

IMASKAR



इम्पेरि ईफ़ त्हा मत्ह्यस्त दराईन्

The Amethyst Empire

Compiled, Edited & in parts written by

"Snowblood"

An Outline of the Empire of Imaskar



Imaskar at its Greatest Extent

"Listen now as I tell you of a time when mighty emperors ruled a land greater than has existed before or since. I tell you of my ancestors, from an ancient land called Imaskar. The empire dominated what you now call the central Hordelands for nearly 4000 years, long before those children, the Netherese began dabbling in the arts of Creators. At one time they ruled the lands between the methwood in the west and the far mountain country of Katakoro in the east. From the Frozen Sea in the north to the lands of Gundavar in the south the wdicts of the Emperor were law.

The Imaskari of old were master builders who built their cities and towns from the iron oxide stained purple stone found throughout the Raurin Plateau. Their palaces and monuments they constructed were built to last, and endure they have. But beware for true to form almost every Imaskari tower, place citadel or temple is guarded by living constructs dedicated to following the last orders of their long dead masters. Beware too for the Imaskari were god haters and prepared their abodes and cities accordingly. If you are foolish enough to trust in the power of your deities even now, then you will meet them sooner rather than later. Trust me on this. Portals and extra-dimensional spaces are common places so beware of where you walk. Even though my peoples' arts were mighty, even time erodes the greatest workings. Many portals now malfunction, while the dimensional spaces are unstable at best. Beware the Batrachi for even now they roam our ancient tombs seeking to regain that which was lost. I bid you farewell travellers and goodluck. I would wish you the protection of your gods, but I don't believe in any." – Lord Illaron Artificer of High Imaskar.

The Imaskari Language & Culture

Roushum

Each tribe on the steppe has its own language, but all these languages have a common root in ancient Imaskari, the empire that once extended its rule into the southern steppe. From this the languages of the tribes have been divided into three main groups: *Northern, Southern, and Eastern*. It should be noted that none of them are true Roushum and are only listed here as a reference as of how it might have sounded.

Northern	Southern	Eastern
Khassidi	Tuigan	Zamogedi
Commani	Naican*	Gur
Naican*	Dalat	Fankiang
Raumvira	Oigur*	Oigur*
Quirish*	Quirish*	Quirish*
Muhjuri	Shou Chiang	Miscellaneous
Murghom	Shou Lung	Solon (Devic)
Semphar	Khazari	Pazruki
Ra-Khati	Issacortae	Siremon (Siric Dwarvish)

* Normally bilingual

Northern Imaskari : Roll your r's and make the vowels broader and more round. Speech can be kept cut and short.

Southern Imaskari : Make consonants hard and biting, particularly "c" and "k." The letter "l" is "lh," so "like" becomes "lhike." You can put sentences together in the wrong order- "I am hungry" becomes "I hungry am" or "It is dangerous" is turned to "It dangerous is."

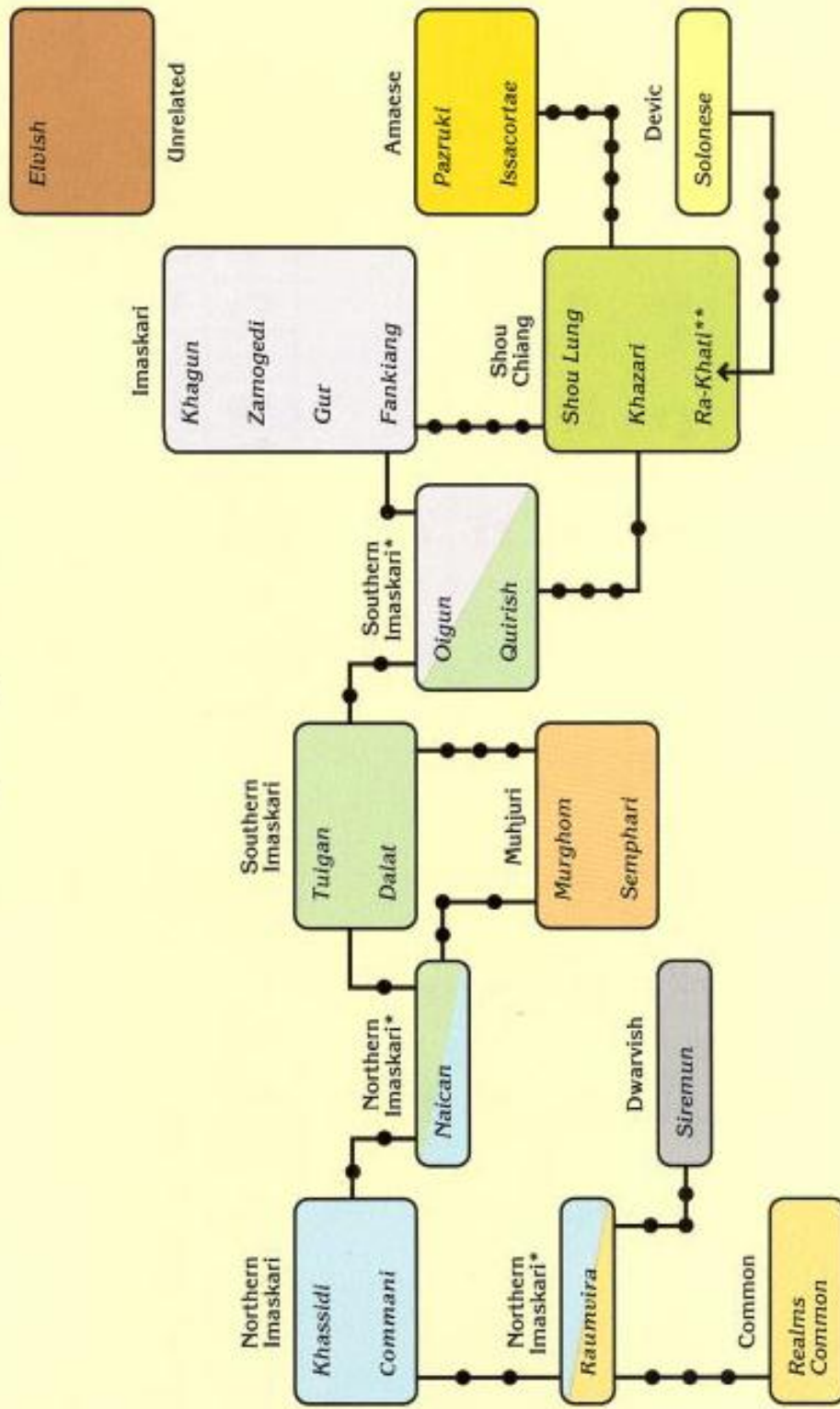
The southern group remains truest to ancient imaskari, although it has adopted much from Muhjuri.

