

*WAR Culture Package*  
**The Lizards of Utegetu**  
*Last Updated 1/10/16*

**Post-Shattering:**

Since The Shattering, the Lizards of Utegetu reside within the southernmost part of the Swamp of Nebnamazz, southwest of Rage Hollow. Transported here from their home in the Utegetu Swamp, these lizards are fully capable of dealing with the deadly and poisonous creatures of their new habitat. The Utegetu live within the Yorenz, a fortified settlement whose fortifications were severely damaged during The Shattering. Much time has been spent rebuilding the protection of the fortifications. Here, they face the challenges of Swamp of Nebnamazz, but are somewhat protected from the slavers they despise. The Utegetu are a ritualistic race and are rumored to have High Magic Spells, jealously guarded, for everything from putting Undead to Final Rest to bringing Planar imbalances back in line. The Utegetu are not a primitive culture and have advanced institutions of learning, but sometimes find it difficult to fit in to the outside world. Most would consider the Utegetu fair-minded, logical, and respectful of other races. One unique aspect of the Utegetu is they avoid Healing Magic based on Light, believing it to be unnatural. They will go so far as to cut off the tail of an offender and then exile them until it grows back, which usually takes about a year. Until around 612, the Lizards of Utegetu were isolationists, and very few knew of their existence.

**Society:**

The Swamp of Nebnamazz is a large swamp filled with deadly and poisonous creatures. This, combined with the neighboring Monstrous Humanoids and Undead, makes it one of the lightest traveled regions in The Shattered Lands. Prior to The Shattering, their home of Yorenz was located in the Swamp of Utegetu, near the Ogre's Den. This has allowed a small civilization of Lizard Ferun to develop undisturbed, at least until recently.

Centralized in the small, fortified settlement named Yorenz, the Scales of Utegetu (as they are called by the neighboring people) are a tight-knit people who always watch over the others in the Swamp. The constant threat of a slaver raid combined with the occasional Monstrous Humanoid wandering in from the mountains, has made this town-wide cooperation necessary to ensure everyone's survival, as the loss of just one person is harshly felt within the society. Fortunately, since The Shattering, the Miydrandan Dark Elves have not been seen, and so the slave raids on their community have ended.

The Utegetu have also created several High Magic Spells and Magic Items used to help insure the balance of the Swamp. These Spell involve the use of cleansing totems or other implements that the Utegetu believe to possess powers that when channeled properly would have an effect ranging from bringing Planar imbalances back in line to giving Undead their Final Rest. It is common that the shamans of the town be the ones to perform these rituals.

Though these rituals permeate the society, it does not mean that Yorenz is a primitive culture. Ever since the tribes banded together, the leaders decided to begin building towards the society's future. Thus, they have set up institutions in order to teach every member of society how to read and write, and it has become the standard of their civilization to the point where it is shunned to be illiterate. They also practice Magic and teach the more scholarly young lizards how to all Magic with the exception of Healing by Light. Healing Magic is shunned heavily by the civilization, which believes it to be unnatural, and any lizard found casting Healing Magic would be immediately exiled from the swamp. Being exiled calls for having your tail cut off and being shunned from the swamp until your tails grows back, which

normally takes a year. Most do not survive outside the Swamp, and if they do, they do not return out of shame.

### **Organization:**

Yorenz has a light structure mostly revolving around a few key points- one of those being the Houses. Utegetu are free to apprentice in the House of a different color. An Utegetu is in the House of the corresponding color of the scales he or she is born with.

### **Houses:**

*The Black House-* Led by Hassmal Black, this House heads most Magical endeavors of the society.

*The White house-* Led by Vadiculus White, this is the most militant House, teaching their people how to fight with various weapons.

*The Blue house-* Led by Mojinala, the members of this House became the craftsmen of the society- making alchemical salves (including Healing Salves), weapons, armor, and anything else key to society.

### **Titles:**

*Dan Shaku-* Title for the Head of each House.

*Vadic-* Title of the best fighter of each House. This title is often incorporated into the last name of the bearer as the word Von, e.g. Gralgos Von-White

*Moah-* Title for the best Magic caster of each House.

