



HUMANS

SÆMYR'S DOMINANT RACE by a wide margin, humans constitute somewhere around 80% of the total population of the world's sentient species. Well-suited to exploration and adaptation, humans thrive in a wide variety of environments, enabling them to create powerful nations and empires of staggering breadth, as well as allowing them to persevere in some of the most hostile of places. Humans migrate in all directions, settling anywhere and everywhere capable of providing sustenance and shelter, no matter how meager. Still, they have a strong proclivity for always seeking more than they have – and, quite often, much more than they need.

While humans are by no means the strongest, fastest, smartest, or most durable of creatures, they invariably band together – often, in large numbers – and reproduce relatively quickly and in great numbers. Further, humans easily assimilate others' social, sci-

entific, magical, and military advancements, incorporating such knowledge into their own disparate cultures. Lastly, when human cultures run up against one another, violently or otherwise, they tend to gradually integrate, building new civilizations that break off from the old, either inspiring or crushing revolutions of ideas.

Unlike all of the other known sentient races of Sæmyyr, humans do not tend to see themselves as a single people – all elves acknowledge that they are *dætholayn*, and all dwarves and gnomes identify themselves by the common distinction of being *dergetal*, but humans from Tar Sequinus are Tar Sequins, while those from Náströnd typically see themselves purely as members of their own individual nations, cities, or even villages. In the vast majority of cases, no sense of racial unity pervades humankind; and this despite the fact that the human peoples of Sæmyyr are far more alike to one another than the various subspecies of elves or dwarves. Still, it is, in large part, humanity's unusual and seemingly paradoxical combination of inclusivity and xenophobia which has enabled humans to become the most powerful and widespread species on the planet.

Interestingly, humanity is the only race known for certain – and, even then, only through the barest of historical evidence – to pre-date the Great Blasting. In fact, if the research of certain sages of the Brotherhood of Magus is to be believed, the Ancients, themselves, were human, though perhaps of a breed of humankind alien to modern Sæmyyr.

HUMAN RACIAL TRAITS

All humans in the **Shadowlands Campaign Setting** are treated as normal humans in all respects (and use all of the mechanics presented in Chapter 2 of the **Pathfinder Roleplaying Game Core Rulebook**), with the following exception:

+2 to One Ability Score, +1 to One Ability Score, -1 to One Ability Score: Each bonus must be applied to a different Ability Score, and the penalty must be applied to an Ability Score which has not received a bonus.

Languages: Humans begin play speaking two dialects of their native land, and one other language. Humans with high Intelligence scores can choose any languages they want (except secret languages, such as Rogue's cant).

LANGUAGES AND DIALECTS

Due to the vast number of languages spoken on Sæmyyr, characters are generally assumed to be somewhat more multilingual than in the average **Pathfinder** campaign. Most regions have their own ancestral root languages, which have diverged into a number of more localized dialects. That is to say, in the remote history of the region now known as Airgíallne, some form of proto-Bruidhínn gradually became the dominant language and eventually branched into the distinct tongues spoken by the Calad Dúin or the Karadagné, for example. Due to cultural exchange – whether on account of war, trade, migration, simple proximity, or whatever else – certain languages cross from one region into another and count, effectively, as dialects of more than one root language.

Below are the dialect families for the regions presented in the **Shadowlands Player's Primer**:

Alanic: Tiflain Alanic, Pazyrain Alanic, Arzhain Alanic, Dælain Alanic, Skárthain Alanic, Lower Ashkan, Northern Bruidhínn

Ashkanian: Temple Ashkan, Lower Ashkan, Ekuru Ashkan, Kamranu Ashkan, Ulug, Arzhain Alanic, Arjzhakh

Bruidhínn: Northern Bruidhínn, Southern Bruidhínn, Karadag Bruidhínn, Calad Dúin Bruidhínn, Galateian Bruidhínn, Qwayraith Sylvænar, Cúal'wýr Sylvænar, Tarsequin Valiunt

Domani: Malak'a Domani, Heartland Domani, Khantayan Domani, Plains Domani, Nashal Domani, Wolen Domani, Awadi

Guerin: Shalornian Guerin, Eastern Guerin, Western Guerin, Hjunndrmál Guerin, Dæthol-Gweryn, Tarsequin Valiunt, Ýdalirðr Orindir, Èuraith Sylvænar

Khitai: Abarsean Khitai, Plains Khitai, Southern Khitai, Western Khitai, Chatyr-Kul, Tash Kurgan, Arjzhakh