Eastern Imaskari : Try to talk nasally, in the back of your throat. Long "i." and "e" can be drawn out. ("Heere" instead of "here.") Avoid asking direct questions that need yes or no answers.

Writing:

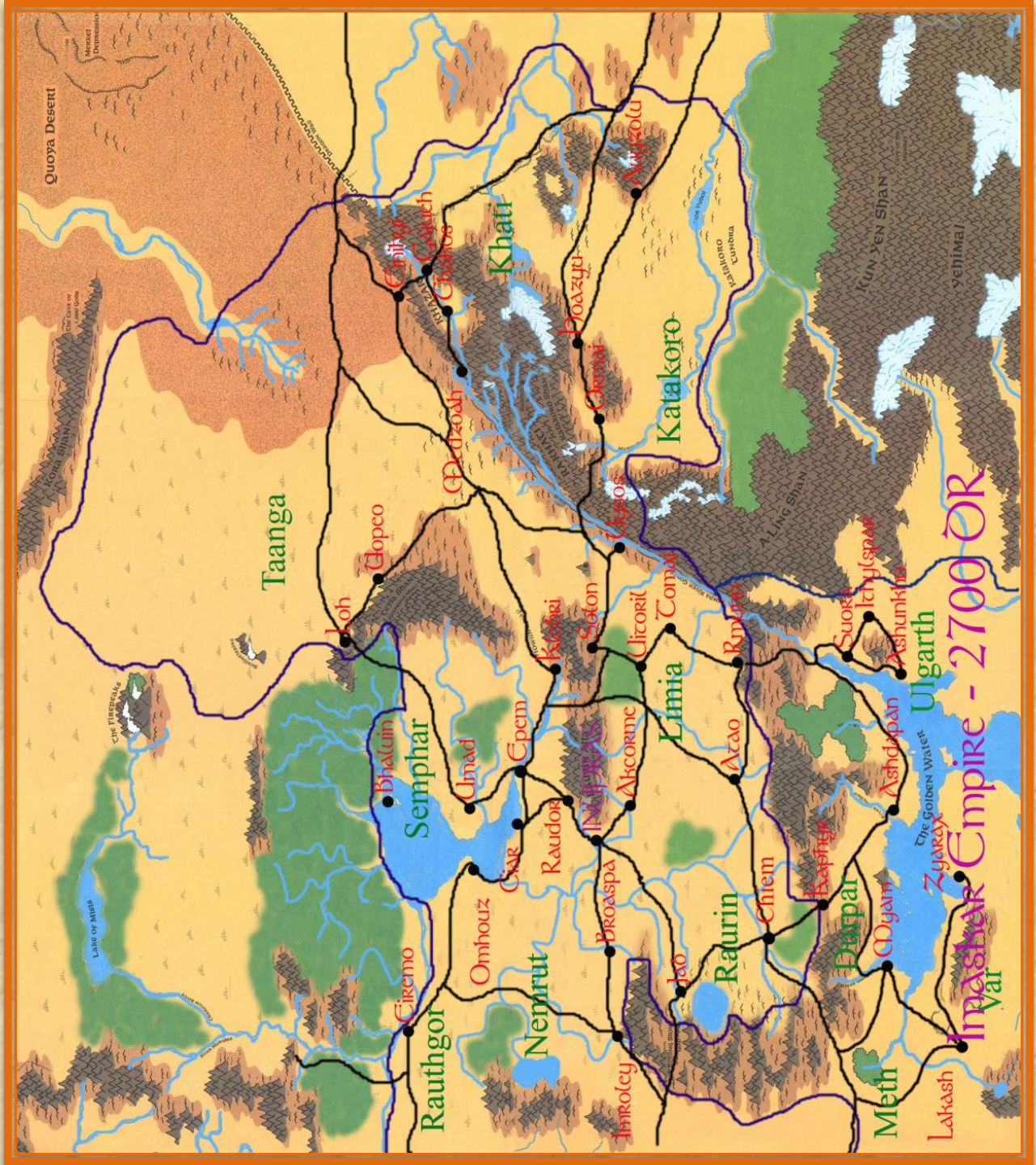
The written language of the Imaskari is a language of swirling lines interesected by dots, one should always be careful if one stumbles upon a piece of their ancient writings since there are a few, if any, who can read it. And given their twisted and malicious sence of humor it is

