

WAR Culture Package

The Marobai

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Post-Shattering:

The Marobai experienced The Shattering differently from those other races and cultures of Ghaia. Well prepared for it, the Marobai looked at The Shattering as an opportunity to study the release of wild magic on such a grand scale. While not unsympathetic to the plights, hardships and tremendous loss of life wrought by The Shattering, they still view it as an opportunity to study and learn. For whatever reason, most of what was considered the Marobai homeland was spared (though transported) during The Shattering. They find themselves on the continent of Pawalintok, surrounded by unfamiliar woods, the Crimson Forest, and Darkening Reach to the south. Yet, for now, they remain safely ensconced within the Greenmyst Hills, nestled within the Valley of the Stars.

Since The Shattering, the Marobai have been leaving their homes in greater numbers, traveling in to the outside world to study the magics released/changed by The Shattering. This has changed the Marobai. Significant contact with the outside world has begun to change their perceptions of the world around them, which has begun to worry quite a few of the more traditional Marobai. Further, their sensitivity to other creatures, plant life, etc...has also changed as they view them as things to be studied.

Society:

Above all else, a Marobai's ambition is to learn as much about Magic in their life as possible. Of all the humanoid races of Emuria, no others are as attuned to magic as the Marobai. It is not uncommon for a member of the race to spend years studying all of the uses for a simple spell. The race is split into two distinct clans, each with their own culture and beliefs. The homeland of the clan of the Stars is in the Valley of the Stars. The homeland for the clan of Stone is in the Greenmyst Hills on the northern reaches of the Silgolian Wood. Each clan is further broken into families. Families are extended and often include over 100 people. There are roughly 10 to 12 families in each clan, each of which consists of close to 2,000 people (for a total population of around 24-30, 000). The order of importance in a Marobai's life is always clan first, magic second, family third, all else is individually decided.

Tattoos:

Every Marobai has two tattoos on the backs of their hands. On the back of their right hand is the tattoo of their clan. On the back of their left hand is the tattoo of their family. These are not normal tattoos. They are the basis of the Marobai race and were created by High Magic when the race was born. The full purpose of the tattoos has long since been lost, but their function is well known. The Tattoos help the Marobai to survive as well as extending their lifespans – which are similar to humans, if perhaps a little longer. A general greeting given to any Marobai that is not known is given by crossing the arms in front of the chest with the right wrist in front, palms of the hands facing outward. The wrists are then rotated to show the back of the hands where the tattoos are located. The wrists are shown first to prove that a person is not a member of the clan of

Death (described later). The right hand must always be in front since the clan is more important than family. It is a grave insult to cross arms with the left hand in front. Feuds lasting for decades between families have been started in this way. The tattoos may never be hidden, if they are then the Marobai is either an outlaw or an outcast. It is a great personal dishonor to try to hide the tattoos.

Clan of the Stars:

The clan of the Stars specializes in the study of Planar Magic. They prefer to live outdoors in buildings that have at least one room open to the sky. This clan has no problem with moving, since everywhere under the open sky is their home. A member of this clan is most happy when allowed outdoors. Most members of this clan do not use weapons, relying on their magic to protect them, but some train in the use of dagger or staff. There are times when other weapons are chosen, but this is very rare indeed.

Clan of Stone:

Members of the clan of Stone specialize in the study of Healing Magic. They prefer to live in deep caverns dug from natural caves. The clan of Stone is more protective of their territory than the clan of the Stars. While the clan of the Stars would be willing to move their home quickly, a member of the clan of Stone will always defend their home to the death. The Shamans of the clan of Stone generally do not use weapons, but most others are trained in the use of either hammer or axe. Again, others do train in different weapons but this is rare.

Clan of Death:

Very little is known about this clan. It was first discovered in 208 when Darberath Alsbane began openly teaching Necromancy. Its members come from both clans, although more seem to come from the clan of Stone. The clan of Death delights in the practices and studies of Necromancy. There are very few who can say with honesty that the clan of Death exists, as most Marobai simply refuse to acknowledge the existence of such a group.