Khotan: Mæotian Khotan, Western Khotan, Abarsa Khotan, Dardish, Yutian, Ýdalirðr Orindir, Western Guerin

Ma'arandar: Ma'arandar, Ulug, Chul-Tam, Kashgar, Syembek, Gürtuk, Zhengru, Arjzhakh

Mtol Dærask: Mtol Dærask, Har Masa, Khorasan, Awadi, Makanu, Czernish, Cadogayn, Plains Domani

Orindir: Utgaadr Orindir, Haliandr Orindir, Dolgasrathadr Orindir, Ýdalirðr Orindir, Gjonþundr Orindir, Tukgaldr Orindir, Ulldr Orindir, Rúnæ

Sha'an Tzien: Sha'an Tzien, Shányú, Yuezhi, Dàyuān, Diáng Xō, T'ién P'o Leng, Shao, H'Miào

Sylvænar: Èuraith Sylvænar, Qwayraith Sylvænar, Ilyióndraethu Sylvænar, Áraethun Sylvænar, Áriannu Sylvænar, Cúal'wýr Sylvænar, Ghoyuqan, Glansinnim, Dæthol-Gweryn

Valiunt: Tarsequin Valiunt, Southern Valiunt, Stranian Valiunt, Lautun, Zilicati, Apronian, Rætian, Cecsana

Wolen: Thannish Wolen, Wolen Domani, Nerians Wolen, Æthealdans Wolen, Vosges Wolen, Riverlander Wolen, Khantayan Domani

AIRGÍALLNESE

Common Classes: Barbarian, Bard, Druid, Fighter, Oracle, Ranger, Rogue, Witch

Common Faction Affiliations: Athair, Dáil Cromleac, Firumbras, Khurentai, Máthair

Major Ethnic Groups: Talasni, Calad Dúin, Latharnæ, Dromách Fir, Karadagné, Cecsana, Cár Eganu

Male Names: Brogdar, Cambrech, Dargallen, Foichtrúnn, Malgion, Óisinn, Tarchudd

Female Names: Andredda, Aoínihd, Bouadæith, Éarsa, Fara, Guennihd, Méáith

Appearance: Most Airgíallnese are of around average human height and of lean, wiry build, though the Calad Dúin and the Cecsana tend to be a little on the tall side. Pale skin is common, as are coppery red, light brown and black hair, though blond and dark brown are certainly not unheard-of. Brown, olive green and hazel are the most common Airgíallnese eye colors; blue and gray occur fairly regularly,

however. Many Airgíallnese wear the *breáchan*, a long, heavy woolen wrap that can be used as a full-body garment, displaying the *fleáthe* (colors) of one's clan. Warriors often paint their bodies with ceremonial pigments before combat: Cecsana favor red plant-based dyes, for example, while many of the clans of the Karadagné use a gray-blue clay common at the foot of the mountains.

Wild in both war and celebration – that is how most outsiders describe the Airgíallnese. A clannish folk, their vast extended families form the backbone of the Airgíallne nations. They prize loyalty and a rough sense of honor, as well as passion in all aspects of life; loving, drinking, feasting, and feuding with equal intensity. The recent Tar Sequin occupation in the south has left marks on both the land and its people, and many Airgíallnese of the younger generation are leaving the homeland of their ancestors to seek their fortunes in the wider world of Sæmyyr. Likewise, many were born abroad – from Tar Sequinus to Mtol Dærask, from Valgaard to Wolœstra – the children of merchants, mercenaries, settlers, or even slaves.



Airgíallnese

In addition to the traits common to all humans, Airgíallnese have the following benefit:

Wood-Wise: Airgíallnese gain a +2 racial bonus to either Knowledge (Nature) or Survival.

Relations: So long as they conduct themselves with honor, Mtol Dærasks and Toráni are welcome among the Airgíallnese, knowing as they do the shared burden of battling the Shadowlands. The ways and peoples of Sylvænyr are, likewise, respected, so long as they give respect, in kind. Tar Sequins and Domani, on the other hand, are despised as cruel conquerors that cannot leave other men to live as they will.

Motivations: An Airgíallnese may become an adventurer because of an oracle's prophecy or a druid's vision, or even because he was exiled with the threat of a witch's curse. He may be seeking a way to punish the Tar Sequins for the occupation, or just eager to have songs sung of his deeds.