Language Chart

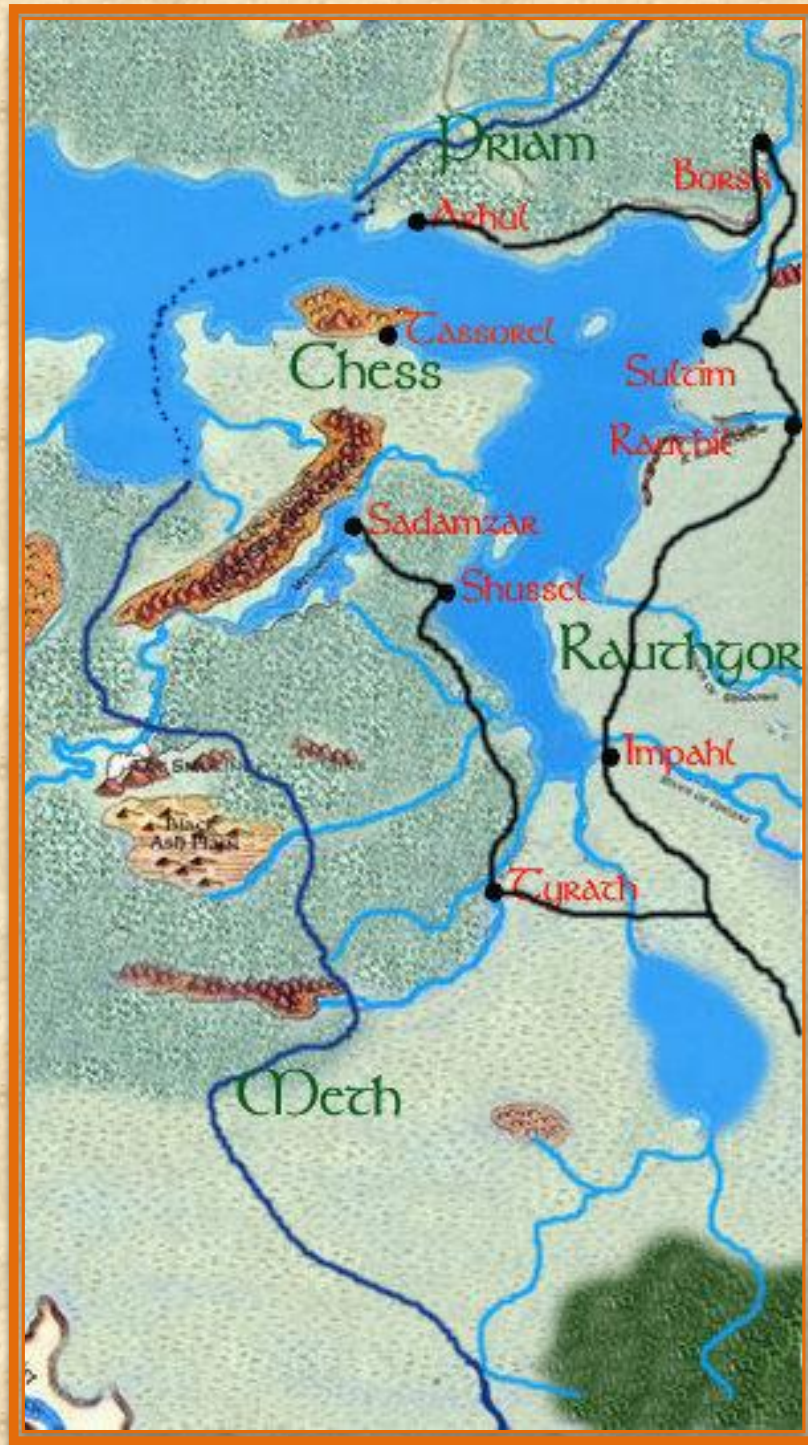


* Hybrid language group.

** Devic relationship applies to Ra-Khati only.



Central & Eastern Imaskar Empire



Western Imaskar Empire

Levels of Imaskari Society



The Imperial Family of the 15 Clans (The Pure Bloods)

Below the emperor who sits at the pinnacle of Imaskari society sits the extended imperial family made up of families with ties to the current emperor through blood and marriage. Regardless of their political connections every emperor except for two came from this large extended family made up of members of the ruling families from each of the original 15 clans. This extensive web of interconnected clans are known as the 'Pure Bloods', who only marry from within their own class, or from noble families from ancient Durpar. All of Imaskari society is set up to support this small class of people, (not more than 10000 in the entire empire) in lives of unimagined luxury where their every whim is catered for. Grand homes and palaces as large as a small city and the life of nearly every slave belong to this ruling elite who are so far removed from everyday life as to be a nation within a nation.

Imperial Artificers and Extended Families

Drawn from across all levels of Imaskari society and trained from an early age to serve the Empire and Emperor faithfully. The Imperial Artificers serve as both the Law Makers and Law Enforcers of the empire. Advancement through the ranks is predicated on magical and political skill and to a lesser extent upon political and familial connections. Talent will get an artificer only so far, and without political connections only an artificer with imperial favour can hope to progress to the very pinnacle of Imaskari society. An artificer's words count for

much and corruption is rife amongst the more venal and self serving workers of the art. But this is how business is done and fortunes made and lost. Bribery and patronage is what makes the wheels of politics and commerce turn in every day Imaskari society.

