultural, & Tribal Groups

Vraddi

This is one of three tribes confederated into the Lennar Empire. Black and white spotted fur, red eyes. *Vraddi* have exceptionally long incisors.

gro-Kleqar

White fur with brown or dark brown spots, pink eyes. Usually taller and broader than other skaven.

Kotohabashimazu

Black fur, light-blue or sky-blue eyes. Usually short ears and large cheekbones.

Tutubetsi

Light brown fur with white faces, forest green eyes. Usually long tails, short faces.

Enlit Idu

White fur with brown stripe down back, yellow or golden eyes. Usually long ears, narrow noses, long whiskers.

Mazan Thumdrozal

Dark reddish-brown fur, maroon eyes. Shorter than other Skaven.

Zarwyn

Fur is short and camel-brown, eyes are brown or yellow.

Rivat

Skin is furless and pinkish-white, eyes are magenta. Very long tails.

Lizardfolk, Gresh

These cold-blooded reptilians are found in most parts of Braythmar, especially in the wetter woodlands, jungles, and swamps. Because they are the only cold-blooded, non-mammalian race, the lizardfolk oft experience suspicion and racism from others.

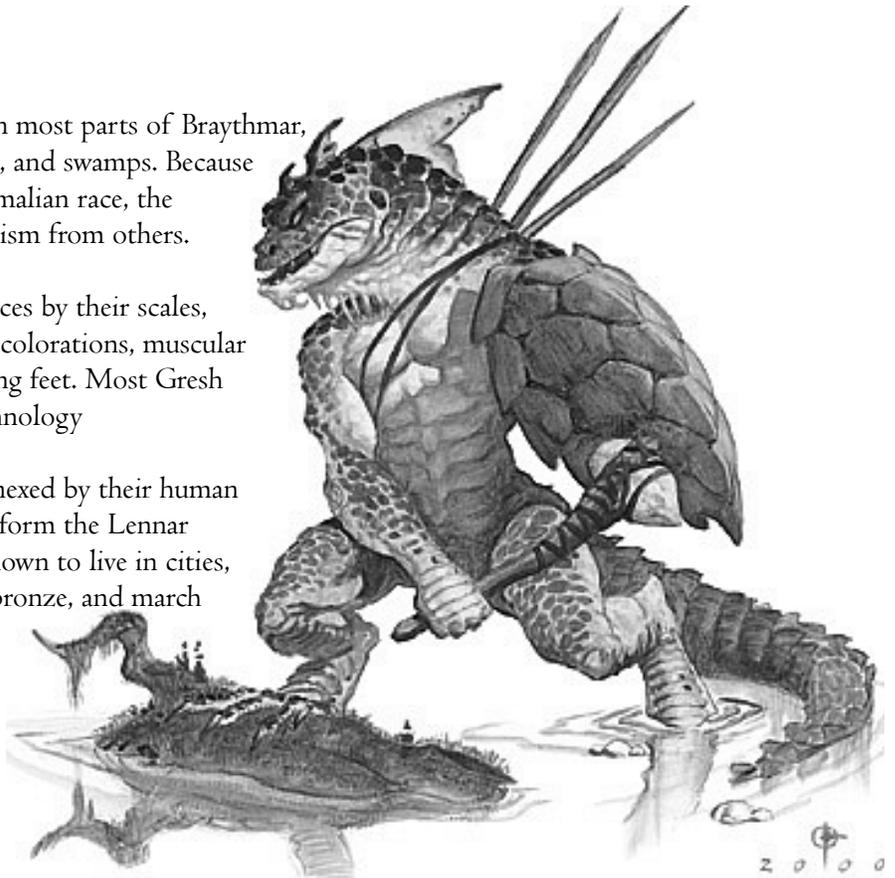
Lizardfolk are distinguished from other races by their scales, spikes and crests, hairlessness, flamboyant colorations, muscular tails, forked tongues, and large claw-wielding feet. Most Gresh live in clans and utilize the paleolithic technology

The *Sekkiolummi* tribe, however, were annexed by their human neighbors, the *Jakkiolenna*, and helped to form the Lennar Confederacy. These imperial lizards are known to live in cities, rely on monocropping, work copper and bronze, and march toward the conquest of the non-civilized.

Ethnic, Cultural, & Tribal Groups

Sekkiolummi

This tribe was conquered by the *Jakkiolenna* and forced into the Lennar League. They usually have black skin with a neon-blue stripe down the center of their back, and an orange belly. Eyes are usually black.



Jodoshuren

Earthtone scales (green, brown, gray, etc.), and yellow eyes. Noted for their abundance of spikes and bony protrusions. Larger heads and jaws than other Gresh, tails very muscular.

K'jebatu

Neon-orange skin with black leopard spots, brown or dark brown eyes. No noticeable spikes or spines, skin is smooth and slippery.

Babanishmat

Skin is lime-green with a scarlet throat sac, eyes are olive or teal. No spikes or spines, skin is smooth but not slick.

Dargan Fwemer'Tel

Skin is brown and black striped, tail is green, eyes are usually blue. These lizardfolk typically have a frilled collar around their necks.

Ialakalopele

Skin is forest green with a stripe of sand-colored, bony segments running down the back. Face contains many spikes and protrusions, body does not. Tallest of the lizardfolk.

Merdran

Skin is sandy-taupe with yellow-green steaks, eyes are brown or yellow.

Hifar

Skin is dusty yellow with gray spots, eyes are red-orange or black. Many spines.

Minotaur, Tauren

These hulking creatures are a race of humanoid bulls. They are much more massive than the other races of Braythmar, and should be considered Size 2 for gameplay purposes. Being bigger doesn't necessarily make the Tauren stronger or slower, just more resistant to Size I weapons. See the *Saga Core Rulebook* for more on size.

The Minotaur are noted for their bovine appearance, large horns (smaller on females, but still present, small tails, reversed leg joints and cloven hooves, and huge manes of shaggy hair.

Ethnic, Cultural, & Tribal Groups

mak-Pelok'jur

Skin is rust-colored, eyes are usually blue or green, mane is black. These are typically the shortest Tauren.

Ryogusa

Skin is white with black or red-brown spots, eyes are usually brown. mane is cream-colored. Females have no horns.

Oganye

Skin is dark brown or black with light brown spots, eyes are usually yellow, mane is usually blonde. These Minotaur have huge horns and upturned snouts.

Ganlil

Skin is white with no spots, eyes are usually blue-green or brown, mane is usually black. Snouts and faces are pink.

Mazan Nzuleft

Skin is brown with white spots, eyes are gray or black, manes are fiery red. Typically larger than other Minotaur.

Enahu'uko

Skin is usually black with no spots, eyes are light brown or light blue, mane is usually curly and silver.

Ynan

Skin is earthen brown, eyes are brown or yellow, manes are short and brown.

Skyvald

Skin is pale-golden, eyes are usually pear-green or pale-rose, manes are wavy and wheat-colored.

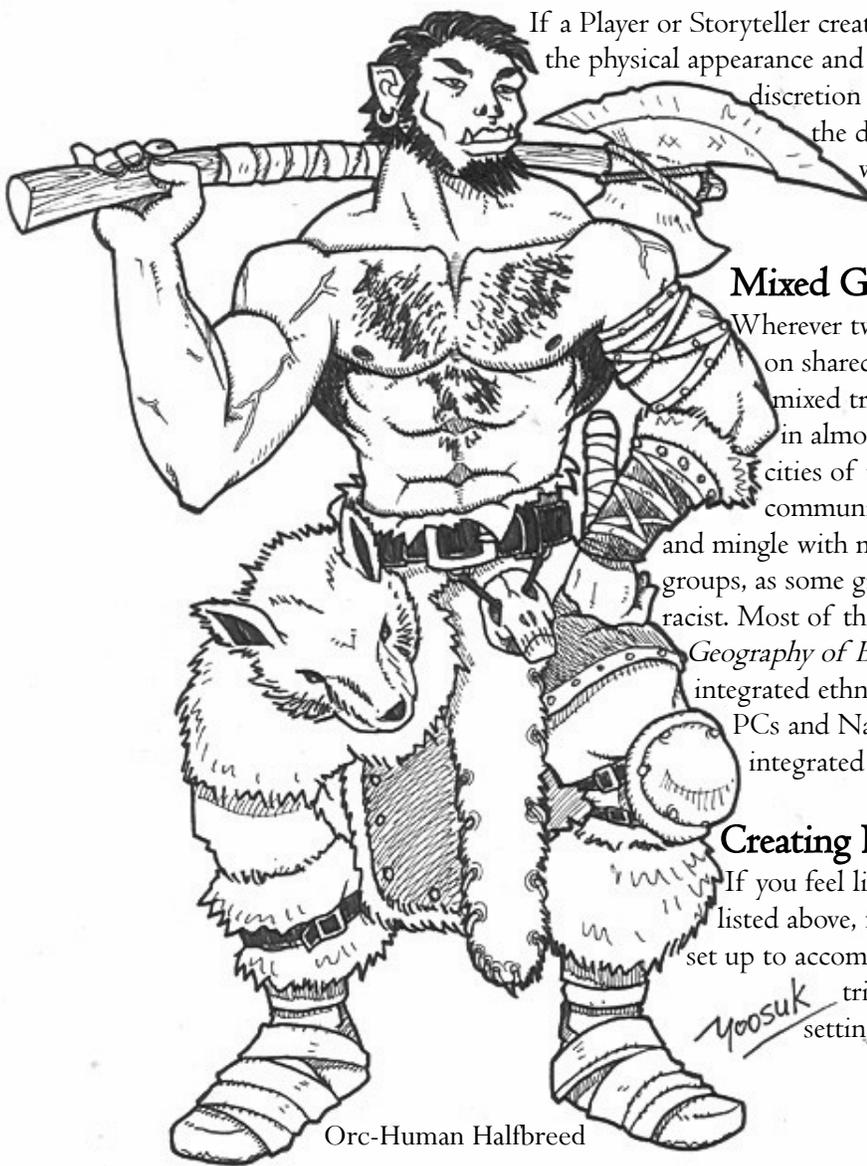


Half-Breeds

In addition to the races and tribal groups listed above, there are a number of half-breeds. As far as half-breeds are concerned, almost all of the races of Braythmar can cross breed. Lizardfolk are the notable exception to this, as they are cold-blooded and reptilian. Lizardfolk can only breed with other Lizardfolk.

Tauren are capable of breeding with all of the races besides the lizardfolk, but because of their size and reclusive nature, this kind of pairing almost never happens. When it does occur, the resulting offspring are unpredictable in size, body type, physical makeup, and appearance. The same is true of Skaven and their offspring with other races. Pairings of this sort do happen, but they are rare due to the physical differences between Skaven and others. Skaven and Tauren have never successfully genetically mixed.

The most common cross-breeding occurs in areas where two or more cultural groups live and interact. Since there are so many tribal groups, this means that most of the races cross-breed in some quantity. Human/Orcs, Human/Trolls, and Orc/Trolls are the most common half-breeds. Human/Skaven, Orc/Skaven, and Troll/Skaven are rare.



