

WAR Culture Package

The Amironians

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Post-Shattering:

When The Shattering occurred, Amiron was not yet fully awoken. Lumberton Shire was displaced to a new location by the magic of the Red Dragon Fury. Word reached the tribes of Amironians in the wastes that Amiron was awaking from long slumber near Lumberton, but the Barony was moved before most of the Amironians could reach the area. The Amironians of the wastes now travel The Shattered Lands looking for where the Dragon they once served calls home. Most have resettled in Amironia, just south of Kalaria, while others roam The Shattered Lands seeking Amiron.

Since The Shattering, many Amironians are distrustful of those from Lumberton, believing that Lumberton was moved purposefully before they could reach the awakening Amiron and tend to him. With Fury claiming the Lands of Lumberton as under her guardianship, the longtime rivalry between the two Red Dragons continues.

Society:

The Amironian Clans native to old Dyllaria made their home in the harsh badlands in the southern part of the region known as the Wastes of Amiron, now Amironia. No one knows exactly where the Amironians come from. From their books of lore and history there are many stories and theories on their origins. Some believe them to be descendants of a wild bird-like race that magically evolved over time. References to living above the ground in ancient trees, the canopy so thick one could not see the forest floor below, dot the books. Others, in this same vein, mentions great battles between lizard-like creatures with razor sharp teeth and claws. Eventually, this foe forced their ancestors to leave the forest and seek out a new home. Other stories reference they came in to being when Amiron granted certain powers upon them and that they grew feathers upon their faces and in their hair to mark them as special, and protected, by the great Dragon.

They were primarily a subsistence race, working hard to survive in such a desolate and unforgiving land. Once a female-dominated society, since The Shattering the Amironians have become a more equalized society, as they fight to survive and make Amironia a true home. This is mainly because the Amironians have found a true homeland in Amironia and while it is still a severe existence, it has allowed for the pursuit of other things. Many have focused on finding Amiron and preparing Amironia for his return. Males have found a new, elevated position within Amironian society, for with the return of Amiron they will serve as his attendants.

Amironians are particularly dangerous fighters, often choosing to fight in packs. They are a war-like society, quick to temper, but extremely strategic. Due to their life experiences, many would consider the Amironians to be master strategists. They prefer to use guerilla tactics, as most of their prey is larger than a single Amironian could face. Even the children are trained in the use of weapons. The Amironians are fierce in battle, refusing to give up the fight, until they can no longer raise their weapons.

The Amironians do not live in centralized villages and do not have an overarching governmental structure. Due to the environment and their small population, Amironians live in

scattered communities throughout Amironia. Many live within the Ger'a'da, or small cave systems that were formed lava flows during The Shattering. They offer a strong defensive position and are naturally heated by the lava lines that continue to flow behind the hardened walls.

Every member of a Ger'a'da is considered valuable, each playing a part that another cannot. Amironians are not particularly materialistic, instead choosing to live and enjoy one another's company and the world around them. There are never fights or wars between other Ger'a'da, for Amironians view one another as part of a broader extended family. Disagreements are settled quickly and if discipline is necessary, the Ger'a'da will gather to administer it. Occasionally, a more severe form of discipline is required. Murder is not unheard of, not other types of severe crimes. When a Fri'lim (unforgiveable) is committed, the Amironians of a Ger'a'da will typically have a Hexer perform a Specialty High Magic ritual that will permanently mark the transgressor. They will then be banished by the Ger'a'da for some extended period of time. Other Ger'a'da will see the mark and no to offer to aid. The Fri'lim will wander alone, left to face the numerous foes and dangers of the land on his or her own.

The Amironians are a very superstitious and disciplined culture. For many years, ever since Amiron was put in to stasis, the Amironians eschewed the use of Elemental Magics. They even concocted that Amiron was attacker, not friend. All of this was done in order to protect Amiron. Many believed that using magics related to certain Planes would draw watchful eyes and the interests of Elementals or even Dragons that would seek to harm Amiron. To ward off such an occurrence, they gave up their use of certain magics. They did not speak Amiron's name and banished him from their thoughts. A disciplined group, eventually this practice became reality as future generations were born. Since The Shattering and Amiron's awakening, many Amironians have now embraced the use of Fire, Ice, Storm, and other such magics.

Personality:

As a result of their harsh living conditions, Amironians are often perceived as arrogant, rude, and even bossy. This isn't the case – they simply view the situation, make a decision, and carry it through. Because of where they are from, hesitation and the inability to make a decision is seen as a weakness that can result in death.

Amironians are extraordinarily proud of their heritage, are quick to take insult. The story-keepers, the Dintak, are highly regarded within each Ger'a'da, especially since so many Amironians focus on the fighting arts. Those that write and keep the lore of the Amironians are treated with respect and honor. When the Dintak reads from one of their books, no one speaks. It is considered a great insult to speak while a Dintak is speaking. A Dintak's knowledge is also considered practical in nature, for they gather the magical lore and tidbits that come to them. Amironians love stories of all kinds. Often, they will be willing to make trades of great import for a good story or song. Large gatherings are rare, since so many gathered in one location could draw unwanted attention.