The Ruling Nobles & Provincial Emirs

Within each province and major city there exists a ruling class made up of ethnic Durparis with blood ties (however so tenuous) to the original 15 clans who first crossed the Hargurl Shan. The hereditary noble elite make up much of the slave holding landed class within the 12 Emirates (not including the Imperial Province). They live on vast estates staffed by servants and slaves and make up the bulk of the Cataphractoi and officer class within the army. Each noble family maintains its own private army that in times of war must be turned over to the Imperial General of each province. The nobles are responsible for raising and equipping the Cataphractoi legions. Balancing the power of the nobles are the Imperial Governors of each province, the Emirs. Chosen from amongst the 15 ruling clans and appointed as much for political acumen as their magical powers, each Emir has a council of nobles and artificers to advise him/her but ultimately is 'The law' within the province. Imperial decrees are interpreted by the local Emir, Dog Soldier legions raised and maintained and taxes collected. While in many cases an emirates rule passes along hereditary lines, a direct line of succession is not guaranteed. It is rare for an untried or incompetent individual to be placed in charge of a province as this is simply poor business management.

Rich Merchants & Landowners and the Military Elite

For those without magical talent or blood ties to the aristocracy there are but two ways to gain advancement in Imaskari society. An individual must either make money or serve in the military. Rich merchants and military officers are the two most courted social classes by the Imaskari elite. Merchants pay bribes and protection money to local public and military officials, and in turn through canny business deals and ruthless disposal of any opposition make themselves very, very rich gaining political favours and influence as a result. Many nobles often end up owing large sums of money to powerful nobles and their voices and votes in the local assemblies often give the back room mercantile politics more bight than any noble decree. Many mercantile and military families gain their fortunes via canny backroom deals, but true political power comes from being an artificer who is connected via marriage to one of the 15 ruling clans.

Farmers & Stock Herders, Crafters and Common Soldiers

The social, economic and political status of these most essential members of society guarantees that when they band together those in power take note of their collective voices. In charge of the food supplies and production and the protection of the realm from enemies both foreign and domestic the members of this level of society are seen to hold honourable and valuable professions. Retiring Dog Soldiers with 20 or more years of service can draw a simple pension from the royal coffers and are guaranteed a small plot of land or a place within a farm or crafters profession upon discharge from the army. Injured and disabled soldiers gain similar benefits including lifelong care in a retired veterans home if they have no

family to care for them. Many members of this class have gone on to progress socially through savvy business acumen or meritorious military service.

Common Labourers, Small Crofters, Shop Keepers, Servants & Commoners

The most numerous class of citizens of the empire, these people are the back bone of the community. Every citizen is given rights and protection under the law and they enjoy the freedom to own property, travel freely and be protected by the servants of the empire. In turn they owe complete allegiance to the emperor and must support the forces that guarantee their freedoms. It is forbidden for ordinary citizens to carry arms greater than a dagger or short sword or a short bow for hunting. Most commoners come from one of the many ethnic groups that make up the vast array of ethnicities and cultures that make the vast population of the empire. Shou, Hong, Khati, Khazari, Nar, Raumivari, Turami, Tulang, Semphari, Ohn, Siremun, Shitelquessir, Ulgari, Gundavari and Durpari are all part of the polyglot that makes up the common masses of the empire.

Regular Slaves, Hereditary Slaves & Gladiators

The lowest class of citizen within the empire is the regular slave, whilst they belong to other people they still enjoy certain rights and protection under the law. They make up the vast majority of the empires population, outnumbering the free citizens by a ratio of ten to one. An ordinary slave may be bought and sold at an agreed price, but they are still recognised as citizens of the state. A slave must obey their master in most things except these three; A slave may not kill another unless they are a gladiator, A slave and their progeny remain the property of their owner and cannot leave their masters service unless sold or emancipated, A slave may not carry weapons at any time. To break any of these three laws invites demotion to the lowest class of slavery or even death. Owners may not kill their slaves, owners cannot use their slaves to bring harm to another's person or property, a regular slave has the protection of the law and rights to a magister trial. A regular slave may be freed at any time. They may earn their freedom and be emancipated by an emperor's direct representative e.g. local general or emir. Extraordinary service, saving a life or repeated wins in the arena are all cause for emancipation.

War Captives, Mine Slaves, Traitors, Rebels & Criminals

These slaves, mostly of Mulani or Untheri ethnicity make up the vast bulk of the population, about 50%. They have no rights are treated no better than cattle and can be treated in any manner that people please. The life of one of these slaves is usually brutal and short with no hope of ever seeing freedom. The empires' economy is built upon their labour and in return they die by the thousands in mines, and farms, as test subjects for artificer experiments. Their religions are banned and anyone caught even uttering a prayer to their false gods is immediately put to death in a most public and painful manner. A few lucky slaves become the trusted companions, servants or concubines of more compassionate owners. Whilst they themselves can never be freed (legally except by the emperor), their off spring become simple regular slaves. So over generations many people of mixed parentage have entered the general population creating a hybrid race and culture, the Mulani people.

History of the Empire

In –8350 DR, a splinter tribe of the ancient Durpari traveled northeast to settle in the fertile basin of the Raurin Plateau. During the Nemrut period (–8350 to –7975), named for the civilization’s first warlord, the Imaskari lived in tribal communities ruled by chiefs and the warrior aristocracy. The spread of agriculture during this time led to a rising population and the founding of many farming villages on the plateau. The founding of the Imperial City of Inupras ushered in the Early Dynastic period (–7975 to –6422), when Umyatin assumed the title of lord artificer and emperor.