Orc-Human Halfbreed

If a Player or Storyteller creates a PC or NPC that is a half-breed, the physical appearance and traits of this character are up to the discretion of the player/storyteller. It is also left to the discretion of players and storytellers as to whether or not half-breeds can produce offspring themselves.

Mixed Groups

Wherever two or more cultural groups live together on shared land, it is likely that they will live in mixed tribes and communities. This is common in almost all parts of Braythmar, including the cities of the Lennar Empire. Some tribal communities are more likely than others to mix and mingle with members of other races and ethnic groups, as some groups tend to be xenophobic and/or racist. Most of the communities listed in the *Provinces & Geography of Braythmar* section are made up of integrated ethnic groups of different races. It's up to PCs and Narrators to decide which communities are integrated and which aren't.

Creating New Tribes

If you feel limited by the choice of tribal groups listed above, feel free to create your own. Braythmar is set up to accommodate a lot of variety, and adding more tribes and communities to this campaign setting will only enrich it.

PROVINCES & GEOGRAPHY OF BRAYTHMAR

The many ethnic and cultural groups of Braythmar live in a number of different provinces and bioregions. Listed below is a description of each region or province of Braythmar, with a description of its peoples and their cultures as well as the geographical features of the land.

Each of these provinces has a number of different names in the various languages spoken across Braythmar. The denizens of the Lennar Empire have created a map of the world, calling each province its name in the Lennar tongue. The peoples of each province and tribe have their own names and myths surrounding the land itself. The names listed below represent the most commonly used names for each province. In play, PCs and Narrators are encouraged to use a variety of names, descriptions, and myths to name each land.

Lenna

Birthplace of an Empire

Ethnic/Tribal Groups: *Jakkiolenna*, *Sekkiolummi*, *Vrradi*, many others in cities

Population: 465,000, mostly urban

Stationary Villages/Towns: Kakki, Gannalem, Bravvinen, Pelli, Jurggenen, Vvral, Hul, Haippelannen, Korpiklaani, Jorff, Ane, Sveddol, many others

Cities: Hukki, Adla, Ofmunnsi, Ello, Morrakku, Jounni, Iliastta

Government: Triumvirate Empire ruled by an Emperor-Tribune from each of the three founding tribes

Official Language: Yuomi (Lennar), many others spoken in cities

Currency: Bronze *porjja*, copper *eika*

Trade: Slaves, copper, bronze, weapons, armor, metal, textiles, paper, wheat and other foodstuffs

Geography: Temperate pine forest, desert from deforestation, lakes and rivers

Lenna is the most prosperous and most bustling province in all of Braythmar. This province is the fatherland of the Lennar Empire, a confederacy of the *Jakkiolenna*, *Sekkiolummi*, and *Vrradi* tribes. This empire is based in the three Sacred Cities, *Hukki*- the traditional home of the *Jakkiolenna* humans, *Adla*- the traditional home of the *Sekkiolummi* lizardfolk, and *Ofmunsi*- the traditional home of the *Vrradi* skaven. At present, four other cities have arisen out of rural communities that serve the Sacred Cities. These are *Ello*, *Morrakku*, *Jounni*, and *Iliastta*.

All the cities of the empire are now home to the peoples of all three tribes, as well as members of other races and tribal groups. However, each Sacred City is considered the domain its traditional tribal group, and houses the Royal Family of each race. As such, an Emperor-Tribune from each race comes from each Sacred City. These three individuals rule the Lennar Empire as a Triumvirate. Any time an emperor dies or steps down, one of his heirs assumes the throne as the new emperor from that line. The Empire is a strict patriarchal state, and no woman or female gresh is allowed to hold power.

Culturally, structurally, religiously, and politically, the Lennar Empire closely resembles ancient Sumer. Like its real-world relative, the Lennar Empire is characterized by hierarchical power held and based in cities, a rural agricultural landbase that provides food for cities, destruction of forests to build more infrastructure and power the Lennar war machine, state religion, absolute power vested in emperors, monument building, and widespread metalworking. The Lennar Empire also relies on and cultivates male domination, slavery and forced servitude, abuse of women, strict legal codes, standardized writing and language, prisons, mandatory military service for able bodied men, and other hallmarks of civilized life.

This empire, like all empires, is focused outward. The emperors of *Lenna* want more power, more magic and more magical artifacts, more territory, more subjects, more tribute, more slave labor to tend their fields and build their monuments. Seeing the destructive and all consuming nature of this empire, there is great resistance among the tribal peoples in the provinces near *Lenna*. Even among the peoples who live far from *Lenna*, word has spread about the Empire's rise to power, and there are those who mobilize their friends and communities to fight against the tyranny.

Another feature of the Lennar Empire is its reliance on and need for trade. Most of the traditional communities across the globe are self-sustaining, and when they do trade it is mainly a gesture of diplomatic friendship and kindness toward strangers. The cities of the Empire, however, depend on trade to exist, as they must constantly import new resources to stay functional. Trade within the empire has given rise to copper and bronze currency, skilled craftspeople and tradesmen, the wealthy merchant class, writing and mathematics, moneylenders and moneychangers, and caravans between cities and rural towns. All the evils associated with money as a medium of exchange flourish within *Lenna*.

Geographically, *Lenna* is a diverse, though threatened, bioregion. The majority of the province was once covered by temperate pine forests. However, the formation of the Empire has led to the destruction of much of this forest and has brought about subsequent desertification. The areas just outside most of the major cities are sandy wastelands dotted by desert plants and fauna. *Lenna* is bisected by the massive *Eppinni* and *Asttakko* rivers, upon which the cities and rural townships depend. The three Sacred Cities have all constructed aqueducts from the rivers to supply water to their citizens, slaves, and gardens. *Lenna* is also home to several mountain ranges and the *Sammo* wetlands.

Mvendikele

Land of the Volcano God

Ethnic/Tribal Groups: *Gorogoro'tanga*, *Mbequali'papa*, *Nwakera*, *Tutubetsi*, *K'jebatu*, *Oganye*

Population: 45,000

Nomadic Communities: *Qwanda*, *Jobashi*, *Lobeqwamu*, *Simp'haka*, *Fiso*, *Mbhali*, *Fongwa*, *Onomsare*, *Ziziofagunwa*, *Dj'bolo*, *Ki*

Stationary Communities: *Kondu*, *Chinmadu*

Most Common Languages/Dialects: *Abulu*, *Kwina*, *Gonduje*, *Sassou*, *Farupepe*

Trade: Hides, meat, tropical feathers, copper tools and weapons

Geography: Rainforest, tropical jungle, active volcano, highlands

Mvendikele is a land northeast of *Lenna*, a land covered in tropical jungle. The peoples of this forest are unique among their primitive cousins because they alone have learned to work copper into tools and weapons. Although they possess metalworking, the peoples of *Mvendikele* are not civilized, and do not live in cities or practice year-round agriculture.

Working copper provides the people of *Mvendikele* with a powerful advantage over their environment and enemies. As such, the various tribal groups who live in this province tend to be more warlike than those of other provinces. They provide a great deal of resistance to the Empire, but they also sometimes war with neighbors.

The people of this province are known for their extensive use of colorful feathers, pigments and paints, and masks and jewelry made of copper. They use these implements to perform elaborate dances, songs, and rituals, many of

which are dedicated to the active volcano in the area. This volcano, called *Obioke*, is integral to the religion of *Mvendikele* and is considered an avatar and aspect of the chief god of the pantheon of this region, who is also called *Obioke*. Sacrifices of fruit and meat, copper tools and jewels, and the occasional enemy are made into the volcano itself.

Much of the sustenance of the people of this region comes from gathering. The abundance of the rainforest allows a few communities in *Mvendikele* to be stationary for most or all of the year. The non-stationary communities here supplement their diets by hunting the many beasts native to the region. When hunting, the weapons of choice are traps, deadfalls, nets or woven plant fiber, spears and spear-throwers (atlatls), and blowguns with poisoned darts. The bow and arrow never became popular in *Mvendikele*, though they are known of.

The peoples of *Mvendikele* sometimes trade among themselves and with the people of other regions. Their main trade goods are hides, meat, colorful feathers, and copper tools, jewelry, and weapons.

tada-Qar'palak

Land of Wood & Hill

Ethnic/Tribal Groups: *gro-Moshtar*, *gro-Giak'tugal*, *mak-Zugul*, *gro-Kleqar*, *mak-Pelok'jur*

Population: 31,000

Nomadic Communities: *Ulag*, *Bagarn Shakh*, *Umzol*, *Jar*, *Grishnak*, *Yarbolg*, *Burbokh'shar*, *Dul*, *Raglakh'Gol*, *Mog Bhulur*

Stationary Communities: *Maglur*, *Yomnul*, *Garzoth*, *Mak*, *Dug'Durul*

Most Common Languages/Dialects: *shu-Zabekh*, *Varg*, *shu-Gatam*, *Yuomi* (Lennar)

Trade: Hides, meat, flint and chert, medicinal plants, dairy products

Geography: Mixed deciduous/coniferous lowland forest, vast grasslands

This region northwest of *Lenna* is noted by two distinct bioregions. Coniferous forests weave in and out of the grasslands that blanket the whole of this province. The people *tada-Qar'palak* live very differently depending on which biome they inhabit.

Those who live in the forests can be compared to the indigenous of the North American woodlands. They hunt with bow and arrow, pride themselves on their small-scale horticulture, and they are renowned herbalists and shamans. Those who inhabit the grassy plains instead live as pastoralists, relying on their horses and goats for sustenance, clothing, and shelter. They closely resemble the plains Native Americans and the herders of the steppes of Asia.

The communities of the woodlands favor building with wood, debris, and plant matter. They use long self-bows and arrow with great efficacy, and make their clothes from hides and from woven plant fibers and inner barks. Where forest gives way to clearing, the woodland peoples of *tada-Qar'palak* practice small-scale horticulture and companion planting to add to their already rich diet. The deer, whom they call *yadba*, and the elk, whom they call *buloth*, are integral to the survival, culture, and religion of these woodland tribes. Where resources are abundant enough, several woodland tribes have established stationary communities. These tiny villages practice horticulture much more than the nomadic hunter-gatherers of the woods.

The communities of the plains of *tada-Qar'palak* live very differently. Like their woodland cousins they hunt the deer and elk, as well as the longfaced antelope, whom they call *umol*. Unlike the woodspeople, the tribes of the

plains utilize incredibly powerful short composite bows made of the horns of their prey and pack animals. The plainsfolk rely much more heavily on their herds of horses and goats than on hunting. These animals give the plains people their food, milk and butter, cheese and yogurt, hides, mounts, and so on. From these animals, they make instruments, tools, arrowheads, bows, sinew cords and bowstrings, awls and bone knives, clothes, boots, and tenements. The standard plains house is much like a *ger* or *tipi*. The basic design is a few support posts of wood with hides stretched all around. These shelters withstand the intense cold, icy rain, and snow of the plains' winters.