ASHKANIAN

Common Classes: Antipaladin, Cavalier, Cleric, Fighter, Inquisitor, Paladin, Rogue, Wizard

Common Faction Affiliations: Black Hand, Brotherhood of Magus, Church of Ialdabaöth, Knights of Kashouli, Knights of Şadûr, Rádha

Major Ethnic Groups: Ashkanu, Karsab, Ekuru, Kamranu

Male Names: Asharnipal, Kasharajna, Nur-Erukum, Sin-Adan, Ulzu, Vhabhandya, Zabaisun

Female Names: Annanit, Balisuna, Chandara, Navasi, Nin-Asuna, Panchami, Sha-Illi

Appearance: The average Ashkanian stands a little on the short side and is slight of build, though Ekuru are often a bit taller and broader across the shoulders. All have black hair that grows thick and wavy, or even curly, while skin tone ranges from a dark shade of olive to nut brown. Ashkanian have dark brown, black, or – rarely – amber-colored eyes. Clothing tends to be worn in layers of light fabric which are easily piled on in cold weather and stripped away when it is hot: plain hemp and linen for the poor and richly-dyed cotton and silk for the wealthy. Ashkanian greatly enjoy fine jewelry, and it is a mark of high prestige for a man to be able to adorn his woman (or women) in a queenly fashion.

With a reputation for wisdom and piety, Ashkanian civilization blends the cultures of the ancient tribes of the Ashkans, whose legends tell that their ancestors were driven out of the south by the rise of the Shadowlands, and the Ekuru, who are distantly related to both the Ma'arandarans and the Khitai. The majority of Ashkanian believes in rigid social order, and most confine displays of strong feeling to family and close friends. Frequently, those of them who do not fit the common mold of the Ashkanian



Ashkanian

way of life strike out for distant lands, seeking to discover purpose and place on their own terms, rather than according to the inflexible demands of caste.

In addition to the traits common to all humans, Ashkanian have the following benefit:

Scholarly Tradition: Ashkanians gain a +2 racial bonus to either Knowledge (Arcana) or Knowledge (Religion).

Relations: Ashkanian are no friends to Ma'arandarans, Khitai or Valgaardians, who have raided their lands for centuries. Mtol Dærasks are viewed with puzzlement, while Toráni as a whole are seen as a foolish little brother who is at his most childish when he most vigorously pretends to be an adult. Sha'an Tz-ien are esteemed as a truly civilized people. The Brotherhood of Magus poses an interesting conundrum; it is devoted to the admirable pursuit of scholarship, but without a sense of proper reverence.

Motivations: An Ashkanian adventurer is almost certainly looking for a life free of unyielding social constraints. He may have been born into low caste, or is perhaps even a noble who cannot abide the excesses which are expected of him.

KALAK DOMANI

Common Classes: Cavalier, Cleric, Fighter, Inquisitor, Monk, Paladin, Rogue

Common Faction Affiliations: Amyxai, Black Hand, Hand of Kalak, Kalak Priesthood, Knights of Kalak, Knights of Şadûr, Masar, Riders of Nashal, Sword of Kalak, Twilight Path, Vathana

Major Ethnic Groups: Abityans, Khantaya, Kutians, Nissana, Atirati, Khyarga, Awadi, Lautuns, Karadagné, Rathei, Czernish

Male Names: Éphon, Kal'adda, Kal'ishal, Qodash, Shimáon, Yazdé, Zayim

Female Names: Ashaiya, Jasri, Kal'alya, Kal'isna, Nishiri, Qadira, Yashana

Appearance: Inhabiting as they do such an expansive region, Kalak Domani – typically just called Domani by outsiders – run the gamut in terms of appearance. Those from the hotter climes tend toward dark complexion, hair and eyes, while those from the cooler southerly latitudes are often rather fair-skinned, with light hair and

pale brown or blue eyes. Due to extensive mixing among the various Domani populations, however, olive is the commonest skin tone, along with medium to dark brown hair and dark brown eyes. For most Domani, clothing is a simple affair, though ranking clergy and other prominent citizens exalt Kalak's glory through personal displays of wealth: rich fabrics, precious stones, gold and silver, and the like.

Kalak Domani are many peoples, bound together under the will of Kalak the Just, as interpreted by the (often-conflicting) hierarchies of the various branches of his clergy. A sense of reverent obedience is instilled in most Domani from a very young age, and they favor invocations of Kalak and his angels in the names of people and places, as well as in common expressions and exclamations. They are swift to judge and not easily swayed from their opinions, even when they know that they are in the wrong. Those who fall out of step with the religious zeal of their fellows still tend toward a certain harshness of demeanor, upheld by a firm and unswerving sense of conviction.