This period was marked primarily by the Imaskari elite’s mastery of trans-dimensional magic. The artificers used this knowledge to create a sprawling network of *portals*, which allowed them to cross vast distances in the blink of an eye. These permanent, two-way *portals* were constructed as circles of massive bronze spires, each etched with an intricate runic design said to be batrachi in origin. These Bukhara Spires allowed whole legions to pass swiftly from one domain to the next, precipitating the rapid expansion of the Imaskar Empire across eastern Faerûn.

By the end of the Early Dynastic period, the empire’s borders reached from the Great Ice Sea to the Golden Water, and from the Alamber Sea to the Katakoro Plateau in Kara-Tur. First to fall to the burgeoning empire were the kobold tribes of Zexthandrim, followed by the korobokuru dwarves of Shan Nala. Subsequent campaigns brought about the subjugation of the Taangan steppe peoples and the annexation of Khati, Durpar, and Ulgarth. Imaskar’s first military defeat came in –6788 DR, when its western outpost in Aerilpar was besieged by forest landwyrms.

A Raudor peasant rebellion followed in –6779, but the uprising was quickly put down. In –6422 DR, rampaging krakentua razed the Imperial City of Inupras, forcing the Imaskari to abandon their ancient capital. How the demon spirits entered the city is unknown, but popular opinion later placed the blame on the Cult of Demogorgon, since the krakentua first emerged from the Temple of the Gaping Maw in the city’s center. The anarchy that followed split the empire into Upper and Lower Imaskar, thereby beginning the Middle Kingdoms period (–6422 to –4370). The natives of Lower Imaskar founded Solon as their new capital, and the ruling artificers maintained strict control there. The center of Upper Imaskar’s power was the capital city of Thakos (present-day Saikhoi), which nestled within the Katakoro Mountains.

In –4370 DR, a devastating plague wracked Lower Imaskar, beginning the period of Shartra (–4370 to –3920), which means darkness in the Imaskari tongue. Ailing citizens flocked to temples throughout the empire, but their priests could not cure the plague. Even more mysteriously a blight killed most of the empire’s crops, bringing famine to the few who had survived the plague. The impact of this so-called Silent Death was catastrophic— even in the most lightly affected areas, fifteen to twenty percent of the population died. Impoverished and isolated, Lower Imaskar survived the following decade only because of the weaknesses and misfortunes of its enemies. In their bitterness, its people turned against their gods, and most priests were slain or driven into exile.

Though the Silent Death did spread north into the region known today as the Endless Wastes, Upper Imaskar remained safe and untouched. With his population devastated and desperate to rebuild, Lord Artificer Khotan commissioned the building of two new Bukhara Spires. These twin *portals* gave access to another world whose people had no command of the Art. During the next four centuries, the Imaskari abducted tens of thousands of humans from this world and brought them to Faerûn as slaves. This massive influx of slave labour restored productivity and prosperity to Lower Imaskar.

Eventually, the slave population began to intermarry with the Imaskari, giving rise to the Mulan ethnicity. The reunification of Lower and Upper Imaskar under the strong hand of Lord Artificer Omanond, and the restoration of Inupras as the sole capital, marked the start of the Late period (–3920 to –2488). The elite mages of Imaskar—foremost among them the archwizards Madryoch and Hilather—rose to power during this period.

Three millennia before the Netherese “discovered” the Plane of Shadow, Madryoch the Ebon Flame was busily cataloguing its dark secrets. It was there that Madryoch crafted the Shadow Stone and set in motion his plan to overthrow Omanond and seize control of Imaskar. Fortunately for the empire, the young prodigy Hilather confronted Madryoch in the frontier fortress of Metos and ultimately trapped the shadow lord in the Plane of Imprisonment.

The Imaskar civilization came to a violent end in –2488 DR. Unbeknownst to the Imaskari, the gods of the Mulan had finally heard their people’s prayers. Bypassing the great planar seal, these gods sent powerful avatars (known as manifestations) of themselves through the empty void of space to Toril. Upon their arrival on the peaks of Teyla Shan (the Godswatch Mountains), these powers quickly descended into the Raurin Plateau, building an army and fomenting rebellion as they passed. Within ten days, most of the empire’s major cities had been sacked. The final confrontation occurred on the palace steps of Inupras between Lord Artificer Yuvaraj and the Mulan god Horus, who emerged victorious.

The Rise and Fall of Ancient Imaskar

-8350 DR to -7975 DR

The Nemrut period of the Imaskar civilization.

-8350 DR

Tribal chieftain, Nemrut Srivinjaya leads a break-away group of Durpari, known as the Imaskari northeast through the Hirgah Pass to settle a vast, fertile plain in the area that will later become known as the Raurin Plateau. After several battles with the indigenous nomads of this fertile plateau, the tribes settle within a wide river valley they name after their warlords queen, the beautiful and enigmatic shieldmaid, Inutia.

-8329 DR

Warlord Nemrut is killed by raiding grey orcs when he rides out to defend a kraal on the southern borders of his valley. After a mighty funeral he is buried with full honours in a barrow in the foothills of the Raurin Alta at the head of the Inutia Valley. Nemrut's eldest son, Nemalah Srivinjaya becomes the next warlord of the Imaskari.

-8315 DR

Wandering bands of Imaskari-Durpari enter the northern lands of the plateau looking for new pastures for their herds of horses and cattle. They eventually stop upon the southern shores of an inland sea they name, the Sea of Shining Stars – Gbor Noor.