The plains people and the woodland people engage in mutual aid and trade on a regular basis. The plains people offer dairy products from their herds, and in exchange the woodland people trade flint and chert. This benefits both peoples since there is no milk, butter, cheese, or yogurt in the forest, and there are no sharp cutting stones in the plains. Both peoples gift medicinal herbs native to their habitat to each other.

***Nokoken* Islands**

Isles of the Seafaring Tribes & the Mammoth Hunters

Ethnic/Tribal Groups: *Yoshitsugaru, Dojimakura, Kotohabashimazu, Jodoshuren, Ryogusa*

Population: 52,000

Nomadic Communities: *Minuma, Kiyoshi, Nikimyo*

Stationary Communities: *Zaburen, Takahashi, Ji, Ogatsusune, Ipakazu, Imo, Chiyonama, Etsaburo, Tetsuoda, Yuki*

Most Common Languages/Dialects: O-nokogo, Masajiri, Hanashite, Ramayu

Trade: Fish, sea animals and plants, mammoth goods

Geography: Island chain with mixed coniferous/deciduous forests and rocky cliffs, high mountains in interior

This island chain and the cultures that inhabit it resemble paleolithic Japan and the peoples of the northwest coast of North America. The peoples of *Nokoken* rely heavily on fishing and harvesting the fruits of the coast and sea, and they also hunt the interiors of their island homes. Besides the creatures and plants of the sea, bamboo and river cane are critical to the survival of the people of *Nokoken*. From these grassy plants the natives of this province make arrows, clothes, cordage, bows, spears, stone throwers, spear throwers, deadfall spike traps, blowguns, flutes and panflutes, containers, wind chimes, food, medicine, and shelter. Almost everything these people use is made of bamboo and river cane.

Because their home is a chain of islands, the inhabitants of *Nokoken* are masters of fishing and seamanship. Except for the tribes who live exclusively inland, all the people of this land are at least competent swimmers. Most fishing is done with nets rather than lines, and spear and bow fishing are common for larger animals like seals, sea lions, and whales.

The abundance of sea animals and plants provides enough year-round sustenance for most *Nokoken* communities to remain stationary. Only the inland communities of the mountains remain true to their nomadic roots. These communities live in the cold high-elevation regions of *Nokoken*, and are renowned locally and globally for their Cult of the Mammoth. These woolly tusked giants roam the highlands and mountains of *Nokoken's* islands, feeding on the ample plant life found there. The nomadic tribes of *Nokoken* hunt the mammoths and use them for their flesh, skin, tusks, bones, sinew, brains, and organs. Unlike their sea-oriented neighbors of the warmer low-elevations, the nomadic tribes of the highlands and mountains are distinguished by their heavy fur clothes, and long lances tipped with obsidian or bone blades. The nomadic mountain tribes rarely use bows, relying much more heavily on spears and spear-throwers and stone axes.

Culturally, the people of *Nokoken* are more reclusive than peoples of other provinces. Among the tribes of these islands, family is considered the most important value one can revere in life. Elders, in particular, are given great honors. Women are regarded just as highly as men among these people, and family units are matrilineal. Due to ancient customs, the races of *Nokoken* are much less likely to live in integrated communities than the people of other provinces. This division is not necessarily due to racism so much as custom and religious belief. The Orcs, Trolls, Skaven, Gresh, and Tauren who populate these islands do not hate each other on the basis of race or appearance, but they do choose to live in mostly segregated villages.

Religiously, the beliefs of these peoples are dependent on their geography. The coastal and sea-faring communities revere the sea, the water itself, all ocean life, and the waters of the interior. Their pantheon of spirits and deities reflects this reverence. The people of the interior focus their spirituality more on the land and on the mammoths who ensure their continued existence. Among both the coastal and interior people, ancestor worship and reverence is essential.

The people of these islands are relatively separated from the rest of the world. They trade among themselves and aid each other in times of need, but their isolated geography keeps them from prolonged interactions with foreigners. They are mostly unaware of and unconcerned about the Lennar League.

Giltar the Ashen Savannah

Ethnic/Tribal Groups: *Ur Nammashthu, Urupishtur, Zagash, Enlit Idu, Babanishmat, Ganlil*

Population: 24,000

Nomadic Communities: *Ubalon, Amisum, Ilimsar, Nammu, Shishal, Adonbak, Nim, Ner-Al, Bim, Nabum, Sul Etar, Tadnit, Bab*

Stationary Communities: None

Most Common Languages/Dialects: Tirnabi, Nabiusar, Zeb, Jalim, Merat

Trade: Very little

Geography: Ashland, grey desert-like savannah

The flora and fauna of *Giltar* closely resemble those of the savannah of northern Africa. The notable difference between the two is *Giltar's* gray, ash-like soil. The gray dirt of *Giltar* supports very little plant life, but those plants that do grow in this region are hardy, gnarly, and useful to the animals who co-habitate *Giltar*.

The tribes of this province are all nomads. The ashen earth is too nutrient-poor to support any kind of horticulture or subsistence farming, and so the tribes of *Giltar* all rely on hunting and gathering to survive. The plethora of animals living in this region ensures ample game year round. To supplement their meat-heavy diet, the peoples of *Giltar* harvest the few fruits that grow here, gather honey where it is available, milk the region's cacti for water and sweet nectar, and, most importantly, they dig for the tuber of the ash-yam. They call this life-sustaining plant *enmusi*, and because it is so important to the survival of these tribes, it features heavily into their art, music, stories, and religion. The same is true for the myriad animals they hunt, most especially the big cats of the ashen savannah.

The people of this region are known for being generally good-natured, positive in their outlook on life, and egalitarian in social and political organization. There are no leaders or shamans among these tribes. Decisions are made by entire groups by lengthy discussions and consensus. This isn't usually an obstacle as the tribal

communities of this region consist of roughly 20-50 individuals. Such communities are often named for the eldest member of the group, such as "Silit's Tribe" or "Enlumirgal's Camp". Groups move constantly to avoid resource depletion and to follow game.

Men and women in the societies of *Giltar* share responsibilities equally, and there exists no division of labor on the basis of sex. Giltaran women hunt with the men, and men help with child-rearing and plant gathering. Marriage is unheard of in *Giltar*, as the inhabitants don't understand the idea of owning or belonging to another person. Adults have as many partners as they wish, romantic relationships between adults are always consensual, and having children is not considered an act of ownership. All the adults in Giltaran camps help raise the young, without regard to who conceived and birthed them.

The climate of *Giltar* is generally warm year round. As such, the tribes of *Giltar* are known for their lack of clothes and their impermanent shelters. These people usually go naked or wear a small loincloth to protect the genitals. When they must sleep at night, they often lay down on the soil itself, and on cooler nights they may light a fire or two. On very cold nights (which are rare), Giltarans pile debris and dirt into makeshift walls to protect against the wind and they light several fires to keep warm. In the very brief rainy-season, the people of *Giltar* construct temporary debris huts and hide shelters, and sleep in larger groups to stay warm and dry.

When Giltarans hunt they almost always rely on the bow and arrow, but throwing clubs and spears are common too. The arrows and spears Giltarans use in hunting are poisoned with the juices squished out the larvae of a species of local beetle. On the very rare occasion that the people of *Giltar* war, they also deploy this poison against their enemies.

Tel Bthuandz

Land of a Thousand Waters

Ethnic/Tribal Groups: *Dargan Glorantiz, Mazan Tal, Dargan Talzim, Mazan Thumdrozal, Dargan Fwemer'Tel, Mazan Nzuleft*

Population: 49,500

Nomadic Communities: *Bazalgundum, Buzur-galed, Morag, Khimil-Bathur, Gul, Nzurazaf, Kun Sharamek, Eru Tzef, Tel Mok*

Stationary Communities: *Gumil-Nazad*

Most Common Languages/Dialects: Zul, Bor-Aram, Felaborix, Darganjortz

Trade: Pottery, woven baskets and other goods, rare plants

Geography: Marshy swampland, river delta

This region is Braythmar's oldest and largest swamp. The entirety of *Tel Bthuandz* is blanketed with rivers and wetlands, with the exception of the fertile *Tel Durkum* delta. Many exotic plants and animals originate and thrive here, including several rare orchids that are found nowhere else in Braythmar.

The tribes of *Tel Bthuandz* are masterful hunters, trappers, and riverine navigators. They excel at crafting canoes and kayaks, and use these small boats in tandem with their bows and spears for hunting a variety of aquatic and terrestrial creatures. Besides bows and spears, the tribes of *Tel Bthuandz* have developed a primitive crossbow, giving them a great advantage in hunting and close-quarters combat. This innovation has earned them worldwide acclaim, especially with the engineers of the Empire. The hunters and warriors of this land also utilize alligator skins as protection, giving them a frightful and effective layer of armor.

The people of this region are also masterful craftspeople in a number of other areas. Their weaving of basketry, clothing, nets, and backpacks is unparalleled, made easier by the abundance of vines and fiber plants native to *Tel Bthandz*. The rivers of the region also provide tremendous deposits of clay, which allows the tribes of this province to craft lovely and functional pottery. Because the region is rainy and always wet, the Tel Bthuandzi build larger house-boats and temporary stilt homes with which they dock their canoes and kayaks.

There is one stationary community in *Tel Bthuandz*, known as *Gumil-Nazad*. This huge village or small pre-city is located in the heart of the *Tel Durkum* delta. The people of this village depend on the fertility granted by the flooding of the region's many rivers to grow a variety of crops. The majority of the food they grow is grain, but a substantial portion is vegetable and fruit. Using ironwoods native to the region, the inhabitants of *Gumil-Nazad* maintain the nitrogen levels of the soil and provide themselves with wood for a number of applications. They also practice small-scale "slash-and-char" rotation, enriching the already fertile soil, and helping the local ecosystem.

Although their method of food production is ecologically sound, there are rumors and hints that the people of this sedentary community are slowly becoming civilized. This is aided by the large amount of trade that happens between the nomadic peoples of *Tel Bthuandz* and their stationary neighbors. Such trade has given rise to a merchant class within the pre-city, and hierarchal divisions are becoming more commonplace.

***Potahokitane'e* Islands**

Land of the Orange Cliffs

Ethnic/Tribal Groups: *Kikanawanematu, Keahilanikana, Hinatanguai'i, Ialalakopele, Enahu'uko*

Population: 56,000

Nomadic Communities: None

Stationary Communities: *Teperu, Paimongo, Pingiwana, Kihuika, Dawakitewau, Taire'i, Polokutane, Wikiaki, Ka'a, Otapinu*

Most Common Languages/Dialects: Huna, Kele'atu, Hihiri

Trade: Clay and wooden statuary and figurines, shells, dyes, fruits

Geography: Island chain, coasts feature huge orange-red cliffs

The inhabitants of *Potahokitane'e* live very similarly to the coastal tribes of *Nokoken*. They fish, hunt, and harvest all manner of sea plants and animals, and harvest the multitude of tropical fruits that grow inland on the islands of this region. The fertility of the sea and the inland allows the communities of this land to remain stationary. There are no nomadic communities or tribes in *Potahokitane'e*. Net and spears are the preferred fishing and hunting tools.

