

WAR Culture Package

Gypsy

Last Updated 1/15/15 (Update: History)

Post-Shattering:

When The Shattering took place, creating The Shattered Lands, the Gypsies of old Dyllaria and Emuria adapted better than any others to the dramatic upheavals. Landless people to begin with, they viewed The Shattering as an opportunity to explore new and uncharted territories. In the immediate aftermath of The Shattering, many Gypsies were lost and several of the clans completely destroyed. However, a resilient people, they have pushed onward, attempting to reestablish contact and trade between the scattered towns.

Papa Xander Vogalin, Gypsy King of the old Dyllarian Gypsies, survived The Shattering relatively unscathed. He, along with his Gypsy train, was in Lumberton Shire when The Shattering occurred. As Xander's wives hail from every major Gypsy Clan and most of the lesser-known Gypsy Clans, even those whose Clans were destroyed in The Shattering live on in some way. Quite a few members of the Kytarm Clan were also relocated, but despite the outcome of the Kytarm Kris of 612, many still do not trust this Clan.

The Gypsy clans of Old Emuria fared a bit better. Papa Durriken Emilio, Gypsy King of the Emurian Gypsies, prepared the Clans for The Shattering as best he could. The Tarachev Clan, which traveled between Dyllaria (Spring/Summer) and Emuria (Fall/Winter), weathered The Shattering near Ashton. Trouble Found, Bandoleer of the Trouble Clan in Ashton, also saw to the protection of the Clan.

Many clans were not so lucky. Quite a few were wiped out and the remnants of a number of them have joined together, for safety and protection, forging new Clans.

Society:

Gypsies are landless people who roam the lands freely. As opposed to many other nomads, Gypsies are not hunters. They prefer instead to barter and trade to increase their wealth and power. They are always trying to get a more favorable price for their goods and have ripped-off many lesser skilled merchants. For this reason most people do not trust Gypsies. The Clan is the basis of Gypsy society, and almost all Gypsies identify themselves with a Clan. The head of a Gypsy Clan holds the title of Bandoleer, and can be either male or female.

Below is a list of the larger Clans, but there are also numerous petty Clans. Clan primary colors will be displayed in a Gypsy's clothes. Clans will occasionally engage in trade wars, but will seldom proclaim all-out war on another clan because even the winner loses too many numbers. This has happened in the past to disastrous results, most notably during the Great Gypsy Wars of old.

<u>Clan</u>	<u>Primary Color</u>	<u>Last Known Bandoleer</u>
Damashay	Bright Yellow and Blue (Lumberton area)	Reesie Damashay
Selanti	Light Blue and Green (wandering)	Coraline Selanti
Berylstar	Light Green and Dark Green (wandering)	Galena Berylstar
Rizzo	Dark Blue (destroyed during The Shattering)	Jeminar Rizzo
Kytarm	Orange (Lumberton area)	Garron Kytarm
Fallowfield	Gold and Russet (Ashton area, wandering)	Delpher Fallowfield
Winterborn	Blue and Silver (Rage Hollow, wandering)	Sebastian Winterborn
Kalanti	Purple and White (Rage Hollow area)	Alimar Kalanti
Reno	Light Blue (destroyed during The Shattering)	Jasper Reno
Vogalin	Red and Brown (Lumberton area)	Xander Vogalin

Malezzo	Maroon (wandering)	Trevar Malezzo
Yeleski	Dark Blue and Black (wandering)	Sarah Yeleski
Tarachev	Purple and Green (Ashton area)	Unknown
Emilio	Orange and Sky Blue (Ashton area)	Durriken Emilio
Found	(Ashton area)	Trouble Found
Moonshadow	Pink and Green (Ashton area)	Klotyos Moonshadow
Fire Moon	Red and Gold (Ashton area)	Mama Passion

The Shattering has put the Gypsies in a tentative position of power and wealth, as some of the only traders crossing the lands. With the Fall of Stonegate, many goods are difficult to get and more people look to the Gypsies to deliver necessities. While the Gypsies willingly fulfill this role, they do not do it strictly for humanitarian reasons, but also as a means to promote themselves and gain security for their families. Gypsies continue to be some of the best tradesmen and barterers in the land, and have developed secretive trade routes that crisscross The Shattered Lands.