-8303 DR

Warlord Nemalah is killed in battle while leading his nation's cavalry against a roving horde of grey orcs from the eastern Raurin Alta. In response to these continued incursions, the Imaskari declare a holy war against the orcs, with Nemalah's son, the new warlord, Niirjat Srivinjaya vowing to wipe out this goblinoid scourge. Thus begins the first Mountain War, and the establishment of the fort on Raudor in the foothills of the western mountains.

-8280 DR

Well diggers in the valley of Inutia discover a previously unknown buried city. The subsequent investigation by the clans sorcerers and shamans reveal the city to be Batrachi in origin. Here the Imaskari explorers uncover caches of magic and lore, and meet beings willing to teach them the dark secrets lost for millennia. The Batrachi were great practitioners of summoning magic. The ancient Imaskari studied Batrachi rituals discovered etched on glassteel tablets, which led the artificers to construct massive two-way portals known as Bukhara Spires.

-8252 DR

The aging Warlord Niirjat dies peacefully in his yurt surrounded by his 21 wives and countless children and grand children. After successfully leading his people in their war of genocide against the grey orcs of the western Raurin Alta he is honoured with a large burial mound in which are interred all of his wives and consorts along with 1000 horses and slave guards. Jaravan Srivinjaya becomes the latest warlord and announces that he is shifting

his growing nations capital north to the shores of Gbor Noor.

-8248 DR

A dispute between the clans of the Imaskari, and another Durpari offshoot, the Semphari leads to a bitter civil war as the two tribes clash over territory. The Semphari horse tribes are eventually driven north across the Epemiir River into the lands formally claimed by the Shiltelquess of Shalhoond.

-8242 DR

In a continuation of the expanding border war between the Imaskari and their cousins the Semphari, Warlord Jaravan leads his forces north across the Epemiir and begins raiding Semphari settlements. After months of mobile warfare, the Imaskari finally defeat the forces of Emir Fulan at the battle of Umad thus annexing the lands upon the eastern shores of Gbor Noor. In the final battle both Jayrvan and Fulan are slain and the Semphari surrender their lands to Jaravan's son, the new warlord Sorinjaved Srivinjaya.

-8230 DR

Moving west, Imaskari settlers discover Farass Noor, at the feet of the Nemrut Mountains. Even as they begin establishing kraals for their herds Stone Giants from Fuirgur begin raiding their herds and crops, killing many hundreds of people in the process.

-8229 DR

Warlord Sorinjaved gathers the tribes for a war against the giants. The Imaskari make good use of their War Griffon mounts as the two nations, one new and

one ancient, battle for supremacy amongst the hills and valleys of the Fuirgar Plains.

-8209 DR

After 20 years of continuous warfare in which thousands of humans, giants and their allies lay dead upon countless battlefields, a peace treaty is finally signed in which the giants cede the plains to human herders and farmers whilst retaining their pastures within the foothills and mountains. In turn the Imaskari agree to stay out of the giants territories and the two agree to work together on matters of defence and trade. During this time the settlements of Broaspa and Imroley are established as defensive military and trade hubs for the slowly expanding realm.

-8200 DR

A continuing dispute between Warlord Sorinjaved, and the Emira of Epem, Lady Sorinjaved Srivinjaya leads to an uprising and eventually open rebellion. The aging warlord tries to force her into marrying his son, the prince Sarvenjaved. Semphari assassins manage to sneak into the royal compound in Inutia and murder almost the entire royal family. Except for Lord Sorinjaved who escapes to Raudor.

-8199 DR

Semphari forces led by the lady Fanjaarla Howayinda sweep down upon Inutia and the city of Raudor, after a 6 month siege the walls of the city are finally cracked by Semphari wizards making their first use of Batrachi portal magics seized from the royal palace in Inutia. The city is sacked and burned, and the surviving population enslaved. With the overthrow of the Srivinjaya Dynasty, Lady Fanjaarla

becomes Warlord and ruler of a united land. Thus begins the second Imaskari dynasty under clan Howayinda.

-8185 DR

Trade begins in earnest between the Imaskari tribes of western Raurin and the elves of Shalhoond. The caravanserai at Eiremo leads to the establishment of a more permanent trade settlement frequented by elves, humans, dwarves and the occasional flind band.

-8179 DR

The first serious clash between elves of eastern Shalhoond and northern Semphar occurs when timber fellers accidentally remove trees from a sacred grove killing several dryads and a treant tree shepherd in the process. In retaliation Green Elf patrols wipe out two entire communities of timber cutters, sending their heads back as a message to stay out of the forest or else.

-8167 DR

The aged Lady Fanjaarla dies in her sleep after a long illness, in her stead, her daughter, the Warriress, Kohinoora Howayinda becomes Warlord in her stead.

-8150 DR

After a trade freeze lasting nearly 30 years, the first elven trade caravan arrives in Eiremo where they are surprised and somewhat shocked to find a bustling river port and trading town. Queen Fanjaarla sends ambassadors back with the elves to open up negotiations for a possible trade alliance between the two realms.

-8136 DR

A flight of green dragons emerges from the eastern Shalhoond, driven from their nests by elven dragon hunters and lays waste to northern Semphar including the settlements of Eper and Umad. The last one is finally slain by the Witches of Inutia as the dragons attack the walls of Raudor. The more paranoid elements within the royal court blame the elves for the destruction wrought by the dragons and urge the Queen to punish them in kind.

-8123 DR

Imaskari artificers create their first permanent extradimensional space. Their fascination with such magic soon transforms Imaskari city design. In their early travels the Imaskari artificers encounter a strange elf-like race whilst travelling through a heavily forested realm in the outer planes.