Culturally, the people of this region are known far and wide for their statuary and figurines carved of wood and bone, and sculpted of clay. Giant stone statues line the perimeter of most of *Potahokitane'e's* islands, serving as a testament to the skill of the craftspeople and acting as a warning to potential intruders.

Shells of all shapes, sizes, and colors are found in these islands, and as such they hold tremendous social significance. Tribes gift shells to one another as signs of peace and friendship, and craftspeople make jewelry and opulent clothing using shells.

The crafters of this land are also notable for their skill in making armor and weapons. Respected warriors and elders sometimes have entire coats of primitive scalemail made of seashells and tortoise shells, providing excellent

protection against melee weapons. The most common weapon in *Potahokitane'e* is a carved fighting staff called *oaru*. These staffs are made of hardwood, are carved with intricate depictions of myth and warfare, and have a bulbous club on one end and a oar-like wooden blade on the other. The "blades" of these staffs are sometimes lined with shark teeth and sharpened obsidian, giving them a serrated cutting edge. "Swords" are also made by carving a wooden "blade" and handle and lining the blade with shark teeth or sharpened volcanic stone.

The communities of these islands are governed by chiefs, who become leaders by proving their valor in a series of ritual tests. One of these involves diving off of the islands' tall orange cliffs into rocky, shark-infested waters, and swimming to the nearest beach alive and mostly unharmed. Another ritual involves swimming through treacherous, shark filled waters to a remote island called *Urere*, where one is then expected to find the rare *nageretui* snake and slay it. In many tribes, these rituals are only open to men, and thus chieftdom is only held by men. It's not unheard of in some tribes for women to compete in the rituals and hold leadership.

Kemon

Isle of Creation

Ethnic/Tribal Groups: *Terwenna, Nelent, Blireak, Zarwyn, Merdran, Ynan*

Population: 15000

Nomadic Communities: *Gunwalyn, Dawen, Trysunan, Vewona*

Stationary Communities: None

Most Common Languages/Dialects: Creyburon

Trade: None

Geography: Island, constantly changing

Little is known about *Kemon* outside the island itself. Most religions of the world, and even most non-religious thinkers, consider *Kemon* the Isle of Creation, and thus the origin of all humanoid life in Braythmar. It seems this is the case, as all the races of Braythmar are found on this island. All of the ethnic groups living here look very similar, and they all speak one language and live in harmony.

Another reason for the near-universal belief that this is the isle of the origin of life is the abundance of magic in *Kemon*. Magic is found everywhere in Braythmar, but nowhere is it stronger than in *Kemon*. In fact, magic is so pervasive and powerful in *Kemon*, the geography of the island is constantly changing. Mountains appear one day and disappear the next, lakes ebb and flow by the hour, new plants and creatures phase in and out of existence.

It would seem to outsiders that the tribes who inhabit *Kemon* live a life of chaos and unpredictability. However, these tribes have lived in *Kemon* since the dawn of humanoid life, and they have learned to adapt. The peoples of *Kemon* harness the lifeforce known as magic more frequently and with more skill and understanding than any other people. Because of their mastery of the art of magic, the people of *Kemon* are able to protect themselves from the chaotic nature of the island, and provide themselves with water and food when such necessities are scarce.

Although little interaction happens between the Kemonites and the Lennar Empire, the Kemonites are aware of the empire's existence. Since the Confederacy came about and began altering and devastating the natural ecosystems of *Lenna* and other lands, the magic of *Kemon* has diminished ever so slightly. This troubles many of the people of *Kemon*, and urges them to oppose and stop the Empire. Because of the great distance between *Kemon* and mainland Braythmar, and the generally reclusive nature of the Kemonites, this is difficult.

Peoples of other lands hold the Kemonites to be deities or ancient spirits, and as such usually revere and/or fear

them. So, to avoid attention and detection, Kemonites who travel to the mainland and other islands often obscure their identities with magic. PCs and NPCs from *Kemon* should be played with this in mind.

Björdfangr

Isle of Snow and Ice

Ethnic/Tribal Groups: *Vitlund, Hrorrygg, Throthjar, Skyvald*

Population: 37000

Nomadic Communities: *Haki, Osmir, Tholmgen, Frosa, Hjolfi, Hroning, Snifgrisa, Norri, Vokno, Jaglund, Fjodmar, Graving*

Stationary Communities: *Bjornhalla, Orvilunding, Aerir, Angodrhalla*

Most Common Languages/Dialects: Verkja, Fjolding, Grelf

Trade: Pelts, iron jewelry and tools, fermented food and drink

Geography: Taiga

This large island is blanketed with boreal forests, and is known due to its brutal cold season as the Isle of Snow. For much of the year this island is frozen over, and the people who live here have adapted to such fierce extremes.

The denizens of *Björdfangr* are a hearty people, known for their great strength and fortitude, and for their convivial nature and generosity toward friends and strangers. The communities of this island resemble the non-civilized cultures of Scandinavia, especially the Saami people. They herd reindeer, hunt, and fish for sustenance, and they do not practice horticulture of any kind.

Reindeer herding is the primary livelihood for all of the tribes and communities of *Björdfangr*. By keeping these creatures and migrating with them, these people fulfill almost all of their needs. From reindeer hides they fashion clothes, homes, boots, mittens, bedrolls, backpacks, satchels, and rawhide and all of the goods that can be made thereof. The flesh of slaughtered reindeer is eaten raw and cooked, and is preserved by smoking for the rough winter months. The antlers, bones, sinew, and organs are also used to make a variety of tools.

Like the distant residents of *Mvendikele*, the inhabitants of this island have learned to work metal. There is no copper or tin for coppersmithing and bronzesmithing on *Björdfangr*. There are large deposits of iron ore, however, and the *Björdfangr* tribes have learned to work this metal. They are alone in all of Braythmar in having discovered and learned to utilize iron in making ornaments, tools, and weapons. *Björdfangr* is the only place in the world where large amounts of iron ore exist.

Besides their reindeer herding and ironsmithing, the people of *Björdfangr* are famed for their mastery of fermenting food and drink. This includes the potent reindeer milk and honey mead known as *ermi*, a drink that natives of this land are always sure to share with visitors.

The natives of *Björdfangr* revere the wolf and bear. These two animals are considered the most holy and most praiseworthy of all animals, and are given special tribute within these clans. Hunters and warriors of *Björdfangr* often seek out these creatures and engage them in combat. If victorious, the hunter or warrior skins the animal, consumes its flesh, and dons its hide. The victorious fighter is then thought to become the animal in mind, body, and spirit. Wolf-men, *ulfhaldr*, and bear-men, *bjarnhaldr*, are among the fiercest warriors of the *Björdfangr* tribes, whipping themselves into furious states of bloodlust and rage before battle. They can sometimes be seen running alone or in packs in the wilderness of *Björdfangr*.



Wealthy *Shaddah* Orc Trader

Kuonah Land of the Great Desert

Ethnic/Tribal Groups: *Shaddah, Rivat, Hifar*

Population: 47000

Nomadic Communities: *Nafeez, Hilim, Aftazur, Badreed, Nashim, Ajikir, Shabdin, Jafizin, Vasin, Ohir, Mussnim, Salfeeq, Khalil*

Stationary Communities: None

Most Common Languages/Dialects: Chamelil, Shadaum, Fahir Bhasmin, Zubbah

Trade: Great variety, see description

Geography: Low elevation, hot desert

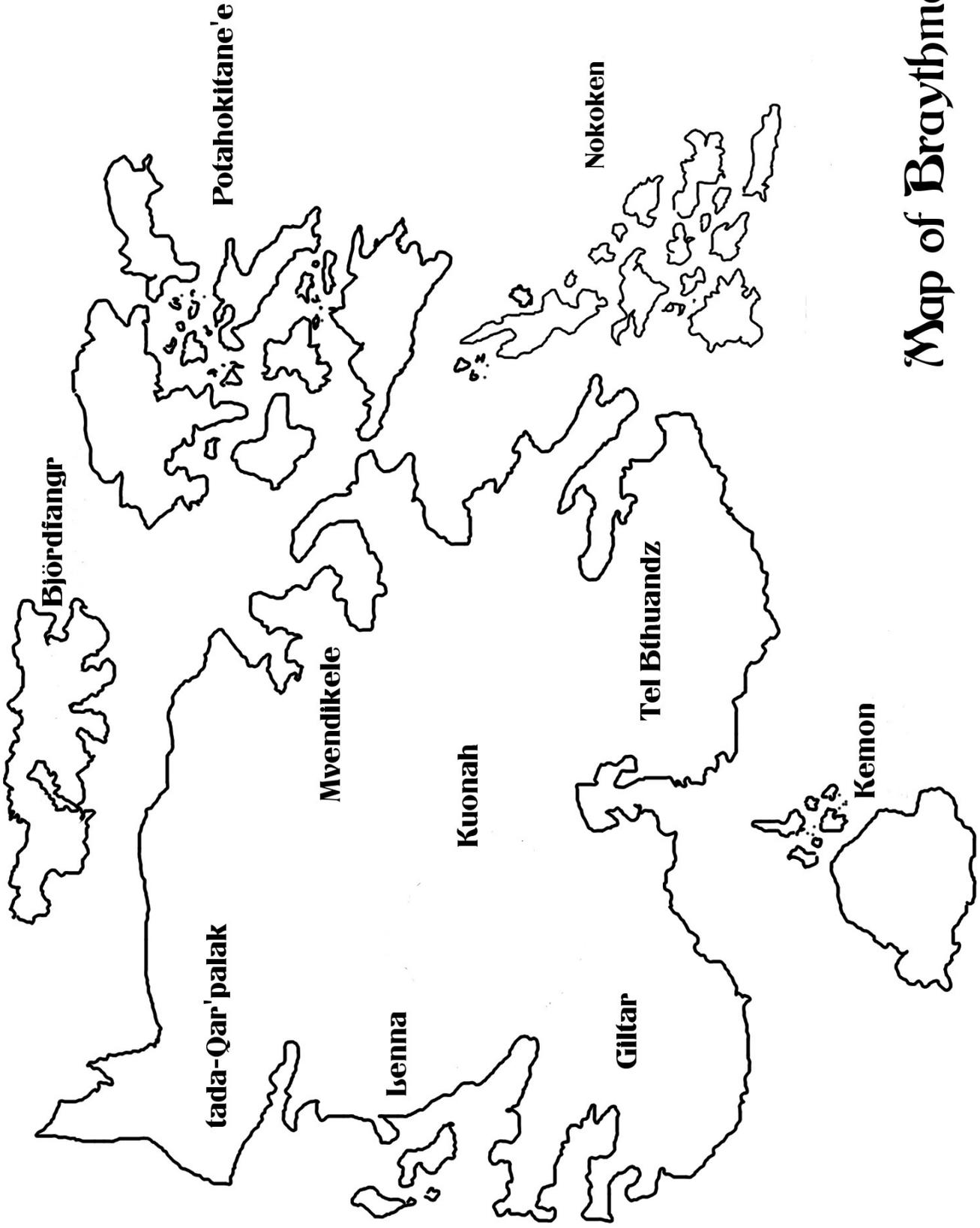
The rolling sands of *Kuonah* are known across Braythmar as the Great Desert. The people who live in wetter, more vegetated regions are terrified of *Kuonah*, and for good reason. The Great Desert is searing hot, dry as a bone, and survival in such a place requires years of intimate knowledge of the land. This is something only the nomads of the Great Desert possess.