The identifying mark is a tattoo of a skull on the inner wrist of the right hand. All members of the clan of Death have this tattoo. It has the same properties as the other tattoos, but the members of the clan of Death feel no regret with attempting to hide it. There is a common agreement between members of the clan of Stone and the clan of The Stars that any member of the clan of Death found is to be killed. There is to be no trial, no defense. No member of either clan will help in the resurrection of a member of the clan of Death. A Marobai will take the law into his own hands if need be and willingly face the penalties of his actions in order to eliminate a member of this group. In places where Necromancy is legal, all Marobai will strive to end the use of Necromancy. If a non-Marobai can be convinced to stop using Necromancy, then they can be forgiven. There can be no forgiveness to a member of the clan of Death since they have betrayed their original clan. If there are members of both clans hunting a member of the clan of Death, then the person of the same clan that the clan of Death member betrayed has first right to the kill.

Members of this clan were all once members of a clan and family. They do have the other two tattoos as well.

Note: A Marobai **CANNOT** be tricked or forced into receiving the clan of Death tattoo. He must partake of the Ceremony of Death of his own free will.

Note: The magic of the tattoos are born into a Marobai child. Therefore, a person cannot "become" a Marobai by simply receiving the tattoos. In fact, the High Magic will not work if a person is not born Marobai. Only the Clan Elders and the Councils know how to perform the casting of the Tattoo Ceremonies for each clan.

Personality:

Marobai are always very dedicated. Once they have decided on something, they go into it with as much effort as they can. A person may never quite know what a Marobai will become dedicated to do, but once they have decided, it is almost impossible to sway them from their chosen path. This may be the only common ground between the two clans.

Appearance:

Marobai appear as Human in appearance- the only thing that distinguishes them from Humans are the tattoos created by High Magic. There are no racial proclivities toward dress.

Language:

Marobai speak the Common tongue of Ghaia.

Birth:

Marobai go through childbirth the same as Humans. A child is not born with the tattoos on their hands, but they are born with the ability to receive them. Within 24 hours of birth, the child is taken to a Ring of Defense along with the parents and one of the clan elders performs the High Magic spell that marks the baby as part of the Tattoo Ceremony. When the parents are of different families have a child; the magic inherent in the child chooses the tattoo of the family. The High Magic changes the tattoo of the parent of the different family to match. In this way, the baby decides the family tree. Once one baby has been born to a couple, all others are born of the same family. It has never been known to have a subsequent child revert to a different family. The magic simply will not allow this to happen. Children are raised equally by both parents and are taught the ways of magic from an extremely early age.

Marriage:

For both clans, marriage is for life. Once a partner is chosen, another will never be taken even if their partner dies permanently. Each partner is treated equally, but when dealing with other families in the clan, the partner with the most magical ability speaks. This is also the person who brings matters up with the heads of the families. It is very common for the spokesman to change several times during a marriage as each learns more about magic.

Clan of Stars – Ceremonies are held privately with the heads of the families of the betrothed. The ceremony is always held outside on a clear night when as many stars can be seen as possible. It is said that the more stars in the sky, the happier the couple will be. It has been known for a marriage to be cancelled and the couple to never wed because of bad weather on the wedding night.

Clan of Stone – Weddings are public celebrations held in the largest, deepest cavern available. As many members from each family are invited as can fit in the room- when people from two of the larger families wed, there can be well over 1,000 people present.

Death:

Death is seen by both clans to be the natural end of things. Both clans celebrate the life of the dead.

Clan of the Stars - During the celebration of life, the body is cremated so that the spirit may join with the stars. This cremation is always performed under an open sky at night. A stone selected from the Valley of the Stars is often placed with the body at the time of cremation. This stone becomes known as the Starstone. This stone is placed inside of the deceased's headstone as a reminder of the life that was lost.