-8118 DR

The first Leshay envoys from Faerie arrive to open trade negotiations with the humans of Imaskar. As a sign of good faith, Queen Kohinoora travels back to the Leshay capital to formalise negotiations with their queen.

-8113 DR

After a five year absence (really only 3 months for those in Faerie), Warlord-Queen Kohinoora returns with the Leshay ambassador and a promise by their High Magi to teach the Imaskari artificers a new and subtler form of magic that will complement the teachings from the Batrachi liches they have been learning from so far.

-8104 DR

The forever youthful Queen Kohinoora abdicates in favour of her youngest daughter, the ravishing ½ Leshay Jassminda Howayinda, and returns to Faerie with her consort, the former Leshay ambassador.

-8081 DR

Queen Jassminda gives birth to her seventh child, a girl with shining golden hair and eyes. Her grandmother, the Leshay Queen Sarifal arrives to take her grand-daughter back to Faerie as a symbol of the growing ties between the two realms.

-8080 DR

With backing from Leshay High Magi, Imaskari artificers begin raiding Elven wizards towers and temples all across the eastern Shalhoond in a series of lightning raids designed to cripple their magical capabilities ahead on a long planned invasion of the eastern woods.

-8079 DR

Recognising the Fey hand behind their Imaskari puppets, the Selutaar of Shalhoond retaliate in overwhelming force, demolishing the palace and wooden city of Inutia, in the process destroying the Leshay portal and slaying Queen Jassminda and her entire court. These tit-for-tat raids begins a series of inconclusive border disputes that later become known as the Thousand Years War. The new Warlord Queen, Lakiitta Howayinda calls a council of war with her clan chiefs and advisors. The drums and signal fires of war are awoken as the different clans and tribes are summoned for a holy war of genocide against the elves.

-8051 DR

After 21 years of internecine border raids that leave the lands of northern Semphar in utter ruin, Queen Lakiitta personally leads her army of horse warriors across the frontier and onto the lightly wooded plains of Parth here they are met in turn by an army of Green Elven knights and archers. Both sides are supported by Leshay or Elven High Magi. As the two realms face off against each other a massive dust storm sweeps in from the east forcing both sides to retreat. When the storm finally clears, every Leshay on the battle field has been banished and the elves rout the Imaskari with little loss to their own forces. Queen Lakiitta is captured by the elves and executed for her crimes against the people and the forest. A much more conciliatory Queen, Lapaliyya Howayinda, Lakiitta's youngest sister, takes up the rulers' sword and opens peace negotiations with the elves.

-8037 DR

Itching for a victory to bring to her people and restore their pride after the humiliating defeat against the elves, Queen Lapaliyya sends her warriors south through the Pass of Rmunn to raid their former masters in old Durpar. After six months of raids the army returns triumphantly with 1000's of slaves and untold amounts of booty, leaving much of Durpar in ruins and flames.

-8026 DR

A major earth quake shakes the Raurin Plateau causing thousands of deaths in the capital Raudor, included amongst the dead are much of the royal family. Thrown into chaos by the sudden power vacuum Imaskari artificers quickly regain control of the city installing the dead queens young

niece, Ashavaarla Howayinda as the new Warlord Queen of Imaskar. As she is underage the dead queens Vizier, the artificer Umyatin and a council of loyal nobles assumes control of the realm.

-8022 DR

Queen Ashavaarla and Lord Umyatin marry in a grand ceremony filled with much pomp and circumstance. Amongst the guests at the wedding is the Leshay Queen Sarifal and her daughter, the princess Saffron, Lord Umyatin's long-time lover and closest confidant.

-7999 DR

After a long and at times fruitless union, the aging queen finally gives birth to a son, a sickly child by the name of Deshin. This is the first and only child in an otherwise loveless and barren union. The queen spends all her time hidden away in her royal residence in Raudor doting over her son.

-7975 DR to -6422 DR

The Early Dynastic period of the Imaskar civilization.

-7975 DR

After a long and lonely life, the aged and loveless Queen Ashavaarla finally dies peacefully in her sleep. Her husband, the Vizier – Artificer Umyatin Jhoravadin assumes titular control of the ruling council until a new Warlord can be chosen. The feckless Prince Deshin is mysteriously murdered in his royal apartments in the royal palace in Raudor.

Inupras, the Imperial City of Imaskar, is founded upon the ruins of old Inutia, with

help from their Leshay allies. In palpable demonstration of the apparent superiority of LeShay high magic over Imaskari arcane arts, the seven High Magi of Sarifal raise an enormous amethyst tower a mile and more above the desert. The first Imaskari emperor, Umyatin, assumes the title of Lord Artificer and sends an embassy to The LeShay kingdom of Sarifal re-establishing a trade portal between Inupras and the shining city of Karador.

-7970 DR

Emperor Umyatin marries his longtime consort, the Leshay princess, Saffron. It is from this union that all the early emperors are descended. A period of peaceful cultural exchange begins between the two growing realms.

-7950 DR

Emperor Umyatin and his wife celebrate the birth of the first child, a healthy young boy they name Omanond, who very early on displays a precocious grasp of magic.

-7944 DR

The royal family celebrate the births of twin girls, Queen Sarifal arrives soon after to claim the twins as her rightful due for the 'loss' of her daughter. Despite protests from Empress Saffron her mother will not be gainsaid and their elder brother, 5 year old Omanond is heartbroken.

-7932 DR

The royal couple celebrate the birth of the latest and last child as complications prevent the Empress from bearing any more children. The young prince, Malvidor is doted upon by both parents,

much to the annoyance of his much older brother.