In addition to the traits common to all humans, Kalak Domani have the following benefit:

Inquisitorial Culture: Kalak Domani gain a +2 racial bonus to either Knowledge (Religion) or Sense Motive.

Relations: Wolœstrans are wayward children who must be returned to the path of righteousness – forcibly, if need be. Airgiáll-nese and Mtol Dærasks – and Dætholayn, for that matter – are ignorant heathens, while Tar Sequins are upstarts who must learn to put down their spears and accept conversion. The Brotherhood of Magus is a pit of the vilest sort of secularism.

Motivations: Many Domani set out into the world on missions to proselytize, while others do so in order to escape Kalak Doman's oppressive theocracy. Still others simply aspire to do good in Kalak's name. Quite a few are “requested” by agents of the church to go abroad, whether into exile or to act as reluctant agents of the faith.



Kalak Domani

HUMANS

KHITAI

Common Classes: Barbarian, Druid, Fighter, Oracle, Ranger, Rogue, Summoner, Witch

Common Faction Affiliations: Amyxai, Athair, Black Hand, Firumbras, Followers of the Old Faiths, Spyrtha, Valgaardian Runesingers

Major Ethnic Groups: Chengir Kurgs, Moghâl Kurgs, Chatyrgan, Khôsâr, Arjzhakhs

Male Names: Abákhu, Bhárujun, Garsükh, Norkhai, Qanlut, Ughûl, Yasudai

Female Names: Beshleg, Dalgurzay, Erdencheg, Ghálkya, Shúltaa, Tsertseg, Yadârdka

Appearance: Khitai commonly possess a striking ruddy-golden complexion, with straight sable to black hair and black eyes. Most Khitai men – Khôsâr, particularly – can grow only sparse facial hair, though some Chatyrgan manage full beards. As a rule, they are short of stature and broadly built, though Khôsâr are often slightly taller and slimmer. The average Khitai, whether commoner or *qâ'an*, wears clothing made from fur, leather, and silk; this latter rough and plain for most, but fine and elaborately colored for the rich and powerful. *Everyone*, down to even the children, wears at least a knife for utility and self-defense.

Most Khitai love nothing better than a full wineskin of *arkha* (a drink made by distilling fermented mare's milk), a spit of spiced roasted meat, and a good knife-fight. Strong drink and piquant food, as well as a little bit of violence, are crucial parts of everyday life. Khitai are quick to fight and, often, quick to forgive... especially to forgive those who put up a good fight. They are prone to laugh at misfortune – whether their own or another's, but never a child's. In fact, one curious Khitai custom, on account of the high rate of child mortality, is to give newborns terribly unflattering names (Julkagh; "Rotten Meat," or Ghurshû; "Fathered by a Dog," for example), to dissuade evil spirits from taking interest in the little one. Such names are typically changed at around four or five years of age.

Sessrumnir



In addition to the traits common to all humans, Khitai have the following benefit:

Blood and Thunder: Khitai gain a +2 racial bonus to either Intimidate or Ride.

Relations: Khitai see Ma'arandaran as kindred, though perhaps a touch uncivilized. Valgaardians are admirable folk; they understand the joy to be found in bloodshed and vice-versa. Ashkanian, on the other hand, are stuck-up and foolishly devoted to the service of gods who make demands, rather than exchanging power for the privilege of worship. Why they choose to revere tyrants is a mystery.

Motivations: Often, Khitai wander simply to see the world and to make their fortunes. Some become fed up with the savagery of their people – or end up on the losing end of a tribal conflict – and leave to put such violence behind them. Still others are dispatched on quests by priests of the ancestors, and bidden to do great (and sometimes terrible) deeds in far-off lands.

KHOTAN

Common Classes: Bard, Cavalier, Cleric, Fighter, Ranger, Rogue, Wizard

Common Faction Affiliations: Athair, Black Hand, Brotherhood of Magus, Church of Ialdabaôth, Followers of the Old Faiths, Knights of Şadûr, Máthair, Sartha, Spyrtha, Utgathain, Valgaardian Runesingers