Clan of Stone - The clan of Stone buries their dead. The ceremony involves a burial with a brief recount of the deceased's life by the closest relatives. There is no casket used, and the body is naked except for being wrapped in ceremonial linens.

Inter-Clan Relations:

While both clans have different beliefs, they do share a common history. To outsiders they may seem to hate each other, but in reality they respect each other greatly. They realize that they both help each other to exist. The insults they give to each other are in truth, jokes meant to congratulate each other. The more two clansmen argue and yell at each other, the more they respect each other.

Interracial Relations:

The Marobai tend to be hidden from most races. Until recently, very few outsiders knew of their existence. Current troubles in both homelands have caused members of each clan to journey out into the world. A great rift has opened causing the deaths of many from both clans. In the past, since Marobai look so much like Humans, they seem to fit in well with Human society. Only the concept of the feudal system confuses them. Since in their society, there is a clan Elder and Elder Council that is mainly just advisers to the families, the idea of a person ruling over everybody is foreign to them. Until a Marobai learns how this system works by experience he will be very confused whenever anyone obeys a command from someone whom is considered Nobility.

Families:

Clan of Stars:

Bardo – Headed by Johnathan – Raindrop Tattoo - These specialists in water magic found a way to clean the water in the Valley of the Stars. Ever since, they have been the guardians of the fresh water that brings life to the Valley.

Caldwell – Headed by Nadia – Well Tattoo – This family helped in the Bardo discoveries. They still work closely with their friends.

Constal – Headed by Grace – Justice Scales Tattoo – The law of the clan. It is their task to keep peace among the families.

Fardel – Headed by Librian – Spiral Tattoo – The artists of the clan.

Glavest – Headed by Bernice – Quartered Shield with black upper right and lower left Tattoo – Traditionally, this family makes up the guardians of the clan. They are more attuned to battle magic than others and are normally the spearheads in battle.

Goldhelm – Headed by Calishian – Helmet Tattoo – Along with the Glavest family, the guardians of the clan.

Harbinger – Headed by Melissa – Smiling Face Tattoo – Some feel that this family is insane, but in truth they simply choose to enjoy everything life and magic have to offer.

Kaldesh – Headed by Valice – Birch over Feather Tattoo – Traditionally, this family was in charge of making cloth for the clan. Recently, many have begun trading with outsiders.

Lamesh – Headed by Dakarin – 12 dots in a circle Tattoo – This family has never found one task to concentrate on.

Marob – Headed by Harald – Book Tattoo – When Marobai started his travels, he changed his name. These are his direct descendants.

Moonglow – Headed by Aldera – Half-moon Tattoo – The first family to choose to join with Marobai when he left his homeland. They are usually more interested in the practice of Ice Magic than any other.

Mustary – Headed by Quinsy – Question Mark Tattoo – This clan insists on studying the mysteries of High Magic. Many members have died or been altered by their experiments. It is rumored that they accidentally created the ritual that brought to life the Clan of Death.

Nakabai – Headed by Drake – Dragon Tattoo – The ornate tattoo is because of this family's importance. They are in charge of the dead. Once a body has been burned it is traditionally their task to keep safe the starstone that will guide the spirit to the stars.

Opteria – Headed by Zardeth – Eye Tattoo – This family was once the watchers that kept an eye out for invaders. They are still the best scouts and guides that the Clan has.

Quentera – Headed by Celeste – Coin Tattoo – The merchants and traders of the Clan.

Redflame – Headed by Lilly – Flame Tattoo – Practitioners and specialists in fire magic.

Starshine – Headed by Gerald – 4 Pointed Star Tattoo – This family joined with Marobai after he left his home because they had always secretly practiced Elemental magic. It is rumored that they still have some secrets known to them that even the Clan Elders do not know.