The people of *Kuonah* are wise in the ways of the desert. Because they can live in the desert for indefinite periods of time, they are unafraid of and invulnerable toward enemies when they arise. The Lennar Empire does not frighten or worry the tribes of *Kuonah*, and they openly resist the empire's forces when they trespass in the desert.

These peoples sustain themselves in a number of ways. They follow a traditional nomadic life, gathering plant and animal food where it is available, accessing water by sipping wells and arroyos, and sheltering themselves against storms and hardship in the caves of the desert mountains. It is in such caves and rocky tunnels that these tribes make their homes. They call these mountain dwellings *osran*.

In addition to their traditional existence, the people of *Kuonah* have become world renowned in recent years because of their prowess as traders and merchants. Because the Great Desert bisects much of Braythmar, the primitive communities on either side have been forced to travel around the desert when on trading or diplomatic missions. The communities of *Kuonah* have learned to intervene and trade with the peoples on all sides of the Great Desert, benefiting those who don't want to travel through the sandy expanse and profiting all the while. These tribes also offer guide services, providing swift and safe travel for those who must pass through the sandy wastes.

The traditional mount and pack beast of the tribes of *Kuonah* is the camel called *payid*. These creatures aid the people of this province in moving goods and merchandise, and in crossing huge stretches of burning sand. When they expire, these camels also provide hides, meat, bones, sinews, and organs, all of which are used in various ways.



Map of Braythmar

LANGUAGE

The profiles in the previous section contain information of the dominant dialects spoken in each of Braythmar's provinces. When players and storytellers are creating PCs and NPCs, deciding which languages the character speaks and understands is important. Most characters will speak one or two dialects of their native region. Many characters will also speak languages of distant lands and peoples. This is especially true for characters who grow up or spend time in the cities of the Empire, where a great many languages are spoken.

Though there are many languages in Braythmar, in general, the dialects of a particular region are mutual comprehensible. That is, although an individual from a region might not speak another dialect from that region, she will usually understand that dialect. For example, a character from *Kuonah* might speak Chamelil and Zubbah fluently and might not speak Shadaum or Fahir Bhasmin; because of the similarity and shared origins of these tongues, the character will at least have a minimal understanding of the related tongues.

Braythmar is a relatively young land, with similarly young peoples and cultures. As such, there are very few languages and little linguistic diversity within Braythmar. As the world progresses, including its progression in adventures and campaigns that your gaming group runs, groups will splinter off of communities and create new tribes and cultures. With new cultures come new languages. Feel free to invent both new cultures and new languages in your campaigns, and feel free to alter the ones provided herein.

Following below is a list of all the languages of Braythmar.

Languages

Yuomi (Lennar): Standard tongue of the Empire and its domains

Creyburon: Standard tongue of Kemon

Abulu, Kwina, Gonduje, Sassou, Farupepe: Bikiditu Family of languages, spoken in *Mvendikele*

Varg, shu-Zabekh, shu-Gatam: Tarnok Family of languages, spoken in *tada-Qar'palak*

O-nokogo, Masajiri, Hanashite, Ramayu: Taiyogo Family of languages, spoken in *Nokoken*

Tirnabi, Nabiusar, Zeb, Jalim, Merat: Endarisin Family of languages, spoken in *Giltar*

Zul, Bor-Aram, Felaborix, Darganjortz: Yul Family of languages, spoken in *Tel Bthuandz*

Huna, Kele'atu, Hihiri: Ka'epo Family of languages, spoken in *Potahokitane'e*

Verkja, Fjolding, Grelf: Snibjorg Family of languages, spoken in *Björdfangr*

Chamelil, Shadaum, Fahir Bhasmin, Zubbah: Al Isnari Family of languages, spoken in *Kuonah*

On Names & Naming Characters in Braythmar

Choosing a character's name is crucial to the character creation process. The sound or meaning of a name can radically alter the concept you have for a character and can entirely define a character's nature. When choosing a character's name, feel free to simply choose one of the names provided in the language database below. Players and Storytellers are also encouraged to take naming a step further when creating PCs and NPCs.

That is, most indigenous tribes in the world choose names that reflect the natural world, the occurrences surrounding a child's birth, or the traits of the child being born. So, when you create a character, whether or not you choose a name from the following database, try to translate this into English (or whatever language you and your gaming group speak). For example, if you play a character from *Nokoken* and choose his name to be *Chiro*, you could translate this to "One Moon" or "Strong Bear". Or, if playing a character from *Tel Bthuandz*, you could name her *Khelâb-Zilân*, and translate it as "Borage Flower in Summer" or "Riverwind". Be creative!

LANGAUGE DATABASE

This section contains a list of sample words in each language found in Braythmar. These words are meant to be used primarily as names, but can also be used for places, plants, animals, and concepts. Feel free to alter these samples or create and add your own.

Yuomi (Lennar)

Testari, Impi, Aunert, Torsti, Elda, Vanimo, Orvo, Hamilja, Alvo, Tilatta, Soilan, Kieliri, Sikkalan, Vekketri, Ainalma, Oletta, Irammo, Kasinna, Arki, Enje, Hestikka, Iika, Ittu, Tavatti, Yrmi, Kaulatta, Rissa, Morkeri, Osto, Aamu, Reira, Aijo, Kille, Airis, Esti, Kyllari, Ilsi, Iina, Orki, Emaria, Eeti, Pitias, Heimanni, Eva, Auni, Perani, Eira, Urkka, Nerutta, Ello, Urvard, Takkimo, Ielja, Untorvo, Santtamo, Arma, Assa, Jarma, Ista, Jyllanda, Eeri, Oini, Jalari, Arha, Vilena, Peli, Hennilan, Ermi, Rairikki, Era, Etto, Eena, Sainio, Emi, Kulori, Sauna, Oleja, Ohti, Aula, Viinea, Painas, Minaro, Heini, Ooneko, Masini, Auneri, Virma, Alva, Oneta, Eskieno, Itti, Tetauna, Tytti, Pauri, Pila, Entos, Salelja, Iida, Teini, Einna

Creyburon

Mefrenan, Sygan, Croleroc, Degen, Bever, Mawes, Audwenn, Colan, Melan, Neoccus, Mern, Dolyn, Monkuet, Kennan, Cheseld, Revan, Blinan, Stelyn, Eren, Teven, Blochou, Wirruan, Meban, Jeron, Jornys, Feotran, Treseld, Molide, Pylina, Lunand, Mane, Ermennier, Crenier, Mewyn, Connan, Kywen, Wroban, Stelan, Monan, Keyne, Ewyn, Meseld, Chejan, Bans, Ciran, Gwilan, Irent, Wesar, Tirineannan, Julan, Melent, Lurnepen, Tarnen, Cherver, Wynan, Taloren, Kewyneder, Maun, Keardre, Maus, Gweer, Stethyn, Hydern, Deinnen, Sewyn, Sedan, Wodran, Renvewan, Melza, Enand, Gelan, Worven, Aune, Kensa, Sten, Bard, Beccar, Nilan, Trenow, Delyn, Brevan, Muruan, Tejan, Holan, Linand, Medena, Megan, Wona, Nernaus, Mewa, Stenan, Yrefer, Bliora, Dalek, Weer, Meryan, Erna, Sebard, Kerrynoc, Tadus

Bikiditu Family (Abulu, Kwina, Gonduje, Sassou, Farupepe)

Abeechi, Abimbola, Aiyetoro, Awiti, Bachi, Baako, Banyana, Bhleni, Bongiswayo, Bwase, B'yemolo, Chidi, Chike, Chukwuemeka, Chubuma, Dedewe, Dishembe, D'katu, Dubaku, Eberima, Efua, Ekechekwu, Emem, Ezenachi, Ezenja, Finhlanhla, Folami, Fumnanye, Gathiwe, Gbemifole, Gwansoje, Gwela, Ibizwe, Ife, Indlosi, Ingwasi, Isingoda, Izalini, Jabiso, Jelengu, Jumaansaye, Kani, Kayode, Kgoasambe, Kgobise, Kholanani, Khondilahla, K'jumama, Kunyana, Kwadwi, Kwate, Lamake, Longizwe, Lungala, Mandanathi, Manyara, Mbanhla, Mhela, Mihle, Mirembe, Msibile, Mthambi, Mwabudike, Ndidi, Nhalwazilile, Nkani, Nkechikwa, Njasala, Nozimahle, Ntokanani, Ntongiwe, Ntoyi, Obutume, Oluwasanki, Onseye, Phambi, Phulusi, Qhindilaloko, Rala'kwato, Ranikwedani, Rufanye, Sadongwile, Sahle, Sangabu, Sani, Sefu, Singile, Siyanda, Siyanipho, Slani, Ssenjo, Tonge, Thandidi, Thulile, Titilase, Ubuke, Udulo, Uyenwa, Wasswa, Yejide, Yewande, Zamsoni, Zima, Zolenile, Zuri

Tarnok Family (Varg, shu-Zabekh, shu-Gatam)

Ashum, Luronk, Bum, Shurz, Shagduf, Glub, Gub-mardek, Sharub, Yarbag, Agash, Snagluk, Mazog, Khamul, Uruk-bek, Lurku, Lugurz, Azog, Snargul, Burz, Molog, Borbub, Shakh Pelogra, Khadbug, Ghad-bothmog, Shaghurz, Aruk, Bogluk, Buz-gothmog, Magurz, Olob, Orub, Ugdush, Grat, Shadbag, Sharz, Shaturz, Mur, Morgash, Burzog, Gorbolg, Murz, Burgul, Snara, Bulg, Oghor, Sheluk, Lagruk, Khagoth, Bazgul, Ghamul, Oghuma, Shambub, Ghambolg, Barub, Shelfimbag, Dulg, Duzgash, Uriga, Umbub, Durz, Magdush, Uzgash, Snaga, Bugluk, Lugronk, Shelob, Goluk, Sharku, Mugdush, Shagoth, Khashum, Amog, Sharonk, Ghara, Sharuk, Shamul, Buzgoth, Olog, Barzog, Yarbul, Shaga, Goronk, Bul, Laronk, Bushnakh, Gark-ulag, Shamog, Ulima, Bugduf, Oghaura, Boghor-tum, Madbag, Marz, Nashtoj-kur, Barku, Borat, Ugluk, Uruma, Grol, Ugash

Taiyogo Family (O-nokogo, Masajiri, Hanashite, Ramayu)