Most Gypsies continue to live in Clans, although the strict Clan lines that existed before have faded somewhat due to heavy losses and the willingness of many clans to assimilate new members. Since The Shattering, many of the Old Magics have begun to awaken, sparked by the Wild Magic that continued to ravage the land. The Gypsies of Dyllaria, most notably those members of the Damashay Clan, uncovered information of the Great Gypsy Wars of Old before The Shattering. With the Wild Magic released from the Shattering, the possibilities of rekindling the Ancient Magics of the Bandoleer exist once again. It is also rumored that Gypsy Seers, powerful individuals with the ability to see the future and the twists of fate, are once again walking Ghaia. Thus, many Clans have started to attempt the recreation of Brewmaster Books from long ago.

Law:

1. The leader of the Gypsy nation (either the Gypsy King or Gypsy Queen) has the final word in all decisions or instructions among the clan. Members of all Clans (sometimes called "tribes"), whether born or "initiated," owe their loyalty and allegiance to the Gypsy King/Queen's wishes and decisions firstly; secondly, to those of their "Bandoleer" (the leader of their own clan, who in the absence of the Gypsy King/Queen, has all the powers of the Gypsy King/Queen); thirdly, to the well-being and safety of all other Gypsies; and lastly, to any other group with which the Gypsy becomes associated. A Gypsy may not place loyalty to any group or person above that which the Gypsy owes to the Clan. If any conflicts of loyalty arise, the Gypsy must stand on the side of the Gypsies or face the Kris.
*Note: Since The Shattering, many Gypsy Bandoleers have stepped forward and have claimed the title of King or Queen. This matter has not yet been resolved.
2. The Kris is the court of the Gypsies and has the sole authority to remove a Gypsy from the clan.
3. No Gypsy, without good and proven cause, may cause harm to, or endanger another Gypsy. To do so will result in facing the Kris.
4. Gypsies are blood family.
5. No Gypsy lies - it is not our fault if we inadvertently get things "wrong" while speaking with Gaje (the Gypsy term for anyone non-Gypsy).
6. Any traveling Gypsy is welcome to the hospitality of any Gypsy camp whenever there is need.
7. Any Gaje who is named a "Gypsy Friend" by the Clan Bandoleer is considered an honorary Gypsy (without the Gypsy Trait) and is welcome to hospitality of the

Gypsy camp and the loyalty and protection of the clan. Honorary Gypsy clan members are referred to by their clan as “Didiki”, or “Enlightened Non-Gypsy”.

The Kris:

The Kris is the legal body of the Gypsy nation. It is not a permanent group, but is assembled as the need arises.

What Can a Kris Be Called For?

To be called before the Kris is a serious accusation before the entire Gypsy Nation. This is usually the result of having done something terrible, as in the following examples:

- * Wrongfully Cursing a Gaje or another Gypsy when they've not directly insulted, threatened, or harmed you or your family.
- * Stealing from or lying to another Gypsy.
- * Direct disobedience of a Gypsy King/Queen without good cause.
- * Breaking faith or revealing secrets of the Gypsy nation to Gaje.
- * Willfully causing harm or undermining another Gypsy's well-being.

How is a Kris Called?

A Kris can be called whenever the above or similar is considered violated. Any Bandoleer can call a Kris (becoming the Head of the Kris), but may not call a Kris on any Gypsy King/Queen or Bandoleer of any of the major clans (as listed above). If a Bandoleer is calling a Kris on a Gypsy outside of his/her Clan they must receive written permission from the King/Queen he/she answers to.

Who makes up the members of the Kris?

The Kris is made up of 5 respected members of different clans, including the Head of the Kris. One member of the Kris may be chosen by the accused. This helps to avoid any issues of “biasness” and by having members of different clans adds legitimacy to the call.

What Happens If Someone is Found Guilty?

A Gypsy found guilty in the eyes of the Kris is then considered “The Forgotten” and that person is now considered Gaje and are outcast – exiled – from the Clan and the Gypsy Nation. It is up to the Head of the Kris to be sure this is public knowledge throughout the lands. They are no longer part of the Gypsy nation, shall receive no protection or hospitality from any Gypsy (including Healing/Trade/Etc.). They are shunned. In most cases the Head of the Kris will call for the guilty to receive a New Lineage, if the guilty accepts it, it is considered an honorable act before they become The Forgotten – their last chance at such an act as a Gypsy either way. It is considered a punishment worse than death.

What Happens if Someone is Found Innocent?