Sunaria – Headed by Albert – Sunburst Tattoo – A woman who left with Marobai for love started the Sunaria family. She eventually married him and joined his family. The Sunaria family continues on because her sister followed her.

Tribian – Headed by Mansar – Cathead Tattoo – Why this family joined with Marobai is a mystery. Originally, they were all Khala, but have since had the feline half bred out of them through marriage.

Zavia – Headed by Hector – a “Z” in a Circle Tattoo – No one outside of this family has ever understood what exactly they do.

Clan of Stone:

Albane – Headed by Daria – White Rectangle inside of a Diamond Tattoo – A mysterious clan that practices the magic of charms and curses.

Axehead - Headed by Boman – Axe Tattoo – The warriors of the clan. Most are skilled in some form of melee combat. Very few are strictly spell casters.

Barov – Headed by Robert – Bird Tattoo – Feeling themselves to be the most noble of the families, they try to live in the tallest hills.

Burrows – Headed by Marcus – Cave in a Hill Tattoo – These Marobai use their gifts of Healing magic to make the homes of the clan as magnificent on the inside as the Miner family makes them on the outside.

Franco – Headed by Darian – Black Circle inside of a larger Circle Tattoo – This family studies the make-up of the world. They insist that there is more than just magic to be gained from the earth. No one is quite sure what they mean by this.

Forgehand – Headed by Zach – Anvil Tattoo – The smiths of the Clan.

Goldleaf – Headed by Wally – Leaf Tattoo – The merchants of the clan. It is said that their name and tattoo come from the mythical golden tree that they once brought to the woods.

Gridan – Headed by Gordan – Solid Black Shield Tattoo - Along with the Axehead family, this family joins in the defense of the clan. They are masters of defensive magic.

Hammerfall – Headed by Sara – Hammer Tattoo – This family was started by Marobai's brother who left with him, but refused to give up the magic of the earth.

Miner – Headed by Liliandrin – Crossed Pick and Shovel Tattoo – The builders of the Clan.

Natash – Headed by Brian – Horn Tattoo – This family keeps the families tied together. When needed, they are in charge of settling disputes.

Redsand – Headed by Necran – Hourglass Tattoo – Masters of binding magic, there is little they cannot do to stop someone.

Stonehand – Headed by Patrick – Fist Tattoo – This family enjoys working with stone. Some of their sculptures are considered the finest ever made.

Stonewood – Headed by Ellana – Tree Tattoo – The farmers of the Clan. Also the most closely attuned to nature. They were often found on the outskirts of the Silgolian Woods.

Tiar – Headed by Unar – Infinity Symbol Tattoo – The historians of the Clan. Their tattoo symbolizes that nothing ever ends, everything is tied together.

Vaken – Headed by Xavian – Claw Marks Tattoo – Joining with Marobai to escape prosecution by their tribe, these people choose to live in the past, changing little with the passage of time.

Waterfall – Headed by Simon – Waterfall Tattoo – This family joined with Marobai so that they could see more of the world. They roam around the hills much like a river.

Wolfen – Headed by Clark – Wolf Tattoo – This family seems to delight more in the company of animals than other Marobai.

Yamir – Headed by Podel – Griffin Tattoo – The guardians of the dead for the Clan of Stone. Once the dead has been buried, their remains are guarded so that their spirits may rest.

Legends and Heroes:

Marobai Keldoran (-410 to -315)- Founder of the race and creator of the Ceremony of the Tattoos.

Naffara Hammerfall (-412 to -297)- Brother of Marobai Keldoran. He followed his brother, but refused to study the Elemental Magics.

Hendik Alsbane (-420 to -350)- Clan of Stone elder who decided to move his clan out of the Valley of Stars.

Darberath Alsbane (85 to 170)- First member of the clan of Death to ever be found.

Alderth Moonglow (300 to 405)- Clan of Star Elder who led the cleansing of the Valley of the Stars after a great celestial upheaval in 356.