### **Military:**

While not having a full organized military as other Races or Cultures do, the Utegetu do have the Servilers. These are the most elite of the warriors and casters of Yorenz whose duty it is to rise up and chase down slavers whenever they attack or kidnap someone. They will rise and run at any moment, dropping whatever they're doing. They are often noticed at a young age, when talent begins to show, and are talked into joining for the good of society. They are the first and main line of defense for Yorenz and the Utegetu as a whole.

### **Rituals:**

Several rituals exist in Yorenz society. Some of the more notable ones are:

*Hatching Ritual-* The hatchling ritual is to ward off bad spirits from seeking the small child. It involves making a ring of salt around the newborn and at least three people repeating the chant "This child is warded from the spirits." while a cleansing stick is held above the hatchling. This ritual starts when the egg is starting to hatch and can last several hours until the child has emerged from the egg.

*Death Ritual-* When someone dies their Final Death, the body is recovered as soon as possible. At which point, the corpse is set upon a large stone, with its eyes closed, its arms at its sides and its legs straight. They then use a guiding item (normally a stick with some type of skull like symbol on the end) to let the spirit know that its time is done and it must pass on. After a minute, they chop off the arms and legs from the

body, put a mark of blood on each, and bury them in 4 separate, yet close holes, so that no spirit will not inhabit the body again.

*Resurrection Ritual-* If a resident of Utegetu should Resurrect, they must perform the Resurrection Ritual to re-attune their spirit to their body. This involves going to where they died, pouring water over their head, each hand, and each foot, then drinking some water, and lying there for 5 minutes while they reconnect with their spirit.

*Re-attuning ritual-* Should a lizard not be able to return to where he/she died, they must re-attune themselves in another way. They must get a Ghaia's Revival cast upon them, kill themselves, and then perform the Resurrection Ritual once they have Revived.

*Undead Cleansing Ritual-* Should a Yorenz citizen encounter an Undead, they will seek to put it to rest. If it cannot talk, it will be destroyed. If it can talk, the lizards will try to discover what is tying it to this Plane, and will seek to soothe the spirit if possible. If not, destruction of the body is the only option. They will then take the remains, pour water over them, and then chant above the remains for 5 minutes in order to try to guide the spirit to the afterlife.

*Planar Balance Ritual-* Should the Planes be out of balance in an area, the lizard shamans will seek to restore balance by placing 4 totems marked with the opposing Plane in a rough square. These totems act as High Magic Conduits, through which the shamans will attempt to channel Essences, until balance is restored.

## **Personality:**

Under most circumstances, the Lizards of Utegetu are fair-minded people. They typically accept the fact that others don't share the same views as them, and though they express their views to others, they do not attempt to force others to take up their views. Though they respect other cultures, they are still quite proud of their own and believe that others will catch up to their views in due time.

This does not mean that they are always so accommodating. In any situation where slavery or kidnapping of any sort is involved, the Utegetu will move swiftly and decisively to rescue those taken or stall the kidnappers until aid arrives. They view any direct choice of inaction in such a situation to be the same as allowing the kidnapped to be killed or worse, enslaved. They also prefer not to be healed by Healing Magic, though they will not react with hostility unless it is done to simply spite them.

Other than that, the world is pretty simple to understand, even if people are not.

## **Language:**

The Utegetu speak Common, and only a few words of their old tribal language still persist, used mostly as insults.

*Tik'cha-* Healing Magic

*Undonus-* one who casts magic

*Grata'Dastil-* blackened toad turd (insult towards Dark Elves)

*Ogran kola-* stupid ogre

*Yorenzata-* Reptile Ferun

## **Appearance:**

The Utegetu Lizards appear as a cross between lizards and Humans, each with a tail and colored scales. The most usual colors of scales are Blue, Black and White. Rarely, a child will be born with either Green or Red scales. They always carry small fetishes which they use for their variety of rituals or, if not a caster, for decoration as other races use jewelry. These fetishes are usually animal related, such as feathers or bones, and are always natural.