A Gypsy found innocent in the eyes of the Kris receives a bottle of Hooch – to be delivered within one month -- from each member of the Kris. A public apology will be issued by the Head of the Kris, that will reiterate the finding of innocence.

How Does a Kris Work?

- To begin the Kris the head of the Kris will state “The Kris is begun” and perhaps a few words about why and the history of the Kris.
- The Kris itself usually involves 30 -60 minutes of debate and discussion, whereas the accused is allowed to defend him or herself. A Kris never lasts longer than 60 minutes.

- At the end of the Kris, a cup of Gypsy Hooch is passed around to each member of the Kris (except for the accused). Each member of the Kris will do one of the following:
 - When the cup comes to you state “For the innocence of <name of the accused>, I do not drink of this Hooch” and will pass the cup without drinking any Hooch
 - OR when the cup comes to you state “For the guilt of <name of the accused>, I drink of this Hooch” and will then take a sip of the Hooch.
 - The last to drink from the cup is the head of the Kris. He/She will choose one of the above. Their “vote” counts as much as any other member of the Kris. The majority of the vote will decide the Gypsy’s Fate. However, he/she that calls the Kris will hold a special power – that of Innocence. Should the majority decide upon the individual’s guilt, the Bandolier, Head of the Kris, as he/she that called the Kris, still has the power to find the individual Innocent of their charges. It is a rare thing for a Head of the Kris to go against the judgment of the members of the Kris, but it does happen.
 - The Bandoleer that is Head of the Kris will then proclaim the verdict of the Kris and if found guilty pour any remaining Hooch on the ground near the Gypsy being judged. If the cup is empty by the time it is to be spilled upon the Gypsy whom is being judged, then he is declared innocent.

How Long is One Considered Forgotten?

When the Kris is coming to its end it is not unusual for the Head of the Kris, should an individual be found guilty, to set a time limit or some form of reparation that must be paid. When the time limit or reparation is completed, The Forgotten become The Remembered and are able to rejoin the Gypsy Nation. However, for it is not unheard of in cases of crimes particularly egregious (murder of a Gypsy, for example) for there to be no time limit or reparation possible.

Special Circumstances

If a Gypsy violates the guilty verdict by associating with The Forgotten, this is considered an extreme violation of Gypsy tradition and has resulted in the past in all out war. Should a Gypsy wish to overturn The Forgotten declaration or if The Forgotten believes it should be overturned/verdict changed, they can ask for a second Kris. In that event, the King or Queen that granted the request for a Kris in the first place becomes the Head of the Kris. All original members of the Kris remain, except for he/she chosen by the accused. If any individuals cannot be present, the original Head of the First Kris can appoint new members (must be of a different clan than currently represented). Only the original Head of the Kris can recall the members of the Kris and if all original members cannot be present, only the King/Queen may appoint new members.

Personality:

Gypsies feel that everyone has a price. They will trade almost anything. Slavery is frowned upon generally because they believe that men should be free to live how they want. Trading and honest bartering are highly prized skills for a Gypsy and each of them has a talent for these abilities. Trickery and thieving are less desired methods by most, but are nonetheless acceptable. Thieving or tricking a member of your own clan is unacceptable and will not be taken lightly. Almost all Gypsy Clans brew their own form of liquor known as Gypsy hooch. The drink varies from Clan to Clan.

One of the most significant discoveries before The Shattering revolved around Gypsy history and lore. A bottle of very old hooch was discovered that acted akin to a Vision of the Seasons. When the hooch was drunk, those that drank it were able to view a significant event from the past. Little is known what it regarded, but it is believed to have been a vision from the Great Gypsy Wars. Many theories regarding Gypsy history abound and this discovery has led to many Gypsies to attempt

to recreate this particular form of saving their history. It further explains the lack of history, as most of the bottles containing visions were destroyed during the war, as were those most familiar with Gypsy history and knowledge. Today, most Gypsy Clans rely on an oral history passed down through clan lore masters. Much has been lost, but some Gypsies have taken it upon themselves to track down the remaining bottles to learn more of their past, as well as open up the possibility of recreating the lost art of storing tales and history within this special hooch.

Because of their trade proclivities, Gypsies frequently work with men and women from different cultures. In the years leading up to The Shattering and in the immediate aftermath, Gypsies have proven to be a valuable source of information on the habits and peculiarities of different cultures.

