

WAR Culture Package

Humans

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The purpose of this document is to provide some cultural background for the various cities that Humans inhabit Post-Shattering. This is intended only to give new players or characters a reference to decide where their character might be from, based on the culture of each Human settlement included in this document. Note that even though each of the cities has Headers that are common for adventurers from that city, you can choose to have whatever Headers you want regardless of which city you are from. Headers are not included for the 3 towns that we hold events at- Ashton, Lumberton and Rage Hollow.

The Human Cities of Kalania-

Guthenor- Guthenor was one of the first Baronies to rebel against KoTRA prior to The Shattering. Though rarely visited by adventurers, the Humans of this city showed much courage in standing up against the oppressive rule of KoTRA, and that strong spirit has prevailed Post-Shattering. Prior to The Shattering and their rebellion against KoTRA, most of the inhabitants of this city were farmers, cobblers, coopers and other craftsmen, and those craft-skills are still very prevalent. Many of the Knights, squires and military were previously trained in those areas of expertise. Adventurers from Guthenor are typically Berserkers, Brutes, Cryomancers, Force Mages, Healers, Pyromancers and Storm Mages.

Stonegate City- The once grand city is no more, after an attack by an unknown assailant/assailants. Reports dribbled in here and there, but no one knows what exactly happened. The City was as it has always been, with fires burnings, meals laid out, etc. but not a single person or animal remained. There was blood a'plenty, sprayed everywhere, but not a scrap of a body. Rumors rage that it is now haunted, and few – after the initial pillaging – travel there.

At the time it fell: Stonegate City remains the capital of The Kingdom of Stonegate, but is in the hands of The Knights of the Righteous Arm and the Lorne family no longer rules. While every city needs a variety of craftsmen and professions in order to keep the city operating, the vast majority of Humans from Stonegate City are no soldiers. Warriors of all varieties can be found in here, as well as librarians, book-binders, others of those types of skills. Even those of more militant mind-sets here are more educated than most from other cities. Various schools and colleges exist here, and education is valued by all. Adventurers from Stonegate City are typically Cryomancers, Enchanters, Force Mages, Healers, Pyromancers, and Storm Mages. For those from Stonegate City who are arms-men, they are typically Guardians, Shield Bearers, and Sentinels.

Port Badgerton- Even though this city existed prior to The Shattering, it was only after that cataclysm that the town grew to its current state. As survivors of The Shattering sought out new homes, many refugees found their way here. Port Badgerton is somewhat chaotic due to the mass immigration, but that does not bother the citizens here a bit. Rumored to have been a center for smuggling prior to The Shattering, those unsavory types have expanded their operations. Being the only large sea-town on the Kalanian

coastline, Port Badgerton is growing into a large sea-faring city. While most of the ships Captains are legitimate traders and merchants, there are a large number who use their ships for the more nefarious purpose of pirating. Claiming independence from all, no sea vessel is safe from being plundered by these free-spirited folk. A large number of adventurers from Port Badgerton typically are Acrobats, Duelists, Healers, Jugglers and Rogues, and Scalawags.

The Human Cities of the Vale-

Ashton- Ashton was a free city for a long time before it joined the Kingdom of Stonegate. After KoTRA took control, however, Ashton joined the rebellion and stood against their tyranny. Most of the townspeople who are not adventurers are farmers, and they are well respected by the Nobility of Ashton. Since Ashton is one of the towns that we have currently hold events at, there is no listing for Headers that adventurers from here typically have.

Aelin- Ailen was never a large city until recently. Once land-locked, Post-Shattering it finds itself near the coast of the Starlen Sea. Loyal to the Kingdom of Lorne, it now produces some of the best trained arms-men in the Kingdom. Though it is effectively still too far from the Starlen Sea to have a large navy, there is a small port there with a harbor for the ships from Port Torrent to dock for both trade and military matters. Adventurers from Aelin typically are Alchemists, Bards, Healers and Runesmiths.

Port Torrent- Torrent, once a town in the Kingdom of Stonegate, now is loyal to the Kingdom of Lorne. There is a large military presence here, most of it naval. Ship building occurs at all times of day and even night, and the navy is growing to a good size. The ships here patrol the coasts of the Land of the Vale from the Starlen Sea to the southern reaches of the Fallen Sea. Though the navy isn't large enough to chase down pirates yet, they do try to protect both themselves and other sea-faring vessels from the pirates. Adventurers from Port Torrent are typically Acrobats, Duelists, Healers, Jugglers, and Storm Mages.

Mythamber- Mythamber was for a number of years under the control of the Lich Danacus. After his destruction, and with the rescuing of Prince Talumar Lorne, it has now become the capital city of the Kingdom of Lorne. Although only half of the city is under the Kingdom's control and the other half is still controlled by Undead, many people have migrated here Post-Shattering. A large number of sages and other learned people can be found here, much as they can be found in the City of Stonegate. Like its rival capital city, a large number of military arms-men can also be found here, again, like in Stonegate, typically being more educated than military men of other cities. Adventurers from Mythamber are typically Cryomancers, Enchanters, Force Mages, Healers, Pyromancers, and Storm Mages. For those from Mythamber who are arms-men, they are typically Guardians, Shield Bearers, and Sentinels.