Kujira, Hatsu, Miyomi, Kiyoshi, Yoshita, Asimito, Maimyo, Riko, Horoki, Kamoko, Shitsuo, Tenomi, Kaoruki, Seito, Jigeo, Kumako, Ichiko, Emazu, Eroko, Nobuo, Mayumi, Mazuo, Yujiko, Mayuki, Misao, Nase, Shiko, Mi-Myo, Namoko, Tatemi, Kato, Mazo, Karo, Shokikobu, Hitsu, Yonukumi, Mai, Tomoko, Ematomi, Mikiko, Teiko, Isao, Majoshoshi, Yoshiteshi, Chiura, Akiko, Yosei, Tsomi, Todoko, Ryokaki, Isashi, Mikuroji, Yokeo, Takio, Ikao, Narenuko, Makodoko, Muya, Ooka, Maru, Yasuo, Shinazu, Hikuji, Wamio, Kiro, Shio, Kuroko, Seteki, Si-Myo, Yochika, Kato, Yukashi, Shosaro, Fuma, Toshi, Yoichi, Sawushi, Miru, Waoiko, Ichoru, Wako, Kitsuo, Yasu, Tatsu, Ikeko, Yunahoru, Seiken, Tomiko, Maeko, Fumio, Chiro, Kiyomi, Kiko, Satsu, Tsukiro, Yuko, Hiko, Rakumi, Yoichi, Yunanoko, Wamio, Nisaye, Naoru, Yokeo, Tekiko

Endarisin Family (Tirnabi, Nabiusar, Zeb, Jalim, Merat)

Elnu, Enlanmum, Nizida, Utanmuzi, Menninki, Serapli, Rin, Assemus, Maeonius, Abus, Sinyas, Sabu, Halit, Sulshalser, Milabium, Shuwakh, Puntisunni, Darhumu, Aripor, Ulistawa, Ninanki, Niskalon, Ubimugal, Nikat-Nuzi, Dudresut-Nos, Babi, Ibir-Dan, Ashur, Hanu, Zabus, Shuraros, Dur, Ninki, Amunnos, Euedudamum, Atus, Ashinterari, Tikmaddu, Manu, Shunabi, Niskar, Nakumum, Dargerrenki, Dauizi, Kunlat, Mir, Tand, Nebisuran, Timidnius, Shar, Enu, Ari, Saldum, Alulim, Biag, Abgitlim, Mas, Rimaddu, Arshi, Kar, Enmakunnirenki, Nunna, Ubenkishi, Lungal, Ini, Shodamu, Tirapli, Sersibatus, Tunabi, Elalit, Enkuddum, Danmum, Menmum, Dungi, Uni, Shirai, Aishumilk, Harsu, Relannius, Lassour, Luan, Elun, Mertar, Lunninos, Naki, Nirbissiridan, Netbus, Sharnit, Soberdaru, Elissibarnit, Utinos, Enmuzi, Urnushindudungi, Nilidunugi, Megansigirsu, Udna, Rinarsour, Yakin, Sullay, Adiru, Dugasu, Saduri, Dauizi, Lurtumar-Nos, Daonos

Yul Family (Zul, Bor-Aram, Felaborix, Darganjortz)

Felbirumîm, Zâled, Khelâb-Zilân, Narak, Felgurazûd, Malâb, Gabil, Maktharag, Irgin, Balandush, Khâla, Kazar, Kilâb, Felak, Felân, Rundul, Khâd, Tuzâd-Khân, Bathol, Ibirkandul, Azar, Galâb-Khazad, Khazar, Nâgil-Khâl, Namilgundu, Gumil, Ramil, Igleddîn, Alak, Taled, Zundu, Aziglanbar, Ibulân, Tamandul, Nârag, Azaddundush, Gabil-Felak, Tarbhund-Garam, Nâgil-Gundu, Ruzaddanzâd, Sigandaled, Zilak, Biruk, Kibalgundu, Zindabizâd, Sharazûd, Zûd, Zirak, Bazdûm, Gathol, Khalâb, Naram, Sigirbundûm, Mazar, Biraz, Kilân, Nagil-Felak, Tazar, Thaled-Khuzar, Khalân, Igluzdîn, Ilgûn, Guled, Gûm, Mîm, Sigil, Kalâb, Buzad, Tazar-Barak, Buruk, Tulak, Nazad, Zâruk, Ziranbad, Tharuk, Marak, Zâgil, Khâl, Gamîm, Gundûm, Garak, Gandahalâb, Tharâg, Nalâb, Marag-Garam, Shandûm, Ukgil, Kheled, Azagundulak, Undûm, Sigandalgûn, Andûm, Makthûr, Zigil, Gundu, Udâlân, Abil, Khamandul, Ragil-Bandu, Bazûd-Nûr

Ka'epo Family (Huna, Kele'atu, Hihiri)

Nauri, Rati, Pite, Meho, Petu, Nere, Karingi, Elirini, Tuutahurini, Arini, Alohilani, Anahera, Ataahua, Dagetukino, Dubaajakoto, Ekewaka, Haunanirato, Hemiso, Hajinefotu, Hohepawarana, Huhanamisana, Inoamara, Ionakana, Kamakaniotu, Kaulana, Kimokewanutu, Kiri, Koukakilakaga, Lokelanimawarina, Maata, Mere, Mikaera, Noelanitupo, Ngaio, Paora, Patariki, Piripi, Puelanikai, Roimata, Ruiha, Tamati, Ulunawagate, Walewaleto, Wegutupono, Whetu, Wiremu, Heteua, Pira, Kiwa, Tene, Horini, Pa'i, Tinehi, Yootha, Tipuhi, Hihakiri, Tainui, Wikaere, Peora, Panui, Eta, Hitahui, Hetahui, Heru, Tare, Heni, Henuta, Keua'a, Pomira, Kiri, Munere

Snibjorg Family (Verkja, Fjolding, Grelf)

Raering, Borgny, Skurgar, Ani, Knar, Dalfhild, Ottoki, Barri, Brosti, Hjoring, Fadrod, Hjotra, Tosming, Groki, Otruiki, Grungar, Gosming, Dalfding, Gurming, Fridi, Silfrabbi, Bara, Gadir, Hrosti, Haen, HJOR, Tirlof, Beiti, Bjallrodi, Otar, Jorstir, Nenfjotli, Arniding, Haki, Anir, Fjori, Grani, Krosta, Hoki, Eddismar, Geignar, Sveri, Harming, Frabbi, Knari, Thjodrir, Frilleif, Gjand, Eiga, Heirir, Fyleturek, Idmund, Freydris, Hetran, Nelgal, Bryrolf, Harling, Rungrond, Hjognis, Lyran, Solod, Fefid, Merissa, Anming, Nirrid, Eyfura, Rerundi, Nirvar, Bikar, Vimling, Sidatil, Geitir, Thonir, Gauti, Vlarn, Grina, Rernid, Hjallod, Grilleid, Bonthorm, Stadrglod, Vaer, Fabov, Horknir, Hokel, Matild, Raetrek, Eylmaer, Gar, Korvard, Botivgar, Hir, Udis, Kjatli, Hralveig, Rulund, Huki, Fras, Snaerdil, Gumdar

Al Isnari Family (Chamelil, Shadaum, Fahir Bhasmin, Zubbah)

Sulma, Shuhd, Tarif, Qarim, Ameer, Yalim, Sadin, Firam, Lileh, Mukan, Busair, Komeer, Reynam, Uzmatim, Husni, Hireh, Nudireh, Hutadin, Suha, Bulah, Meza, Rihyya, Ghuda, Sira, Difar, Lali, Ahlib, Shakr, Madin, Hawkim, Hosar, Hahsef, Munya, Mazieh, Harid, Zeira, Busar, Usir, Yuhihram, Nahrub, Ibal, Muzman, Ramneer, Yame, Nida, Qasr, Nihad, Jufrim, Heyd, Sidat, Khari, Azin, Ulam, Xanneer, Musilel, Ludir, Tahim, Jifeh, Amyi, Muhah, Lijat, Rimdat, Medim, Shehsad, Sunifa, Nimar, Reya, Sura, Naneer, Ehra, Qumr, Tareem, Uhmi, Aslid, Sameen, Hassef, Jabib, Rina, Ashtin, Shafiq, Harith, Munan, Naeed, Ussan, Mira, Ninad, Aneer, Bidel, Hila, Abbebi, Ebi, Eham



RELIGION & SPIRITUALITY

Among the Primitive Tribes

The scholars and theologians of the Empire call the religions of the primitive tribes of Braythmar animistic, nature-centric, and shamanistic. However, to call such beliefs "religion" is inaccurate and narrowminded. For the non-civilized peoples of Braythmar, religion is both a way of life and is simply life itself.

The scholars are right in saying that the primitive tribes have great reverence for the Spirit World. This much is true. The spiritual practices of these communities also sometimes involves shamans, soothsayers, mystics, and other religious figures. And all of the belief systems of Braythmar's indigenous peoples involve deep respect toward and worship of the natural world.

However, what the scholars of the Empire don't understand is that religion, for the primitive tribes, is not something one practices separately from life. The lives and livelihoods of Braythmar's indigenous *is* their religion, and their religion *is* life. The actions they take every day are forms of meaningful worship, and their connection to the spirit world helps guide them in everything they do. For most of these peoples, "god" is not a separate entity, a figurehead to be obeyed and worshiped. For these people, god is the state of living in harmony with the natural world, being an animal with the rest of the animal world, and seeing the mystical and magical in the mundane.

Because of the near-universal reverence of the natural world and its ecosystems, these tribes sometimes deify features of their landbase. The natives of *Mvendikele*, for example, have elevated the local volcano, *Obioke*, to godhood. The peoples native to *Kemon* hold that their entire island is a living, breathing, constantly creating goddess. Similar deification of natural entities gives rise to "pantheons" of gods and goddesses, though such belief structures among the primitive tribes are without hierarchy and domination.

Equally important in the spiritual life of Braythmar's indigenous is the worship of plants and other animals. Each tribe has one or more animals it holds to be particular sacred and important, and the geographic diversity of each of Braythmar's provinces gives rise to the adoration of a variety of plant life. It is customary within most tribes for individuals to take on a totem animal that they feel represents them best. This sometimes corresponds to the tribe's holy creatures, but often does not. Players are encouraged to note their totem creature or creatures, if any, on their character sheet. This can have a bearing on the game in any way Narrators choose.

Because the names and concepts of deities differ greatly even between communities in the same province and language family, the names of individual deities and the pantheons to which they belong are not listed here. It is up to primitive PCs and NPCs to decide which gods/spirits/forces they give praise to and what they are called. Such deities, spirits, and gods can come into play if Storytellers so choose. The effects they have on the game are left to the discretion of the storyteller, but should probably be treated similarly to magic and psionics. See the *Saga* Core Rulebook and the following section for more information of magic.

Beyond plants, animals, and natural entities, it is also common in Braythmar's non-civilized societies to pay respect to and seek the wisdom of ancestors. Almost all of Braythmar's inhabitants revere their ancestors, pray to them, and seek their guidance, knowledge, and strength. As with gods and totems, ancestor spirits can have any effect on the game that Narrators wish.