Appearance:

Gypsies love baubles of all types and colors. A typical Gypsy will be found clad in multiple layers of bright clothing, the main colors being those of their Clan, with many colorful necklaces. Broaches, pendants, earrings, and all other forms of jewelry can be found on male and female Gypsies alike.

Language:

Gypsies speak the Common tongue of Ghaia, though a few words from long in their past still survive.

Birth:

Gypsy children are born with the help of a midwife who is generally an older Clan woman. Since The Shattering, several children have been born with the second sight or other extremely useful and important abilities. Due to this, the celebration of a child's birth has become much more elaborate. It is also seen as a celebration of the continuation of life and any addition to one's Clan is viewed with joy.

Marriage:

Most Gypsies do not marry in a traditional sense, but instead simply proclaim each other as mates, often in a festive ceremony that involves gifts and a significant amount of hooch. Only a few Gypsy men and women remain faithful and promiscuity is extremely commonplace. However, since The Shattering, this has begun to change. Gypsy men no longer sell their women to pay a debt, as every Gypsy life is viewed as crucial to the continuation of one's Clan.

Death:

Death is not a grand affair for the Gypsies. Almost all of them see it as an inevitable end. Burial is common and since The Shattering substantial numbers of gypsies have incorporated elaborate death rituals, meant to remember and honor the dead. The ceremonies typically include singing, the reading of poetry, and a considerable number of toasts for the dead. Quite often, the memorial service will go late in to the night, as Gypsies and Gaje friends share in hooch and stories of their departed friend or family member. Please see Appendix A for an example of a Gypsy death ceremonial song.

Interracial Relations:

Gypsies get along with every culture so long as they can trade with them. They tend to view people as individuals, while taking in to account the culture from which they hail. Gypsies recognize

that each culture has its own set of eccentric points and learn these in order to help them earn a better trade.

Family:

The Clan is the primary family a Gypsy. They will treat each other like siblings, and usually call each other “cousin”. In the years leading up to The Shattering, many gypsies began to claim non-gypsies as extended family, called “Didiki”. These “Didiki” are treated with respect.

In order for a non-Gypsy to become a Gypsy, a person must adventure with a band of Gypsies. The band will vote whether to accept the candidate into the Clan and if accepted the candidate must successfully undergo the initiation ceremony which changes their blood to Gypsy blood. This is done through a ceremony known as “The Passing of the Cup.” The ceremony is a closely guarded secret and different for each Clan. It is always overseen by the Bandoleer. This, coupled with the High Magic ceremony New Lineage, will fully initiate the individual as a full member of the Gypsy Clan as a full-blooded Gypsy. Performing a New Lineage High Magic spell to a Gypsy without performing The Passing of the Cup is considered a serious offense.

Leisure:

Gypsies enjoy gambling, eating, drinking, and bartering above all things. They all like song and dance and it is not uncommon to find a Gypsy Ring of Defense at a Marketday, full of barterers and various forms of festivity.

Legends and Heroes:

Xavier Vogalin- Perhaps the smartest and best trader in all of Dyllarian history. He once traded a bag of worthless rocks to a Satyrian for a magical staff. He drew many Gypsies to his side and made the Vogalin Clan the largest in Dyllaria. He died in 589.

Xander Vogalin- Current Bandoleer of the Vogalin Clan and King of the Old Dyllarian Gypsies and son of Xavier. He is renowned for his many wives, one from each of the major Clans, as well as many of the less well-known Clans.

Sebastian Pierre Winterborn- Current Bandoleer of the Winterborn Clan. This Clan is rumored to be possessed of significant magics.

Reesie Damashay- Head of the Kris in Dyllaria. Also Bandoleer of the Damashay Clan.

Papa Don Emilio- Once King of the Gypsies, this well-known Bandoleer was assassinated.

Maggie Damashay/Elie Damashay- Known for their musical prowess, these Damashay women are rumored to have awoken the Old Magics in song and verse.

Ziggy Kytarm- Ex-Bandoleer of the Kytarm Clan, he has not been seen for many years.

Big Jake Reno- Current Bandoleer of the Reno Clan, once primarily located in the area of Rage Hollow- where his Clan operated a profitable brewery.

Levendanzar “Lefty” Kytarm- Current Bandoleer of the Kytarm Clan.

Trouble Found- Despite many obstacles, this Bandoleer of the Found Clan has worked diligently to see the Found Clan rise to prominence and prosperity in the Ashton area.