Amironian's often have a subtle sense of humor that is considered dry or sarcastic. Practical jokes are common in Amironian culture and are considered all in good fun. Competitions are sometimes held, lasting up to a month, to see who is best able to pull off a practical joke. This does have a deeper purpose, for it sharpens strategic thinking and encourages creativity/thinking outside the box. Their dry wit can get an Amironian in trouble outside Amironia. Several of the other races and cultures of The Shattered Realm view their humor as insults, which results more often than not in some sort of honor duel.

As mentioned before, Amironians are extremely superstitious. They often have brief rituals for everything – patting the ground before searching for water, knocking three times on the wall before sleeping so the lava knows not to break through and incinerate them, etc. Most rituals are short and unique to the person. Some rituals are elaborate and performed by the entire Ger’a’da, especially in the case of High Magic Spell casting or when preparing for a battle.

Appearance:

Amironians appear as a cross between Humans and birds, though the latter is mainly due to the feathers that grow from their eyebrows or lashes. Feathers are also used to decorate the hair. Their dress tends to be more functional than that of other races, and they seldom, if ever, would wear something that is ceremonial in nature.

Language:

Amironians speak the Common tongue of Ghaia, but still retain a few words of their ancient language, which has been all but forgotten.

Birth:

Amironian children are born much like all other Humanoid children. Often feathers will cover their eyebrows, eyelashes, or be dotted throughout their hair. At age 20, children undergo the Ceremony of Li’mik, or Ceremony of Life, overseen by the Dintak. This can last anywhere from 6-12 months and is designed to test them on everything they have learned thus far. Difficult tests of survival test their intelligence and ability to survive. It reinforces lessons learned and teaches those that were not as ingrained as they needed to be. While difficult, it helps them survive as they reach maturity. Any Amironians that are of age undergo the Li’mik together, strengthening their reliance and trust on one another and to the community. However, the first part of the Ceremony of Li’mik is performed alone, so the Amironian can see how difficult surviving on your own can be.

Marriage:

The Human concept of marriage is not present in Amironian society. Since death is so pervasive, Amironians typically choose to mate and support one another for as long as it is something each of them wants. There is no fancy ceremony, just a private one between the two Amironians, followed by a brief announcement and a special evening of stories. Often these couplings last for life, but are never shorter than three years.

Death:

Amironians view death as a natural occurrence and therefore allows it to happen naturally in all aspects. If an Amironian dies during battle, their body is left to lie where it fell- a testimony to all that an Amironian will fight to the death to protect their loved ones. It is a warning to enemies to be wary if they dare to challenge an Amironian, but it is also a warning as well to Amironian’s to always remember their mortality and that battle is a necessity, not a joy.

Amironian Aging:

<u>Age</u>	<u>Stage</u>	<u>Human Equivalent</u>
0-3	Infant	0-2

4-7	Toddler	3-5
8-20	Child	6-8
21-70	Youth	9-11
71-90	Adolescent	12-14
91-100	Puberty	15-20
101-200	Young Adult	21-30
201-300	Mature	31-40
301-400	Middle Aged	41-60
401-500	Old	61-90
501 +	Venerable	91 +

Interracial Relations:

Amironians particularly like Barbarians, what is left of the Highlanders, Monstrous Humanoids, and Ferun. They despise any sort of slavers, which they call the Dar-rock, or Dark Hunters. With the arrival of The Descended, the Amironians are wary, but curious. They are indifferent to other races. With recent events the Amironians have made trade bonds with many races throughout The Shattered Lands. Since they are constantly moving in search of Amiron they must rely on others for supplies.

Family:

Amironians do not have an organized governmental structure and their communities are organized within Ger'a'da, Parents are typically responsible for raising their own children, though the whole community participates in their education, passing on what knowledge they can to give them a well-rounded perspective. When a child reaches age 12 they will have spent considerable time with numerous individuals and at that time will decide what course of studies they wish to undergo. There is no formalized apprenticeship, just a recognizing of a learning partnership, marked by a small ritual designed by the two participants.

Along with the Dintak, hunters and rangers are popular professions to pursue. Healers are sometimes viewed as weak, but when needed they are suddenly very well treated. Ka'tain is the only true position of power within a Ger'a'da. A Ka'tain is the leader of the hunt, the main strategist. They dictate the course of action for the various hunting groups and ensures that everyone within the Ger'a'da receives a fair share. A Ka'tain in a Ger'a'da can change at any time and many will take a turn fulfilling the role. It is important that many have experience with leading the hunt and defense of the community, since death is so prevalent in Amironian society. It is not unusual for one to serve more regularly as a Ka'tain if they are especially good at bringing in game.