Major Ethnic Groups: Mæoti, Dardish, Yutiæ, Ardemir, Vhontish, Ýdaals

Male Names: Berrec, Davon, Jorven, Madoq, Oreás, Rander, Tasqar

Female Names: Caela, Delsie, Imowen, Lyrdis, Ranen, Sasla, Taris

Appearance: Most Khotan stand at around average height and are slightly stocky, with pale skin, dirty blond or light brown hair, and brown or blue eyes. Dards are a bit taller than average; slender, with ivory-colored hair, dusky skin, and pale gray eyes. Most Khotan believe that they originate in some other land, perhaps from north of the Abarseans. Vhontish are big and well-muscled, with flame-red hair and dark blue eyes. Most of the year, Khotan dress for the cold in simple, rugged garb – the commoner in wool and fox-fur, the nobleman in lightly embroidered buckskin with ermine or sable trim. For the most part, Khotan are a simple folk who respect the value of

Naströnd

home, family, and honest effort. They work hard and play hard... but only when the work is done. They love the gods, but believe that people's fortunes are made or broken by personal toil, rather than pleas to the distant heavens. Insular by nature, they nevertheless band together when outsiders threaten: the village against the nation, the nation against other countries, all of Náströnd against foreign invaders. A Khotan's friendship runs deep, as does his ability to hold a grudge; he will never forget either a good deed done for him or an ill one done upon him.

In addition to the traits common to all humans, Khotan have the following benefit:

No One's Fool: Khotan gain a +2 racial bonus to either Craft or Sense Motive.

Relations: Valgaardians are a pox – lazy thugs who can't be bothered to do their own work, and so must steal the labor of others. Shalornians are needlessly fancy and smug, believing that big-city sophistication and a fat purse somehow make up for lack of substance and work ethic. Quite a few of the kingdoms see the Brotherhood of Magus as a gathering of busybodies, though useful enough sorts, even if Dard has outlawed them. The Church of Ialdabaôth is an oddity; its adherents certainly seem willing to put in a good effort, but out of envy, rather than any sense of responsibility.

Motivations: Quite a few young Khotan set out from their towns and villages out of a desire for adventure. Young nobles often go abroad to gain some experience in the world before settling down to their obligations at court. At least some of both sorts never end up going home.

MA'ARANDARAN

Common Classes: Barbarian, Druid, Fighter, Oracle, Ranger, Rogue, Summoner, Witch

Common Faction Affiliations: Athair, Firumbras, Followers of the Old Faiths, Kahlil's Black Guard, Sathgati

Major Ethnic Groups: Arandar, Ulugk, Chultu, Bhörsugun, Syem, Arjzhakh





Ma'arandaran

Male Names: Báskotun, Gulubaat, Khónsut, Murgaat, Ógwun, Qunadasa, Tárngaang

Female Names: Berkchei, Chákutum, Gundhei, Nosqolun, Qáratum, Suldhei, Uksulum

Appearance: Like the Khitai (to whom they are closely related), the Ma'arandaran are often short and squat, and most of them are a bit bow-legged from lives spent astride their horses. Their dark brown or black hair is shaggy and thick, and their skin is equal measures bronze, red, and tan. Most have flinty black eyes, though some Bhörsugun

have odd yellow-gold eyes, like those of the wolves to whom they are as brothers, while many Chultu have eyes of iron gray. Their thick winter garb of fur and leather is exchanged in warmer weather for the *déilh*, a long tunic: cotton for most, though the wealthy favor silk or brocade. Ma'arandaran warriors favor lavish embellishments on their weapons, such as intricate gilding, jeweled scabbards, and the like.

For the Ma'arandaran, to ride is to live, for a man can breathe only because he takes the wind into himself when his horse gallops across the plains. To skulk in the marketplace and pilfer from an unwary merchant's stall is stealing, low and dishonorable; to ride men down and plunder their wealth with naked steel, however, is noble, and pleasing in the eyes of the gods. Bragging, too, is honorable, so long as the braggart can back up his words with more than mere swagger. Just as her must be a terror to his enemies, so, too, must a Ma'arandaran treat his friends with loyalty and generosity.

In addition to the traits common to all humans, Ma'arandaran have the following benefit:

Nomadic Upbringing: Ma'arandaran gain a +2 racial bonus to either Perception or Ride.

Relations: Many Khitai have fallen out of love with the wind; this is bad, and it will make them sick in their souls, so they must be reminded of what it is to be free. The folk of Ashkanian and Sha'an Tzien crave walls and laws. Such people can never know joy. The Firumbras is a goodly fellowship, for its members understand that personal honor and glory, and the good of the clan, come before all else.