Alexander Rizzo- Current Bandoleer of the Rizzo Clan.

History:

605-611

It has been an extraordinarily busy time for the Gypsies over the past several years. More than ever before they have become involved in the politics and affairs of the other races. In one instance, Gypsies from a variety of clans and their friends banded together to rescue the Lady of Faerie, ruler of the Seelie Fae. The Gypsies, including Reesie, Elie, and Francesco Damashay, Natalia Romanov, Nine, Chevalier and others composed a powerful ballad that awakened the old magics of the song. While the outcome was not as they had hoped, and the Lady fell, they did awaken the ancient magics tied to Bards.

In between bouts of intense drinking and harmonizing, the Gypsies made great and significant strides towards uncovering their ancestral history and their numbers in Dyllaria and Emuria continued to grow by leaps and bounds. Several Gypsies, including Maggie, Elie and Francesco Damashay, have worked diligently to uncover and recreate the tendrils of magic hidden in the notes of song. Their ability to ascend as a “Greater Gypsy” was discovered as they delved deeper in to the mysteries of their culture. Their understanding of their history was heightened after drinking from a bottle of ancient hooch uncovered by Maggie Damashay, that when consumed revealed a vision of their history from the Great Clan Wars. In it, they saw the various Clans at war, and the Bandoleers leading them, using the brew-books as battle spells. They saw the Clans turn against one another in bloody battles as Gypsy turned on Gypsy. Humbled by the vision, many of the Gypsy Clans have discussed discarding their colors and uniting under the banner of one Clan.

The Tarachev Clan resurfaces, renowned for their potent hooch and its intoxication effects, traveling from Barony to Barony. Their path crossed with Dame A'ubria'na' of Lumberton on her pursuit of Kai-Vokin. She became close with one of them (Gregori) and took him as a mate giving birth to 3 children, Lina (Khala girl), Ra'ei (Gypsy girl), and Hedeon (Khala boy).

The last several years have been a time of great Gypsy prosperity and there have been many weddings to celebrate. So great have their numbers grown that the various Clans have, at times, begun to outnumber the other cultures/races at marketdays, which has led to some whisperings that the Gypsies are planning a coup of some sort. It is not unusual to see Damashays, Dragos, Winterborns and other Clans of note. There have been some awkward moments and misunderstanding between the Nobility of the various towns and the free-spirited Gypsies, but they have been minor and quickly resolved. In fact, the Gypsies have graciously responded to requests for help from the local Nobility in areas such as Ashton and Lumberton, proving again and again their battle prowess, resourcefulness and willingness to lend a hand whenever needed.

The Gypsies have also known great sadness in recent years, as they have lost many friends and loved ones, including Dame Penelope, Kopka, and Gunter Gorloch.

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In the year leading up to The Shattering, the Gypsies accomplished a great deal. The Winterborns uncovered quite a bit of Arcane Knowledge on Dragon Lore. The Damashay Clan focused on harnessing ancient magics released by the Wild Magic – including Seer’s Lore and the ability to use Bard and Banner Magic. Many Clans are rumored to be jealous of this new found knowledge. In a surprise twist, the Gypsies that reside in the Kingdom of Stonegate sided with the Kingdom of Stonegate (Lorne) against KOTRA. Many participated in the initial rebellion to seize Lumberton Shire. It was also revealed during this time that Lord High Marshall Christo Berylstar was not in fact working with KOTRA, as it was previously believed.

Toward the end of the year, a great Gypsy War nearly erupted when a miscommunication arose between the Kytarm Clan and the Damashay Clan. Each believed the other had committed atrocities against the other's clan. However, it was revealed during a Kris of the Kytarm Clan, overseen by Xander Vogalin, that the Vision of the Seasons that the evidence was based on was likely tampered with by members of the Knights of the Righteous Arm. Shortly before the Kris it was revealed that KOTRA held such powers.

During and after The Shattering, quite a few Gypsy Clans were destroyed. Some Clans grouped together and other, lesser-known Clans rose to prominence. Since then they have worked diligently to restore trade ventures throughout the land, daring to go where few others are willing to venture. This has placed them in a significant position of power and wealth.