## **Birth:**

The young of Utegetu are not born, they are hatched. After meeting with her mate, the female lays the eggs, after which they are attended to by several females (though the mother often tends to her eggs the most.) The eggs hatch roughly a month after being laid, and the new hatchlings are then treated with the utmost care. They are fed extra in order to support their rapid growth within the first few months. Eggs are only to be tended to by females, and each hatching is only to be seen by the males after at least 6 months. To do so any earlier would invite nothing but ruin in the child's life. Upon hearing of a successful hatching, there is much celebration, and a ritual to bring good luck to the hatchling.

## **Mating:**

The mating habits of the residents of Utegetu aren't as outgoing or bizarre as some of their other rituals. The male lizard will take the lead in letting the female know she is being courted by bobbing his head while talking to or sitting next to her. If the female begins moving either of her hands up and down, she accepts. Otherwise the male is ignored and it ends there.

Should the female accept, both the lizards stop eating for a period of five days, after which, they celebrate with a small feast and are mates. The Lizards typically remain with one mate unless that mate dies or is exiled from the society.

The Lizards typically mate with one of the same scale color, but there are occasions where two of different colors will mate.

## **Death:**

The loss of any member to the society is felt keenly by those that remain. They immediately secure the body if possible, and perform ceremonial rituals to cleanse the body and allow the spirit lizard a more peaceful transition to the afterlife.

The Utegetu have a somewhat different view on Resurrection. They have strict rituals dealing with Resurrection which reconnect the Spirit to the body after successfully Resurrection. Until they are able to perform these rituals, they believe that anything they do will be marred with bad luck at the least, and utter failure at the worst.

## **Utegetu Aging:**

<u>Age</u>	<u>Stage</u>	<u>Human Equivalent</u>
0-1	Infant	0-2
1-2	Toddler	3-5
3-4	Child	6-8
5-6	Youth	9-11
7	Adolescent	12-14
8	Puberty	15-20
9-15	Young Adult	21-30
16-20	Mature	31-40
21-30	Middle Aged	41-60

31-45	Old	61-90
46 +	Venerable	91 +

### **Interracial Relations:**

The lizards traditionally have not interacted often with other races. This causes some general confusion to occur when they do. The lack of currency and formalized societal structure often sets them apart from the other races. The lizards also slightly belittle the other races, believing that their rituals and beliefs are true and the others will catch up in due time (though they do not openly flaunt it.)

Barbarians and Half-Orcs are seen as combatants, but the lizards can often relate to the simple way they tend to view life and the rituals of their society (even if it is self-destructive). Half-Ogres are seen as violent and dangerous. They need to be watched and kept on a short leash, and taken down immediately if they act up.

Dark Elves are hated and despised. They are slavers just waiting to strike, and the thought of allowing them to mingle among the population is absolutely crazy. They must be watch and warded away. Threaten if necessary, but do not openly provoke them. Be prepared to defend yourself whenever they are around.

All other races are all somewhat confusing to those from Utegetu. A lizard can appreciate a good suit of armor and a nice sword, but the thought of using all your resources to produce them and trade them away for golden chips seems ridiculous to them. There are better uses for your resources.

Other reptile Ferun are treated as kin, and this is especially true for other lizard Ferun, even if they are not from the Swamp. They are to be protected and treated as friends.

### **Family:**

Two mates often tend to be friends to begin with, and they stay near each other more often than others, though not by much. The hatchlings are raised more so by the community than by any family structure. The Dan Shaku of Houses often take time to meet hatchlings of their house and tell them of Yorenz's history. The others teach them what they know. All hatchlings are taught to read and write, as dictated by the Dan Shaku, and so much of their youth is learning this difficult study. Other than that, they spend their time with whichever towns-folk interest them most and they often pick up a profession similar to that person.

### **Names:**

The names of the citizens of Utegetu vary greatly. The only similarity between them is their house names. Three main houses exist: Black, Blue, and White. Those with black, blue, or white scales have a last name to match their scales. (Ex. Magitzul Black) Those who are born with green scales, which have mostly died out but occasionally spring up in a hatchling and is a sign of good luck, carry the last name Albine, while those with red scales, which is a sign of bad luck, carry the last name Blood.