Motivations: Ma'arandaran tend to venture out into Sæmyyr for the sake of earning respect, honor, and fear. Others just want to plunder the wealth of foreign lands, so that they can return home and take up the mantle of *kéhan*. Still others feel out of place at home, longing for conquest – to live in a palace, to rule over a nation.

MTOL DÆRASK

Common Classes: Cavalier, Fighter, Paladin, Ranger, Rogue, Sorcerer, Wizard

Common Faction Affiliations: Ákāsīh, Amyxai, Ashavan, Black Hand, Brotherhood of Magus, Church of Ialdabaōth, Da'wa Ashiyyin, Draosh, Kahlil's Black Guard, Khurentai, Knights of Kalak, Knights of Kashouli, Knights of Şadūr, Masar, Rádha, Riders of Nashal, Sartha, Spyrtha, Tyvaard Votar Priesthood, Utgathain, Vathana, Zantéush

Major Ethnic Groups: Mtol, Awadi, Khorash, Mezadim, Makanu, Nissana, Khyarga, Ashkanu, Czernish

Male Names: Azargan, Bahruj, Dariuj, Navza'ar, Rahan, Saoshan, Za'al

Female Names: Daxsha, Haruvya, Jehana, Nandis, Raxshada, Savardis, Tarmeena

Appearance: Ranging through every known inhabited latitude of Sæmyyr, the Mtol Dærask are a people of incredibly varied appearance. In the extreme north and south, they have a faded beige complexion, with pale brown or green eyes; toward the equator, they are extremely dark brown, with eyes the greenish-black of old bronze. All have curly dark brown or black hair, and all tend to be tall and lean. Clothing is functional above all else. Among the Mtol Dærask it is said, "The desert has no use for wealth," and not even a king permits the adornments of his attire to interfere with his ability to draw a blade and defend his honor... or his life.

The Mtol Dærask have innumerable ways and customs. Most of the "great tribes" of native Mtol Dærask – the Awadi, Khorash, Mezadim, and Makanu – consist of scores or hundreds of smaller tribes; the powerful Mtol consists over one thousand such desert clans. Hardiness and self-sufficiency are prized by all, as is the ability to stand firm by the side of one's companions. Whether armed with steel, prayers, or arcane power, Mtol Dærask are always ready for whatever the world throws at them.

In addition to the traits common to all humans, Mtol Dærask have the following benefit:

Ancient Oaths: Mtol Dærask gain a +2 racial bonus to either Knowledge (Arcana) or Survival.

Relations: Kalak Doman will receive its day of reckoning, when the sons and daughters of the desert teach the Domani a lesson in courtesy.

RACES



MtolDaerask

The elves of Sylvænyr are lost children of the sands, and should be received with kindness, so long as they come as friends. The Sha'an Tzien and Ashkanian are staid folk, but generally respectful, while the Airgíallnese are a young people, not to be too harshly judged. The Brotherhood of Magus is to be honored and protected, as told in the old law.

Motivations: Mtol Dærask are adventurous people by nature, for the desert does not suffer cowards. A youth may go forth on the word of a tribal chieftain, an elder or a member of the Brotherhood of Magus, or in repayment of a debt. Many do so simply because they wish to see the world beyond the sands and the scrub.

SHA'AN TZIEN

Common Classes: Alchemist, Fighter, Monk, Ninja, Rogue, Samurai, Sorcerer, Wizard

Common Faction Affiliations: Ákāsīh, Black Hand, Brotherhood of Magus, Durandal, Kalak Priesthood, Khurentai, Knights of Kashouli, Knights of Şadūr, Masar, Nithrai, Rádha, Septimus Priesthood

Major Ethnic Groups: Tzienshī, Shánxi, Yuezhī, Dàyuān, Diángxǒ, Leng Bū, Shao Fái, H'Miào, Arandar, Ashkanu, Khorash

Male Names: Chun, Hwàn, Ji, Senxiong, Weixi, Xaō, Zhien

Female Names: Giyīng, Kei, Mai, Shùlán, Xiyí, Yíun, Zuyīng

Appearance: Sha'an Tzien are, on average, among the shortest of the human peoples of Sæmyyr, and most are quite slight of build. The H'Miào, however, who tend to be shortest of all, are somewhat stocky, while many Leng Bū are actually quite tall – according to legend, on account of draconic blood. All Sha'an Tzien have straight black hair, or else the very darkest shades of brown, and most have black eyes, as well. Skin tone ranges from ivory-white in the nation of Sha'an Tzien, to yellow-tan in Shányú, to a brassy gold in T'ién P'o Leng, to the dark beige of the H'Miào. Styles of dress vary wildly by nation, though silk is far and away the most common textile.