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Xander Vogalin survived The Shattering, along with many of his Clan. Most of his wagons were destroyed and rebuilding was slow over the course of the year. Remaining in The Lands of Lumberton, he set about rebuilding his wagons and organizing trade agreements with the inhabitants of the area. The Downtwelling Gypsies continue, throughout the land, to be the primary source of moving trade goods. Their wagon-building abilities are well known and most sought after. By this way, the Gypsies continue to add significant amounts of coin to their coffers. Gypsies all over are praised for the return of their Bardic Magic, and rumors abound that it is so powerful that it can return people from the Spirit Realm. Many seek out these Bards in the hope of returning loved ones lost during The Shattering.

Some new clans continue to arise, such as the Fire Moon Clan in Ashton. Overseen by Mamma Passion, once a part of Wrath. Known for their hexing and bardic magics, they hold close ties with the Winterborn Clan.

In Lumberton, the Damashay Gypsies and their friends use their Airship to make contact with the Galinthor Gypsies, who seem to live on a floating island somewhere above Lumberton. Friends are made all around and visits are abundant. Surprising cultural differences are noted, but do not cause any strife – yet. The visits come to something of a halt when Galinthor is besieged by old enemies – the Genies, who barricade the island and continue to harass the Galinthor Gypsies.

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The year saw a number of changes to the Gypsies as they began to more fully reestablish themselves. The Kris was reworked to fit better with a changed world. As the Gypsies are scattered throughout the lands, the Gypsies do not have a single unifying King or Queen, but are overseen by self-proclaimed Bandoliers that oversee a typical geographic region, but more specifically are supported by the Gypsy Clans within that area. Spread far and wide, the lands are too separated and the Clans to travel-prone to fully look towards one individual hundreds of miles away. In the Lands of Lumberton, a wedding was held between Bandolier Reesie Damashay and Lily Wincy Evenstar. As news of the wedding travels, some wonder of the connection to the Galinthor Clan of that name. Further rumors abound that Galinthor plans to move, to locations unknown, to escape the Genies once and for all. In Ashton, Passion relinquished rule of the Firemoon Clan to explore Ghaia and was replaced by Bandolier Finn. Also in Ashton, the Winterborn Clan was instrumental in defeating a powerful monster of Moon that was attempting to seal the spirits of Clan members.

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The Gypsies continue on, with parties and gallantry, much as they ever have. The Gypsies continue to uncover more unusual magics, especially those dealing with Seeing. Galinthor, towards the

beginning of the year, moved its floating isle location to settle near Badgerton, amidst greater opportunities for trade and gaming.

Appendix A:

Example of Ceremonial Death Song – As First Sung in Honor of Dame Penelope Rousseau of Lumberton Shire, Didiki to a number of Gypsy Clans, including the Damashay Clan

The First Knight

Dearest ones
The time has come
For us to say goodbye
I am going home
Where I belong
Please don't hang your heads and cry

I have lived my life
Full of purpose
I've done my very best
I have won and lost and fought for all
Now it's time for me to rest

Do not cry for me
Lumberton I have done my duty
Though I've gone too soon I'm okay
Do not cry for me
Lumberton, I'm at home
I love you still and always

Oh my dears I am sorry
For the pain of letting go
In a thousand years I never meant this
for you to know

A warrior's life is short and hard
And always ends too soon
Please remember me never yielding
Bright and shining as the moon

Do not cry for me
Lumberton I have done my duty
Though I've gone too soon I'm okay
Do not cry for me
Lumberton, I'm at home
I love you still and always

Goodnight my friends

Goodnight my love
Now it's time to leave me be
I will see you again
When you've reached your journey's end
Or sweetly in your dreams

Do not cry for me
Lumber-ton I have done my duty
Though I've gone to soon I'm okay
Do not cry for me
Lumber-ton, I'm at home
I love you still and always

The Parting Glass – Ancient Gypsy Good-Bye Song, Origins Unknown

Of all the coin ever I had,
I spent it in good company.
And all the harm I've ever done,
Alas! it was to none but me.
And all I've done for want of wit
To mem'ry now I can't recall
So fill to me the parting glass
Good night and joy be with you all

Oh, all the comrades ever I had,
They're sorry for my going away,
And all the sweethearts ever I had,
They'd wish me one more day to stay,
But since it falls unto my lot,
That I should rise and you should not,
I gently rise and softly call,
That I should go and you should not,
Good night and joy be with you all.

If I had coin enough to spend,
And leisure time to sit awhile,
There is a fair Gypsy in this town,
That sorely has my heart beguiled.
Her rosy cheeks and ruby lips,
I own she has my heart in thrall,
Then fill to me the parting glass,
Good night and joy be with you all.