### **Leisure:**

The lizards of Utegetu, in the rare event of finding free time, spend it refining their craft, discussing various town things with others, and exploring(though only in large numbers). They also seek additional resources for the town as leisurely activities while exploring. They have only a few songs that aren't used in a ritual, and even fewer games. Life is spent gathering to bolster the town's resources and defense.

## **History:**

In 543, five different tribes of lizard Ferun were warring with each other for dominance within Utegetu. Differentiated by the color of their scales, the Black, White, Blue, Green, and Red tribes attacked each other relentlessly for many years.

One night, after observing the lizards without their knowing for a time, Amiron visited the Dan Shaku of each tribe while they slept and bestowed upon each of them a vision and power to lead the tribes as one. When they awoke, all 5 Dan Shaku followed the vision and began discussions of peace. The discussions quickly turned violent once the Red Tribe's 1 Dan Shaku, Yargol, proclaimed that he would be the Dan Shaku of the 5 tribes. When the Green Tribe's leader, Ajal, disagreed, Yargol cut him down in a brutal surprise attack and killed him. The Black Tribe's Dan Shaku jumped to defend Ajal, but he was too late to save the Green leader. Knowing that he would soon be overwhelmed by the other leaders, Yargol retreated to his tribe, where he had them flee the swamp into the Ogre's Den Mountains, hoping to chase down Amiron to garner more power for his tribe.

The three remaining Dan Shaku and their tribes, along with the remnants of the Green tribe, came together and began building a small community. It was decided that the Black-scales would be in charge of the magical aspects of the society, while the White-scales were to deal with any disputes between tribe-members. The Blue-scales fell into the role of craftsmen of various wares. The Green Tribe inevitably died away, but every now and then, a Green-scale child is born, as the Green-scale's blood runs in the veins of many of the members of the three tribes.

The formation of a small society left the Ferun of Utegetu much better off, and so they began scouting outside of the Swamp. This drew the attention of those in the surrounding mountains. The Ogres of Ogre's Den were the first to meet the Ferun, who simply attempted to avoid the Ogres where possible. It wasn't until the Miydrandan Dark Elves realized they were there that the lizards had an issue. Quick to brew antidotes to the poisons of the various swamp creatures, the Miydrandan began assaulting Yorenz for a fresh supply of slave labor. The initial assault devastated the new settlement, which lost roughly a third of its inhabitants to them. The citizens of Yorenz have been fortifying themselves in their swamp ever since.

In recent years, the Dan Shaku of the Houses, Hassmal of the Black, Majinala of the Blue, and Vadiculus of the White, have grown old and have begun to acknowledge that the extended lifespan granted by Amiron may be coming to an end soon. They want to secure Yorenz before they go, so they have begun sending diplomats out toward neighboring societies to try to gain allies should Utegetu need it against its enemies.

### **614**

The year after The Shattering found the Utegetu in the swamp of Nebnamozz, often treated with disrespect and misunderstanding from the outside world. As they continued to stake their claim and rebuild in their new homeland, the creatures of the swamp that also made it their home posed a threat. They faced attacks and destruction at the hands of Miydrandan who slaughtered and burned at least one of their villages. Vadiculus White began to organize the Utegetu in defense of their land, urging militancy in the face of an unsure future.

### **615**

White continued to organize the Utegetu and more become of a military mind, especially after the Swamp of Nebnamozz transformed within a few hours. While much more habitable in general, the magic drastically changed the area and the land the Utegetu knew so well and depended upon.

### **616**

Over the previous year, the Utegetu continued to live a relatively isolated existence, choosing to remain within the former swamp, now lush and very much habitable. They have spent a significant amount of time learning about the new flora and fauna, and attempting to attune themselves to it with varying levels of success. With Rage Hollow fallen and overrun, the Utegetu remain mostly unaffected within the borders of their lands. They remain somewhat neutral and uninvolved in the happenings of their human neighbors to the North, and they remain wary of any groups that approach them, often darting back in to the cover of the underbrush and disappearing in the thickness of the dense forest.