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Sha'an Tzien are a disparate people, ranging from the subtle and reserved alchemist-philosophers of the Most August Empress' Forbidden City, to the boisterous sorcerers of T'ien P'o Leng, to the bold armored swordsmen of Shao, and many others, besides. All tend to revere their ancestors and look to the examples of the past for inspiration in the present, and they see unity in mind, body and spirit; any impurity in one must necessarily create a destructive imbalance within the whole of the self. For every thing under heaven, there is a law and a proper order, and the Sha'an Tzien know that true, spiritual strength comes only from acting in harmony with those sublime yet subtle axioms of the cosmos.

In addition to the traits common to all humans, Sha'an Tzien have the following benefit:

Ten-Thousand Small Courtesies: Sha'an Tzien gain a +2 racial bonus to either Diplomacy or Linguistics.

Relations: The Ma'arandaran are a barbarian people and not fit for civilized company. The Ashkanian, on the other hand, understand the value of propriety, even if their ways are inferior. The Mtol Dærask seem to spilt the difference between the two, weaving together disparate threads of barbarism and civility into a confusing whole.

Motivations: Sha'an Tzien may leave their homes and take to the road to live up to the glorious examples of prominent ancestors or to flee unhappy social obligations. Those who do not readily fit into the expectations of their elders and leaders are often pressured to leave, so as not to bring shame upon the community.

SAMURAI AND NINJA

While Sha'an Tzien is based much more on a mythical ancient version of China than Japan, the samurai and ninja alternate classes are nevertheless employed in this land to distinguish Sha'an Tzien's particular breed of honor-bound warriors from cavaliers, and to give players a choice between the more mundane thievery of the rogue and the ninja's mystic arts of stealth and assassination.

The twin swords of the Sha'an Tzien samurai (typically called *bu'qu*) are the *pyándaó* (long sword) and *duándaó* (short sword) – mechanically identical to the katana and wakazashi, respectively – while their version of the naginata is the *guándaó*. Likewise, in Sha'an Tzien, the kama is called the *kai*, the kusarigama is the *liàngkai*, the nunchaku is the *chiáng xioban*, the sai is the *xiabang*, the siangham is the *emeí shí*, and shuriken are known as *zhīng*. Lastly, the ninja is usually called *nīnxia*.



Sha'an Tzien

SHALORNIANS

Common Classes: Alchemist, Bard, Cavalier, Cleric, Fighter, Inquisitor, Rogue, Wizard

Common Faction Affiliations: Amyxai, Army of Septimus, Black Hand, Brotherhood of Magus, Church of Ialdabaöth, Guollung, Knights of Kashouli, Knights of Şadûr, Kobzari, Nithrai, Rádha, Sartha, Septimus Priesthood, Sons of Rætia, Soumani, Utgathain, Valgaardian Runesingers

Major Ethnic Groups: Shalorns, Adeers, Eracléans, Tarsequini, Labusæ, Aeduns, Hjunndrvóllk, Otamnæ, Ulldrvóllk

Male Names: Firaddio, Hains, Imbrondál, Konnraedt, Lupano, Tavio, Valdérion

Female Names: Céllonwey, Laressia, Maarthe, Nimosen, Raegen, Tanarra, Varusia

Appearance: Some Shalornians bear the swarthy complexions, and dark hair and eyes of equatorial Tar Sequins, while others have telltale marks of elven heritage: hair or eyes of unusual shades, for example, or skin with a strange tint to it. Still others have the look of Valgaard or Náströnd about them. Most show elements of all these and more. Favored styles of clothing combine Tar Sequin and Sylvænar influences, as well as some purely Shalornian flourishes: long, sweeping coats, high collars, broad-brimmed hats, and – for women of a scandalous mindset – garments incorporating external corsetry.

Marrying reckless courage to the adventurous and impatient spirit common in young kingdoms, Shalornians are people who desire to effect great change on Sæmyyr. They are some of the first people to question the idea of rule by hereditary aristocracies and monolithic churches, and the arguments of the right or wrong of the old ways and the new, alike, occupy some of their more introspective moments. Shalornians are a proud folk who recognize many virtues: skill at arms, mystical might, cunning, resourcefulness and wealth, just to name a few. To them, the past is merely a foundation upon which a far more glorious future yet waits to be built.

Gnyr Shalorn



In addition to the traits common to all humans, Shalornians have the following benefit:

Buy Low, Sell High: Shalornians gain a +2 racial bonus to either Appraise or Bluff.