Within the Empire

It is decreed by law in the Empire that there is only one religion, and that all other religious and spiritual beliefs are heretical and illegal. The religion of the people of the Empire is pantheistic, and resembles the religion of ancient Mesopotamia very closely. It is headed by a chief god, *Terjetta*, and his wife, *Vekkamo*. The angry brow of *Terjetta* and the fires that shoot forth from his eyes are known far and wide by the enemies of the empire. This furious god is considered the patron of war, law, and justice. His wife *Vekkamo* is considered the goddess of grain, the harvest, the seasons, and agriculture. She is well known by the thousands of small shrines and statues depicting her image in the crop-producing fields across the Empire.

Beyond the chief god and his wife, there are a number of other main gods and goddesses within the Lennar pantheon. These include *Elempi*, god of medicine and science; *Kimmo*, god of metalworking, caves, and mountains; *Auka*, goddess of mercy and compassion; *Rekka*, god of finance, banking, minting, and record-keeping; *Alja*, goddess of beauty, love, marriage, and sex; *Arja-Aatii-Jonekko*, the three-faced god of strength and territory, and messenger of the gods; *Sulvikko*, god of writing, poetry, music, and the arts; and *Kosti*, goddess of change, chaos, and destruction. There are hundreds of other deities and patron gods and goddesses besides these. Players and Storytellers should feel free to invent, name, and give patronage to new deities within the religion of the Empire.

Most of the main gods and goddesses of the Lennar religion are depicted as humans, as they are the chief deities of the *Jakkio* conquerors. However, two of the main gods, and many of the lesser gods and goddesses, are non-human in appearance. *Arja-Aatii-Jonekko* is generally portrayed as being human, skaven, and gresh, having one face for each of the races and a body with the features of all three. The goddess *Kosti*, given her patronage over constant change, chaos, and destruction, is believed to continually shift parts of her body between human, skaven, and gresh. Statues and art depicting her image vary greatly from place to place.

In addition to the main gods and goddesses and lesser deities, it is generally accepted that all of the Emperor-Tribunes ruling over Lenna are children or descendants of *Terjetta* and *Vekkamo*. When an Emperor-Tribune dies, he is elevated to godhood, and given a place in the pantheon of the religion of Lenna and patronage over some skill, trade, idea, or natural feature.

Within the boundaries of the Empire, belief in this pantheon and only in this pantheon is mandatory. All other religions are considered heretical, illegal, and worthy of punishment and annihilation. Many people who live within the empire still choose to follow their traditional beliefs, but always with caution and stealth. The Empire regularly deploys Zealots, *ilpperi*, to find non-believers and nature-worshippers and force them to convert. Those who deny Lennar's religion and refuse to convert are slaughtered, sometimes in ritual sacrifice to one or more gods, or they are branded with an X to denote their heresy and are forced into lifelong slavery.

Part of the Lennar religion decrees that only priests, rulers, *ilpperi* Zealots, and military-trained battlemages may use magic and psionics. Anyone else suspected of or caught using any kind of magic powers is killed by quartering and is magically obliterated into nothingness. This causes great conflict with many indigenous communities, especially those of *Kemon*, where to live requires and depends upon magic.

MAGIC & PSIONICS

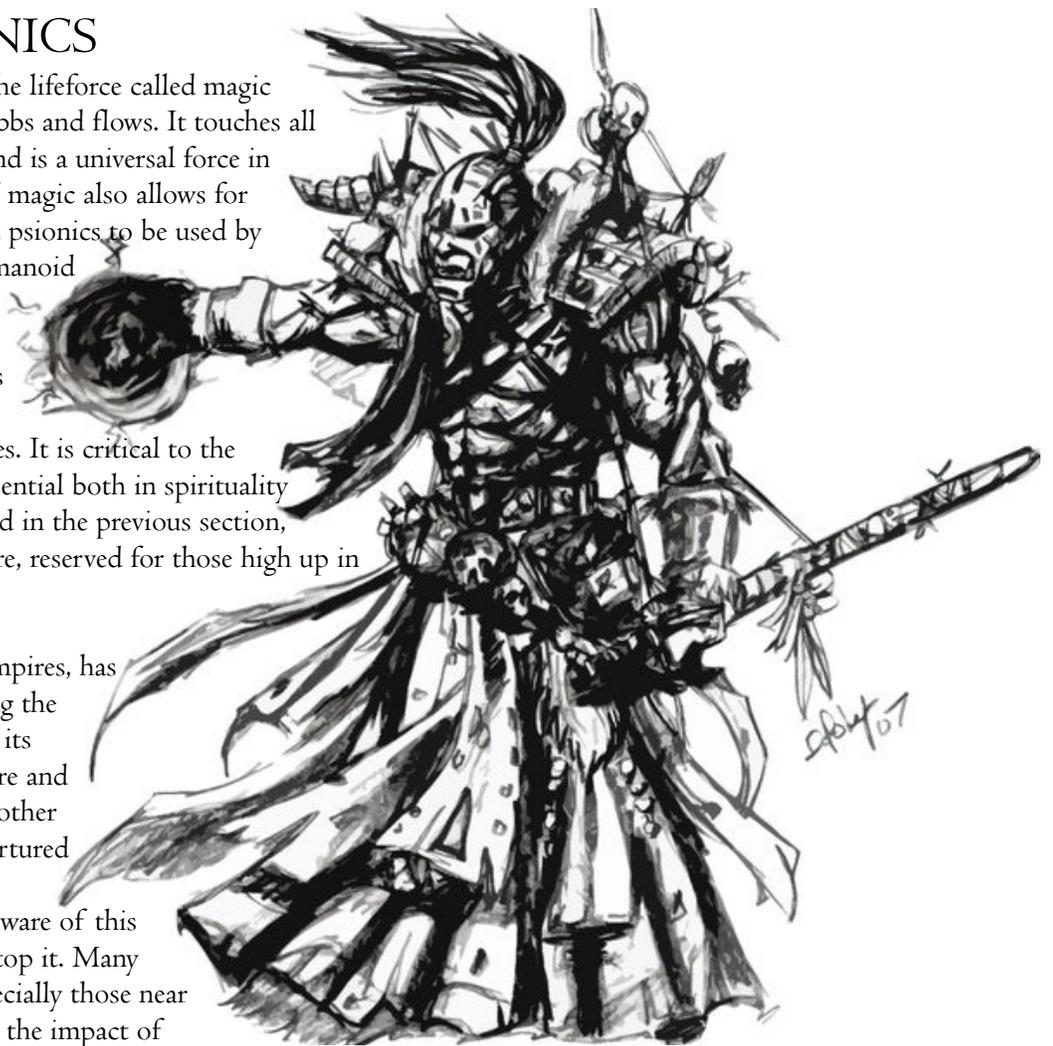
Braythmar is a land in which the lifeforce called magic continuously and powerfully ebbs and flows. It touches all living and non-living things, and is a universal force in Braythmar. The universality of magic also allows for advanced mental powers called psionics to be used by humanoids and many non-humanoid creatures.

The use of magic and psionics is nearly ubiquitous in Braythmar's native communities. It is critical to the existence of these societies, essential both in spirituality and in practical use. As detailed in the previous section, it is less common in the Empire, reserved for those high up in Lennar's hierarchy.

The Lennar Empire, like all empires, has begun and continues destroying the forest and other ecosystems in its home land and abroad. As more and more forest is clearcut, and as other non-arboreal bioregions are tortured and killed, magic and psionics diminish. The Kemonites are aware of this correlation, and they seek to stop it. Many other native communities, especially those near the Empire, have begun to feel the impact of civilization on the spirit world. They, too, seek to stop Lenna's destructiveness.

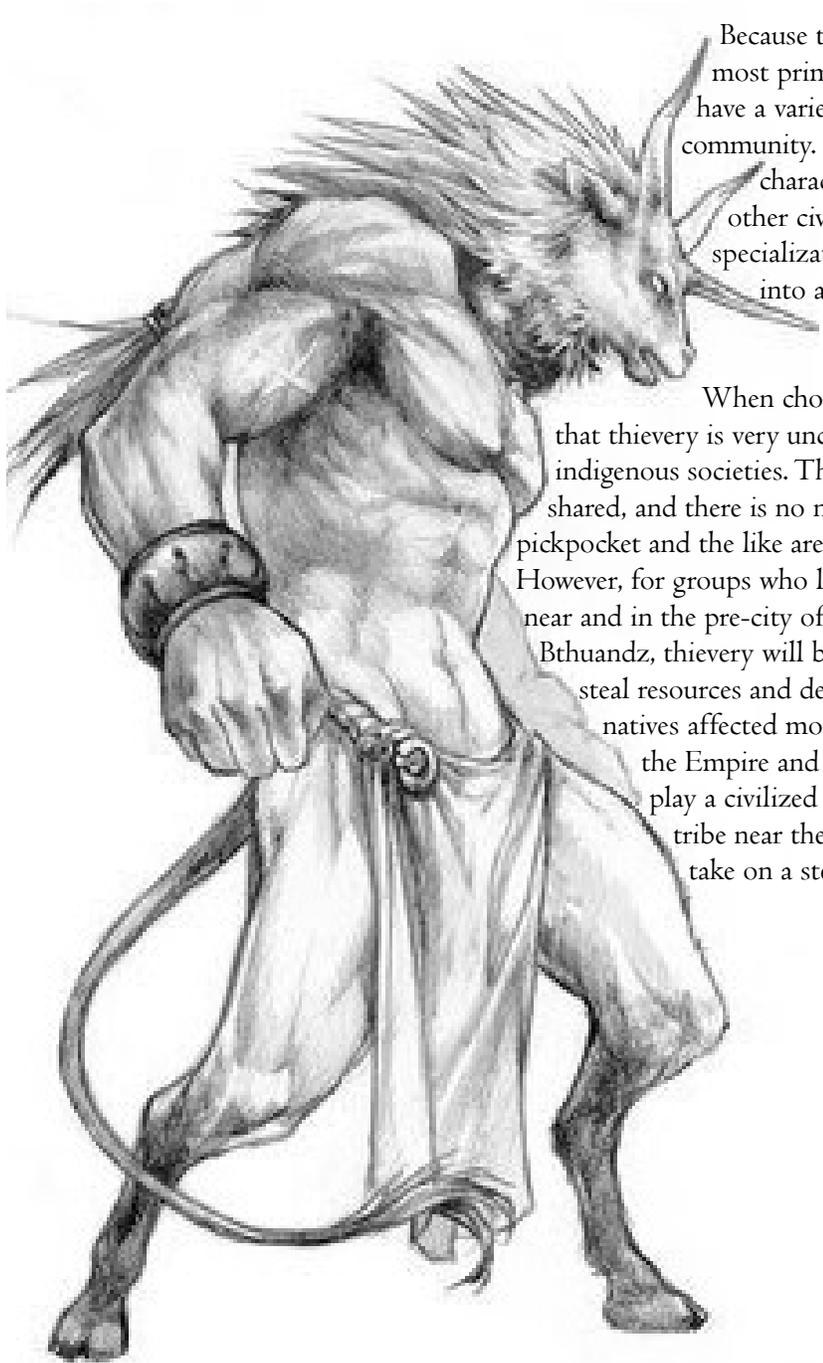
The magic used by primitive tribes is almost entirely elemental and nature-focused. It is also common in these societies to use divinatory magic to commune with the spirit world. Among the magic users of the Empire, death- and destruction-focused magic is more common, alongside magics that enslave and subjugate. Given the nature of Lenna's death cult, use of the reanimated dead in and out of battle is commonplace.