“Magic Hooch” – As written by Maggie Damashay (a rousing drinking song for Gypsies everywhere)

It was a dark and stormy night,
Some Gypsies got into a fight,
The seven clans in ancient days
Who followed in the Gypsy ways

Refrain:

Hooch, hooch, magical hooch
Go find a Gypsy and give him a smooch
Sit by the fire and tell me a tale
And drink up the wine and the hooch and the ale

Gypsies love baubles, silver and gold
A veritable wealth, it can be told
But in their hearts they all agreed,
That hooch is what a Gypsy needs

We don't know what the fight was for,
The reason for the Gypsy war
But in their hooch they left a hint
And that's the reason why we sing

The Damashay would like to know
The Romanovs and the Dragos
The Berylstars all wonder too
Just what the ancient hooch can do

It's not a dark or stormy night
And nobody is here to fight
We'll drink the hooch our cousins made
And hope this tune comes to our aid

The Leather Bottle – Ancient Gypsy Drinking Song, Origins Unknown

Whate'er we see, where'er we go,
Who wander daily to and fro;
The ships that on the sea do swim,
And all the things the land within,
Say what you will, do what you can,
Are for one end - the use of man:
So, joy to him where'er he dwell,
Who first found out the leather bottle.

Now, what do you say to these cans of wood?
Oh no! in faith, they cannot be good,
For if the bearer fall by the way,
Why, on the ground your hooch doth lay;
But had it been in a leather bottle,
Although he had fallen, all had been well.
So, joy to him where'er he dwell,
Who first found out the leather bottle.

Then, what do you say to these glasses fine?
Oh they shall have no praise of mine;
For if you chance to touch the brim
Down falls the glass and hooch therein;

But had it been in a leather bottle,
And the stopple in, all had been well.
So, joy to him where'er he dwell,
Who first found out the leather bottle.

Then what do you think of these black pots three?
If a man and his wife should not agree,
Why they'll tug and pull till their hooch doth spill;
In a leather bottle they may tug their fill,
And pull away till their arms do ache,
And yet their hooch no harm can take.
So, joy to him where'er he dwell,
Who first found out the leather bottle.

At noon the haymakers sit them down,
To drink from their bottles of nut-brown,
In summer, too, when the weather is warm,
A good full bottle will do them no harm.
Then the lads and the lasses begin to tattle,
But what would they do without this bottle?
So, joy to him where'er he dwell,
Who first found out the leather bottle.

And when the bottle at last grows old,
And will good hooch no longer hold,
Out of the side you may make a clout,
To men your shoes when they're worn out;
Or take and hang it up on a pin,
'Twill serve to put hinges and odd things in.
So, joy to him where'er he dwell,
Who first found out the leather bottle.

The Bottle of Hooch – Typical Gypsy Drinking Song

In the sweet country Stonegate, one cold winter's night
All the turf fires were burning when I first saw the light;
And a drunken old Gypsy went tipsy with joy
As she danced round the floor with her slip of a boy,

Chorus: Singing bainne na mbo is an gamhna
And the bottle of hooch is for me.

Well when I was a Gypsy of eight years or so
With me books and my pencil to school I did go.
To a dusty old school house without any door,
Where lay the school master blind drunk on the floor,

At the learning I wasn't a genius I'm thinking,
But I soon bet the master entirely at drinking,

Not a wake or a wedding for five miles around,
But meself in the corner was sure to be found.

Well from that day to this I have wandered alone
I'm a jack of all trades and a master of none,
With the sky for me roof and the earth for me floor,
And I'll dance out my days drinking up hooch galore.

Appendix B: The Gypsies of Galinthor

**** (must have campaign plot approval to play)**

The Gypsies of Galinthor:

Galinthor was once a powerful and wise Bandoleer. Little is known about him, as much of the original Gypsy history has been lost. When the Great Elven War between the Elves and the Vash'tiakanaran Dark Elves raged upon the continent of Halidran centuries ago, the Gypsies (and many other races) were caught in the middle. When the continent was destroyed, parts of it broke away from the original landmass. Caught in the whirlwind of wild, primal magic, some of these islands began to float, graced by the magical energies that were present. The Gypsies of Halidran were caught up in these floating islands, which became known simply as The Misty Isles, which are constantly surrounded by a mist that drapes itself upon the isles and trails behind them as they move. In the centuries since, they have managed to rebuild their civilization on the islands. Those non-Gypsies on the islands quickly assimilated to the Gypsy culture, either undertaking New Lineages or becoming Didiki. Using airships for transportation, they have taken to the skies in search of new markets and adventure. In their questing, they have faced new enemies and made many new merry friends. Galinthor is remembered as the Gypsy Bandoleer that united the various Clans present on the islands after the destruction of Halidran. It was he who mastered the harnessing the magical energy into powering the airships. Thus, the Gypsies on the islands are members of one primary Clan – Galinthor. The main city on the islands is called Prilia, named for Galinthor's first wife.