Names:

Amironian last names usually have to do with a bird or a part of a bird. The last name refers to the Ger'a'da they belong to, so the names can vary widely.

Leisure:

Amironian women enjoy hunting, combat, and stories in the evenings. Their spare time is usually spent sharpening their skills in these areas. It is not uncommon for an Amironian to have

one focus they are particularly skilled at and then know a little bit about a great many other things.

Heroes and Legends:

Marena Redclaw- The Founder of the Amironian race, she led over a hundred Amironias (then Human) from their homeland in the year 78 in hopes of finding a cure to the effects of a large fluctuation of magical energies. She started the Amironian stronghold of Fenstrosia in the Lanitian Highlands in 200. This stronghold grew into the Amironian Kingdom of Fenstrosia.

Katara Morningdov- The last General of the Army of Fenstrosia. She led the group that supposedly killed the Fire Drake Amiron in 325 after it had devastated the Savannah of Romantis and destroyed the Kingdom of Fenstrosia. She organized the survivors of Amiron's attack into the current system of tribes in order for her people to survive in the devastated lands.

Bendrik Eagleshadow- He is the greatest Amironian archer to ever walk the lands of Dyllaria. He also fought with the forces of good in the Dark, Goblin, and Horde Wars. His greatest distinction within Amironian society is that over 100 huntresses have won him in single combat so that he would be her mate.

Mia (My-yah) Blackhawk - This Amironian legend slew a Dark Elven Lord and liberated over two dozen Amironian slaves in the year 476. Her skill with two-handed swords was unparalleled.

Zandara Valeron- This Amironian was a weaponsmith of great reknown. She instructed Mia Blackhawk in sword play and taught her to be the best warrior of the Amironians.

The Wanderbeast- This creature roamed the Wastes in search of tasty Amironians. It was slain in 524, but stories of its return are still used to scare Amironian children into being good.

Tara Goldtalon- Slew the Wanderbeast. Later died fighting off Dark Elven slavers in 526.

Cedarlock- This Amironian is renowned as one of the most fabled heroes amongst his race. Among his great feats, he is best known for returning Ghaian magic to the lands and protecting Amiron in his recent time of need. He is known and welcomed by many.

Rhea Skylark- One of the best traveled of All Amironians, her adventures have taken her very far. She is known as a brave warrior with a short temper and long staff. Though rumored to have died fighting the Dark Horde in the Siege of Barin's Fort in 598, she has taken to adventuring again.

History:

Over the years, it was thought that the Amironians waged war with the great Dragon Amiron. In truth, the Amironians in fact were allies with Amiron, almost like vassals to the Dragon. When the Drakool, or Dragon Hunter, came for the Dragons, Amiron made the decision to put himself into a state of permanent sleep as to spare the destruction the battle between him and the Drakool would cause. The Amironians assisted Amiron in this by tapping into old magics combined with Amiron's Dragon Magic. They buried Amiron deep underground in what was to become Lumberton Shire. The Amironians placed guardians around Amiron that would appear and age as the trees age to keep the flow of magic that would keep Amiron asleep. Shortly before The Shattering, the Drakool was awoken again, due to the destruction of Anchors that released Wild Magic. Feeling the Dragon Magic that held Amiron in his sleep, the Drakool was drawn to Lumberton. The Guardians that were left had long ago lost the ability to defend themselves and were destroyed by the Drakool, stopping the flow of magic and beginning the awakening of Amiron.

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No one is entirely sure what has happened to Amiron and whether or not the Amironians were successful in locating their namesake. The Amironians continue to prepare their lands for their leaders return. They remain primarily to themselves, though rumor has it that an ancient relation has returned to the land – the Primordial Amironians. Very few have seen them, but they are believed to live in the West. Several, smaller groups of Amironians have set out to search for these Primordial cousins, in the hopes they may have knowledge of Amiron.

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In the Primordial Forest, located near the Lands of Lumberton, a strange culture of beings that called themselves Primordial Amironians are encountered. Little is known about them and finding them is very difficult, though within the Amironian lands it has become somewhat hotly debated whether or not they are originally descended from these peoples – a new and unacceptable concept to many.

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Over the course of the previous year a dread sickness overcame many of the dragons of The Shattered Lands. Many of the Amironians desperately sought, and continue to seek, any word of what became of their beloved dragon. Yet, there remains no sightings of the great beast and no word of where he is or what happened to him has been uncovered since The Shattering took place. The great magic-users of the village are sure of his survival and insist they would feel it/know it if Amiron passed from this world. As the Amironians continue to search, sometimes delving in to dark magics, they cling to assurances of their Elders.

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News, finally, reaches the Amironian on Amiron, though the news isn't good. The Kingdom of Kra'na'graithe, a human Kingdom not of the Ghaian Realm, controls the Amiron. No one knows of his exact location or the nature of the control, but the Amironians still rejoice at news that their benefactor still lives. Plans begin to seek out the location of Kra'na'graithe to free Amiron.