Relations: Tars Sequins and Sylvænar elves are typically treated with a measure of standoffish pride; Shalornians are the descendants of the two empires' cast-offs, but feel that their present society is superior to either of its primary parent cultures. Khotans are well-meaning bumpkins, while both Valgaardans and Noatuns are, by turns, worthless pirates and useful (as well as fearsome) allies. The Black Hand runs more of Gnyr Shalorn than anyone cares to admit, while the Knights of Şadûr are a valuable asset to most of its major nations.

Motivations: Shalornians take to adventure like fish to water, eager to make fortunes, earn fame, or carve out kingdoms of their own. Impelled by a powerful cultural drive to accomplish, many of them desire to experience the world. Others, less fortunate, are instead sent into exile by greedy merchants, wicked noblemen, and knavish priests.

TAR SEQUINS

Common Classes: Cavalier, Cleric, Fighter, Inquisitor, Monk, Oracle, Rogue, Wizard

Common Faction Affiliations: Ákásih, Army of Septimus, Black Hand, Brotherhood of Magus, Church of Ialdabaöth, Guollung, Kahlil's Black Guard, Kalak Priesthood, Knights of Kalak, Knights of Şadûr, Maugris, Rádha, Septimus Priesthood, Sons of Rætia, Soumani, Twilight Path

Major Ethnic Groups: Tarsequini, Stranii, Lautuni, Apronii, Silicatii, Raitoni, Ceccsanæ

Male Names: Avarius, Demeratus, Iudio, Lanastion, Menalacor, Tenarius, Venon

Female Names: Avaria, Demerata, Iudia, Lanastia, Menalaca, Tenaria, Venona

Tar Sequinus
Imperial Shield



Appearance: Tar Sequins range in appearance from the dark brown Apronii, to the bronzed Tarsequini, to the pallid Silicatii, and all shades in-between. Most Tar Sequins have brown or black hair, wavy or curly, though some are blond or red-headed. Brown, blue and gray eyes are typical; hazel is sometimes found along the Airgíallnese border. The average Tar Sequin tends to stand around normal human height, perhaps ever so slightly on the short side, with an athletic frame. Silicatii are taller and leaner, though, while Stranii are taller and heavier of build. Tar Sequin dress consists of a belted tunic of linen or cotton for men

and a belted dress for women – plain and simple for the poor, grandiosely dyed and embroidered for the wealthy – while sandals are far more common than boots or shoes.

A DAUGHTER'S NAME

Women in Tar Sequinus do not have given names of their own. Rather, a woman is named for her father: if he is Astion, then she is Astia. Even if he has, say, seven daughters, all of them are Astia. Each is, however, likely to be distinguished from the others by age (Astia the Eldest, for instance), a physical feature (the one ginger-headed girl may be Astia the Red), an intangible quality (Astia the Lucky, perhaps), or some other individual characteristic. In conversation among immediate family members or with those close to the family, all titles save those pertaining to age (“eldest,” “elder,” and “younger”) may be shortened in an informal manner – Red Astia or Lucky Astia, for example.

Tar Sequins are among the fiercest and most aggressive of humans. Supremely confident, they view life as a never-ending series of challenges to be overcome. Resolute bravery, smoldering ambition, amoral pragmatism, and an abiding will to power are common traits among Tar Sequins, most of whom genuinely believe that it is the inevitable destiny of their people to rule all of Sæmyyr.

In addition to the traits common to all humans, Tar Sequins have the following benefit:

Imperial Industry: Tar Sequins gain a +2 racial bonus to either Knowledge (Engineering) or Profession (Engineer).

Relations: The elves of Sylvænyr and the Kalak Domani are worthy foes, capable of truly testing the might of the empire. They must be engaged with such courtesy and caution as they warrant. The Airgíallnese are barbarians who need Tar Sequin rule in order to better themselves, while the Shalornians are unruly children who have forgotten why they should heed father's will. Wolæstrans are a divided people, fallen into ruin and despair; a dismal example of the eternal need of sheep for a strong shepherd.

Motivations: A Tar Sequin may become an adventurer for one of many reasons. Perhaps he is patrician by birth, eager to explore Sæmyyr, or a warrior-priest who brings his god's word to heathen lands. Then again, maybe he is an escaped slave, thief on the run, or deserter from the Imperial Legions, forever one step ahead of those who would bring him to justice.



Tar Sequin Soldier