The Shattering was as devastating to the Galinthor Gypsies as everyone else. The primal magic forced the Isles to shift, bringing them to reside close to Lumberton and in to contact with The Shattered Lands for the first time. Only several of the main Isles survived the transfer and hundreds of Gypsies died in the wake. At this time it is unknown if any of the other Isles remain or if they are the only ones left. Many of their ships are in disrepair and centuries-old enemies threaten The Misty Isles and the Gypsies that remain.

Slang and Misc. Cultural Information

-Slang for those that live below – Downdwellers

-Slang for those that live in Galinthor – Updwellers

-Do not necessarily recognize Didiki – they simply refer to them as friends. They do not have non-Gypsies as members of their Clans, but they do have them as close and trusted friends and confidants.

-Those of Galinthor typically take one spouse. It is not entirely uncommon for them to marry more than one individual, but this is done strictly for political ties and does not hold the same type of connotations that marriage for Downdweller Gypsies and other cultures does.

The Clans of Galinthor

The Gypsies of Galinthor are much more shrewd. They enjoy the party, but it is more than that – they enjoy life and the party is part of that. They wear bright colors and have standards for their Clans. They answer to their name, secondary Clan, and Primary Clan.

There are 12 Primary (Major) Clans within Galinthor. These are from the original twelve major families that survived on Galinthor after the fall of Halidran. Since the fall of Halidran, one Family has been in charge – The Netherin. Below is a breakdown of the Primary Clans and what they are typically associated with. Note, that while they are primarily associated with one particular thing, that does not mean they don't still pursue other interests. Each Clan has something that they are primarily associated with – Bardic Arts, Brewing, etc. While most of the Clans have some sort of ability with various arts/crafts, there is one they are most known for. There are hundreds of other, smaller clans, throughout Galinthor. Some of these Clans are as small as 10-15. It is not entirely unusual for a new clan to be formed from one of the major Clans. Blood is still very strong, however, so is the call of the craft. If there are many individuals from a number of Clans, or within a Clan, that feel a calling to a particular art, etc... they can seek permission to break-off. These smaller Clans align themselves still with their Primary Clans they originated from. Picture a family tree, but instead of names, there are Secondary Clans. Do not doubt, though, for loyalty and honor is highly, highly regarded and prized.

Netherin- The Netherin have been in charge since the fall of Halidran. The Bandolier, Serelia, is currently in a relationship with one of the females from a Secondary Clan. This has caused a bit of unrest. Netherin is known for its shrewd business dealings and much of the running and defense of the city is left to them. They have control of the ports and the overall merchant sectors.

Callibrad – Primarily known for the Bardic arts, they oversee the Callibrad Bardic School.

Glorikan – Primarily known for Brewing.

Moncrief – Primarily known for Brewing.

Corellia – Primarily known for games, gaming, hunting, etc.

Dandifin – Primarily known for Shipbuilding and all things related to Airships.

Brandiff – Primarily known for diplomacy.

Wincy – Primarily known for their Seers and Prophecy.

Prentor – Primarily known for housewares and the arts, including dancing and drawing.

Norrigan – Primarily known for action, adventuring, etc.

Bellfid – Primarily known for merchanting.

Addicint – Primarily known for merchanting.

Galinthor History

Not all the Halidran Gypsies made it to Galinthor during The Shattering. Many were in pieces of Halidran that broke off and scattered. It was a rough number of years of desperately trying to survive until the secrets of the Airships, closely guarded to this day, were discovered. Some Gypsies survived on those smaller pieces of Halidran and have become port-stops. Others are more renegade and wild, attacking Airships and seizing them, riding the high winds in search of conquest. The

Galinthor also face the Genies, long-time enemies who seek to destroy that which they believe was stolen from them.