Moriden Forgehand (328 to 429)- Clan of Stone elder who reopened communication and trade between the two clans after nearly 700 years.

Berdine Glavest (540 to present)- Clan of Star hero who founded over 20 Elemental guilds in Emuria. He is known to all members of the clan of the Stars as the father of modern Magic.

Claudia Moonglow (550 to present)- Current Clan Elder for the clan of the Stars

Mordock Hammerfall (543 to present)- Current Clan Elder for the clan of Stone

Ira Gridan (550 to present)- Born of both Clans. Only Marobai to have clan tattoo on left hand and family tattoo on right. Clan tattoo is clan of Stars, family tattoo is the solid black shield of Gridan.

Toxin Glavest (602 to 608)- During this time he was a County Lord of Stonegate and later went to assist the Lord High Wizard in Stonegate City. Current whereabouts unknown.

Maria Tribian (607 to present)- First Tribian to return to the Khala heritage.

Pell Goldleaf (610)- Attempted to unite the Clans once more for the betterment of the Marobai. His life was ended short by an attack of Undead during an emissary mission to Ashton.

Elijah Cole: leader of the Aldpine family after the death of Grandris Theriwund. One of the oldest family names in Marobai history and very little is known about them, as they are Halidran based.

History:

**The following is not generally well known and very few outside of the Marobai will have knowledge of it. The following is based on legends and lore. How much of it is actually true (or false) remains unknown.*

Almost a thousand years ago, the Marobai were simply a Barbarian tribe. One day, a leader of a tribe, who had already mastered all he could learn about Healing Magic, decided to study Elemental Magic in secret. He kept this from his tribe until one day he used this magic to defend his tribe. Most of the tribe rebelled and killed this man, but a small group was amazed at what they had seen. Along with a group of those loyal to their leader, they were able to create a place for him to resurrect. They traveled to the Valley of the Stars to begin a new tribe.

Life was harsh, and the leader, Marobai Keldoran, used his knowledge of both magics to create the tattoos that helped them survive. Those that came to learn Elemental Magic became the clan of the Stars, and those who came because of their loyalty to Marobai became the clan of Stone.

One hundred years after the founding of the two clans, the clan of Stone decided that they wanted to leave the valley because they felt uncomfortable with all of the Elemental Magic in the area. They moved into the Greenmyst Hills where they remain to this day.

The year 612 brought the Clan Elders together. It was during this time that the Maobai began to feel a change coming. Wild magics energies could be felt. While there have been several changes to the magics of the land, there has never been a feeling like this in the short

history of the Marobai. A seer among them foretold of a change coming to the lands. The Valley of the Stars was to remain as it is, but the Greenmyst Hills would have some changes to it. More so to the lands that neighbor its borders. The land would sink, opening up underground caverns, mountain passes would collapse cutting off cities from allies, and water would rise and engulf once fertile ground leaving in its wake pocketed islands. Hearing of these visions, many went to cast Vision of the Seasons. Their results were blurred. The only conclusion was that change was imminent.

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The Marobai continued their investigation of the new world around them. Their ministrations brought the unwanted attention of many, and some Marobai never returned home from their travels. To the surprise of many, Toxin Glavest returned home unscathed from the Kingdom of Lorne, though many whispered of the odd tattoos that now adorned his face and what they could mean. One Marobai, Althea Krin, declared the newly popular flesh tattoos to be dangerous to the wearer and the world around them. While this information was primarily received with incredulity, she obtained enough of a following to cause a small intellectual rift amongst the Marobai.

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The issue of the Flesh Runes continues to be an area of study and question. Little is known about the magic that enables them to do what they do. Marobai are dispatched to other lands to study their effects. Many of the Marobai continue to learn of their new world through observation, as well as experimentation, sometimes to the detriment of the subject. The Marobai made ties with the lands across the channel, Lumberton, as well as with those on Pawalintok – the Elves and Moonlanders, primarily.