For more information about magic and psionics, see the *Saga Core Rulebook*.



TRADES, PROFESSIONS

The inhabitants of Braythmar take on a variety of roles, even among the less-specialized primitive societies. There are some trades/classes/professions that are only found within the Empire. Some trades are found only within certain tribal groups and areas. For example, the inhabitants of *Björdfangr* are the only people in all of Braythmar to work iron. So, only PCs and NPCs from *Björdfangr* (or those who go there to learn) will practice the blacksmith trade. Similarly, only PCs and NPCs from Lenna will be bronzesmiths. Coppersmiths will only come from *Lenna* and *Mvendikele*. Fishers will only come from communities that rely on fishing, as herders will only come from societies that herd animals.



Because there is little to no job specialization in most primitive societies, most primitive individuals have a variety of skills and jobs within their community. It is more likely that civilized (imperial) characters will have only one job, as Empires and other civilized societies tend to rely heavily on job specialization and compartmentalization. Take this into account when making characters for a Braythmar campaign.

When choosing trades for your character, be aware that thievery is very uncommon if not unheard of in most indigenous societies. This is because goods and resources are shared, and there is no need to steal. So, trades like thief, burglar, pickpocket and the like are usually not found in these communities. However, for groups who live near the Empire, and for groups living near and in the pre-city of Gamil-Nazad in the province Tel Bthuandz, thievery will be much more common. Where empires steal resources and deplete landbases, it is to be expected that the natives affected most will begin to steal, and justly so. Within the Empire and its cities, thievery is commonplace. If you play a civilized character or a primitive character from a tribe near the Empire or near Gamil-Nazad, feel free to take on a stealthy trade.

ARMS & PROVISIONS

In their travels, PCs and NPCs will come across a huge variety of weapons, armor, and gear. This section lists most of the arms and items characters are likely to come across. For information on weapons, armor, and other gear, see the *Saga* Core Rulebook.

Arms in Primitive Lands

Atlatls (spear-throwers), Arrows, Blowguns & Darts, Bone Knives, Bone Shanks, Bows (self-bows, short and long, sometimes recurved), Clubs (wooden), Clubs (bone), Copper Weapons (see Mvendikele), Crossbow (see Tel Bthuandz), Iron Weapons (see Björdfangr), Magical Primitive Weapons, Nets, *Oaru* Warstuffs & Swords (see Potahokitane'e), Slings, Spears (sharpened stick), Spears (stone head), Stones, Stone Axes, Stone Knives, Traps, Wooden Staffs.

Armor in Primitive Lands

Alligator Skin (see Tel Bthuandz), Bones, Copper Scalemail (see Mvendikele), Furs, Iron Plate (see Björdfangr), Leather/Animal Skins, Magic, Magical Tattoos, Seashell Scalemail (see Potahokitane'e), Shells, Shields (wooden or wood & leather).

Provisions in Primitive Lands

Animals (herd, pack, game), Animal Hides/Leather, Arrows/Arrowheads (primitive), Artist's Tools, Awls, Backpacks (hide, cloth, wicker), Bags/Sacks, Baskets, Bedrolls (hide/leather), Bones, Bone Tools, Bowls (wooden, stone, bone), Canoes, Chert/Chert Tools, Cloth, Clothes, Cordage/Rope (plant fiber), Cordage/Rope (sinew), Drums, Feathers, Fermented Food & Drink (in Björdfangr), Fire Kits (spindles/hearthboards, bow drills, etc.), Fish, Fishing Poles/Nets, Flint/Flint Tools, Flint & Iron Fire Kit (in Björdfangr), Flutes, Food, Jugs, Kayaks, Looms (primitive), Magically Enchanted Items, Medicinal Herbs, Metalworking Tools (Mvendikele and Björdfangr), Musical Bows, Obsidian/Obsidian Tools, Ocarinas, Paint/Ink, Pottery, Plant Fiber, Rafts, Sailboats, Scabbards, Sewing Kits (bone needles, fiber or sinew thread), Sinew, Sleds (in Björdfangr), Tattooing Tools/Ink, Smoking Pipes, Tents (hide/leather), Torches (sticks w/ animal fat), Urns, Water, Waterskins, Wooden Tools, Woodworking Tools.

Arms in the Empire

Bronze Weapons, Bows, Copper Weapons, Crossbows, Magical Bronze & Copper Weapons, Primitive Weapons.

Armor in the Empire

Bronze Chainmail, Bronze Plate, Bronze Scalemail, Copper Chainmail, Copper Plate, Copper Scalemail, Leather & Heavy Leather, Studded Leather & Studded Heavy Leather, Magical Armors.

Provisions in the Empire

All of the Primitive Provisions, Agricultural Tools (hoes, shovels, etc.), Brass Instruments, Bronze, Carts, Carriages, Chains, Chariots, Chests/Trunks, Copper, Covered Wagons, Dice, Drays, Fermented Food & Drink (beer, wine), Gambling Supplies, Gems, Gem Cutting Tools, Glass, Glass Goods, Horseshoes, Ladders, Looms, Metalworking Tools, Papyrus, Plows, Rowed Warships, Saddles & Reins, Sailing Ships, Seeds, Shackles, Slaves, Spinning Wheels, Stonemasonry Tools, Stringed Instruments, Vellum/Parchment, Wool, Writing Inks, Yokes.

FLORA

Braythmar is a land rich in plantlife, and as such PCs and NPCs will encounter a great diversity of useful plants in their journeys. Many of the plants found on our earth are also found in Braythmar. These plants aren't described in depth. The other plants listed- those who do not exist in our world- contain more detailed descriptions.

Many of these plants- real and imagined- contain useful properties that can be utilized in game. Some heal wounds, some stop bleeding, some paralyze, some induce hallucinations, and some check maladies. Besides medicine, Braythmar's plants have myriad other uses, such as bow wood, fiber, food, and friction fire materials.

The following list is adapted from the *Chronicles of Gantauruk Campaign Setting*, and can and should be expanded upon. For descriptions of where each plant is found and its effects, see *Chronicles of Gantauruk*.

Real-world Plants Occurring in Braythmar

Almond, Apple, Apricot, Ash, Asparagus, Bamboo, Banana, Barley, Beet, Birch, Blackberry, Boysenberry, Bracken, Brussel Sprouts, Buttercup, Cabbage, Cacti, Cantaloupe, Carrot, Cedars, Celery, Chard, Cherry, Chestnut, Chickpea, Chicory, Chili Peppers, Chives, Cinnamon, Clover, Cloves, Coconut, Cork, Corn, Cotton, Crabapple, Dandelion, Date, Dock, Endive, Fennel, Fig, Firs Flax,, Ginger, Gooseberry, Grape, Grass, Guava, Hazel, Heath, Heather, Hemp, Honeydew, Horse Chestnut, Horseradish, Huckleberry, Ivy, Jackfruit, Kohlrabi, Kumquat, Larch, Lavender, Leek, Lemon Balm, Lentil, Lily, Lime, Mahogany, Mango, Marijuana, Melon, Mesquite, Mints, Moss, Mullein, Nectarine, Nightshade, Oaks, Oat, Okra, Olive, Onion, Orange, Palm, Parsnip, Passion Fruit, Pawpaw, Pea, Peach, Pear, Pepper, Pine, Pineapple, Plantain (fruit), Plantain (medicinal herb), Plum, Pomegranate, Potato, Pumpkin, Radish, Reed. Rhubarb, Rice, Rose, Rosemary, Rowan, Rye, Saffron, Scallion, Seaweed, Sphagnum, Spinach, Squash, Strawberry, Stinging Nettle, Tamarind, Tangerine, Thistle, Tobacco, Tomato, Tumbleweed, Turnip, Vanilla, Violet, Walnut, Wheat, Willow, Wild Carrot, Wild Pea, Wild Ginger, Wild Strawberry, Yam, Yarrow, Yew, Yucca.

Flora Unique to Braythmar

Adgana, Alether, Black Lakeweed, Cowana, Crypalla, Dogoshu, Dragonkiss (Phinomel, Purple Phinomel), Druse, Gallowbrush or Sleptooth, Giant Azawood, Gnadum, Golta, Guyen or Snaketree, Haida, Karmo or Kianakue, Kemetibi, Lacaress, Larnuma, Laumspur or Laumwort, Liera, Nosegay, Jotundr, Kalabiwatate or Breathwort, Ogoshu or Innardswort, Satich or Madnut, Senara, Stargrass, Toa, Volko.

ANIMALS, BEASTS, & MONSTERS

The many biomes of Braythmar are full of non-humanoid animals. This includes every real-world creature that Narrators and Players wish to encounter, as well as a whole menagerie of fantastic animals. For all game purposes, all of the creatures listed in the *Chronicles of Gantauruk Campaign Setting* are also found in Braythmar. Also, feel free to adapt creatures and monsters from other campaign settings and other roleplaying systems.

For information on creatures and animals, and their statistics and how to use them, see the *Saga Core Rulebook*.

Braythmar

of Resistance to Early Empire in an Age of Bronze

Close your eyes and let your mind wander back 6000 years. Visualize all the splendor and squalor of ancient Mesopotamia, Sumer, the Fertile Crescent. Imagine the dawning days of the first civilized society of our world. Now, add some Orcs, Lizardfolk, Skaven, and Trolls. Mill these thoughts with a sturdy helping of Anarcho-primitivist politics and social-ecology, toss in some magic, and you've got *Braythmar*.

Braythmar is a land of Early Empire. Several tribes have put aside their racial and cultural differences and have conglomerated. They have learned agriculture and hierarchy, writing and time, urban life and conquest, religion and patriarchy. They seek to subdue and destroy everything around them.

Most of the peoples of *Braythmar* continue to live their traditional existence. They know the Lennar Confederacy for the threat it is: religious and mental subjugation, physical slavery, genocide, ecocide, death. Civilization spreads and conquers; primitive life struggles to stay free and strong. Bronze Age culture and technology clashes with paleolithic tools and ideals. Forests and prairies die, and the lifeforce magic dies with them. So, too, do the peoples who depend on these landbases. Warfare is pandemic.

Nothing in *Braythmar* is set in stone. The Empire is strong, but it is young, and its foes are many. It remains to be seen whether the Empire will continue to expand and succeed in its universal conquest, or whether those who resist civilization will topple the cultural juggernaut before them. The fate of this land and its peoples is in the hands of Players and Narrators. Experience resistance to a young empire in a high-fantasy bronze age. Experience *Braythmar*!