Lumberton- Lumberton now finds itself cut off from most other people, the only ones who are close to them being the Khala. Forestry was always the staple industry of the area, and this has not changed Post-Shattering. While the lumberjacks previously were

mostly Halflings, that isn't the case anymore, as the Halflings left the area prior to The Shattering. Most of the townspeople here are learned in survivalist skills. Since Lumberton is one of the towns that we have currently hold events at, there is no listing for Headers that adventurers from here typically have.

Prinith- Prinith had close ties with the Trun Elves for years before The Shattering. This relationship has allowed the Humans of this city to become closer to Ghaia than most Humans do. They have come to have a deep respect for Ghaia, and since The Shattering, this respect for both Ghaia, and their Trun allies have grown. Adventurers from Prinith typically are Archers, Beastmasters, Blade Dancers, Healers, Rangers and Wardens.

Rage Hollow- Rage Hollow has always had a large number of smithies. This has not changed, and smiths of all types can be found here. Loyal to the Kingdom of Lorne, they produce a very large number of weapons and armor for the Army, though getting the supplies to Mythamber is a very big problem. Since Rage Hollow is one of the towns that we have currently hold events at, there is no listing for Headers that adventurers from here typically have.

Galavast- Galavast and the lands of Varingard were for a time part of the Kingdom of Stonegate. Having been given their lands to rule themselves, they are now independent once more. For long years, the Nobility of Galavast has seen to the training and education of the common folk of the area. There probably aren't many commoners there who can't handle themselves in a fight with an Orc or Skeleton, if need be. Not all commoners are taught to fight with weapons though; some have also been trained in Spell casting. Adventurers from Galavast typically are Alchemists, Blade Dancers, Blood Mages, Healers, Hexers, Necromancers and Rogues.

Necris- Necris arose during The Shattering. Almost no information exists on this city or its inhabitants. (For now, no PCs are allowed to be from Necris.)

History:

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All of the Human lands were thrown in to chaos and disarray during The Shattering and in the time after it. With the division of the old traditional Kingdom being now divided- amongst the KoTRA-led Kingdom of Stonegate in the Kalania, and the Kingdom of Lorne, led by young King Talumar Lorne in the Lands of the Vale- the towns and baronies found themselves in much flux.

Guthenor, one of the first baronies to rebel against KoTRA rule, now finds itself isolated from the rest of its allies and very near to their enemy of Stonegate on Kalania. Isolated from others, the citizens here spent the year quickly re-building infrastructure and establishing a good-sized army. In their efforts to continue to battle KoTRA and Stonegate, almost every citizen serves in this army in some capacity. While other baronies and former baronies in the Lands of the Vale made a large effort to re-build

roads and re-establish ties with each other, the people Guthenor spent the year building a large stone wall around their city, fortifying it against any KoTRA attack.

Port Badgeron did not suffer the chaos caused by The Shattering in quite the same way as most of the rest of the lands. The leaders of this city used the opportunity the chaos gave them to their advantage, locking themselves into positions of leadership, as well as allowing a somewhat lawless society to flourish. The leaders encouraged a large number of ships to be built, and they have easily the largest navy to date on both the Starlen Sea and the Sea of Dragons. Several pirate captains have risen to prominence and have started to harass the ships of both Stonegate and Lorne, as well as others who are sea-faring. Chief amongst these is the Crimson King, a blood-thirsty savage man who commands an unknown number of vessels.

Ailen has established itself as a training place for the army, producing many fine arms-men for the Kingdom of Lorne. In the time immediately after The Shattering, Ailen discovered Port Torrent nearby and quickly re-established ties with that city. Ailen has also made a small port on the northern Starlen Sea and ships from Port Torrent are often seen here.

Port Torrent quickly established itself as a city of ship-building immediately after The Shattering. They are producing ships at a fairly quick pace and have helped the Kingdom of Lorne create a sizable navy. Recently they have begun to have ship fights with KoTRA and pirates and are working on creating weaponry for the ships. Lately a pirate known as the Crimson King has been beleaguering the ships with attacks at night, as well as in daylight. Several ships have been boarded, their crews killed, and the ships with their cargo stolen.

Prinnith has changed drastically since The Shattering. Always friends and allies of the Trun Elves, they now share with the Trun a deep reverence for Ghaia. The buildings of the city were mostly destroyed during The Shattering, and in re-building them, Prinnith has incorporated Ghaia and the natural world into them. Isolated in a valley in the far north of the Lands of the Vale, accessible only by a single pass, the people here have concentrated mainly on this new re-building. This joining of nature and architecture is mirrored by a closeness with Ghaia in their personal lives as well.

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Port Torrent remained prosperous and have continued with their ship-building. Badgeron remains within the hands of a number of unnamed individuals, who control the port through lieutenants they designate, though they are not necessarily military oriented. Prinnith, after experiencing much hardship over the winter months and numerous foes, agreed to rejoin the Kingdom of Lorne, County of Oakwood, and were warmly received. Guthenor remains in a precarious position, threatened constantly by Kotra.

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The greatest rumors swirling around the human lands revolve around the fall of the City of Stonegate (see above). Port Badgeron also received a huge boon and a place of recognition this year, when the Gypsies of Galinthor agreed to move their floating city nearby and to partake in some of the trades of Badgeron.