-7920 DR

Despite showing a prodigious talent for magic that eclipses all but the most powerful of human artificers, Prince Omanond is repeatedly rejected for study with the high magi of Sarifal because of his mixed parentage. After being openly humiliated by his grandmother in the audience chamber of the Shining Palace in Sarifal, Omanond turns to his early teachers. In the deepest tunnels beneath old Inutia, he begins learning the darkest of the arts from Batrachi liches and their Slaadi servitors.

-7900 DR

At the invitation of Empress Saffron, Leshay and Elven immigrants to the Raurin plateau settle in the Valley of Stars and establish the city of Ackorme, named in honour of their Leshay Lord who leads them to this new colony.

-7895 DR

Emperor Umyatin and Empress Saffron are killed when an extradimensional chamber in the recently completed palace, implodes killing all within. Despite extensive investigations by the Imperial Guards, no cause can be established. Lord Umyatin's eldest son, the Artificer Omanond is crowned the second Amethyst Emperor.

-7894 DR

Emperor Omanond's first real order of business is to reorganise the empire's armed forces, Pureblood Imaskari & Semphari and broken from their tribal and clan affiliations and reorganised into legions of 3500 heavily armoured horse

warriors call Cataphractoi. The indigenous darkskinned Turami and recruited into the empire's armies and organised into legions of 5000 troops called Dog Soldiers. With this reorganisation of Imaskar's army comes an increased demand for resources. The artificers of Imaskar turn their gaze northwest to the Copper Mountains.

-7892 DR

Imaskari prospectors and geomancers discover vast veins of high grade copper, silver and gold in several valleys occupied by large settlements of Kobolds. After all overtures by Imaskari envoys are rejected by the Kobold kings (and their heads returned boiled and picked clean), the Imaskari construct their first Bhukaran columns outside of the empire and then march 20000 soldiers through the portal to the feet of the Copper Mountains 100's of miles away.

-7891 DR

Zexthandrim is conquered by Imaskari forces who make use of Dwarven mercenaries recruited from the Fire Peaks. The kobolds are enslaved and the Brightstar Dwarves gain new holdings, swear fealty to the Empire and begin supplying bronze arms and armour to the burgeoning forces of Imaskar.

Under orders from Emperor Omanond, Imaskari artificers create seven tomes that record the empire's immense magical lore for all eternity. These later become known as the Imaskar'cana. With the help of seven Leshay Corselutaar, the seven repositories of all Imaskari lore are created.

In an act of vile treachery, Emperor Omanond imprisons the Leshay high magi,

transforming their bodies into giant obsidian statues whilst imprisoning and enslaving their souls within the Imaskarna themselves. The keys to their release are stored within a planar blister known to the artificers ruling council as the Celestial Nadir.

-7700 DR

Emperor Omanond whilst on a royal visit to the Mines of Zexthandrim is attacked by a Copper Dragon Great Wyrms named, Araxpryxlithicar. After a battle lasting almost a week, the two come to an agreement. In return for agreeing to send one of their number to serve as the Emperor's personal mount and guardian, the Imaskari will send slaves and tribute to the Copper Clan, marking the eastern slopes as the border to their empire. Thus leaving the Copper Dragons in peace. Most of the copper dragons live along the range's remote western peaks, with many forming strong bonds lasting millennia with many of the more prominent Imaskari artificer families.

-7695 DR

After consolidating their gains in the Copper Mountains, in their continued search for greater supplies of copper and tin needed to supply the growing needs of the rapidly expanding empire the Brightstar Dwarves direct their masters to the tin mines of the Nala Shan. After a brief and bloody campaign lasting six months, the Imaskari conquer and enslave the Korobokuru dwarves forcing them to work as slaves in the mines they once owned. *(A race of reclusive Oriental dwarves, often identified as wildmen. They live in remote places such as vast forests, jungles, and remote mountaintops. They tend to live in simple, primitive villages or camps, divided up into tribes and clans; they are not nomadic by nature. They normally avoid humans and other*

races, both due to their own wary nature and the other races tendency to treat them as uncivilized savages.)

-7588 DR

Barbarian nomad raids from the steppes increase as populations build upon the Great Grass Sea. In response to these increasing raids, Imaskari artificers build a set of Bhukaran portal columns at the base of the Jorhat Shan accompanied by a vast sprawling citadel designed to hold 10000 Dog Soldiers and Cataphractoï and their supporting services and families. The project takes more than 50 years to complete but in this time nomad raids on the caravans out of Shan Nala are more than halved. With its completion barbarian raids almost cease as the army captures and enslaves the offending Tuigan raiders and their families.

-7502 DR

Lord Omanond orders the creation of Bhukaran Spires at the feet of the Hargul Shan near the approaches to Durpar. Upon the portals completion, a citadel and surrounding ditch and dyke are raised to guard the southern approach to the empire. In response the citizens of Durpar commission the building of the Iron Gate Fortress. The competing structures are completed at the same time.

-7480 DR

With the completion of the twin citadels, Imaskari forces begin laying siege to the Iron Gate Citadel. Despite their best efforts the Imaskari forces cannot breach the gates and suffer grievous losses.

-7462 DR

Imaskari agents finally locate the missing Prince Malvidor living in the mountains of Katakoro. Emperor Omanond dispatches several legions of Dog Soldiers, led by the Lord Artificer General Thaylass to bring back his brother and wipeout those he is living with. Their first task is the construction of a great stone bridge across the Great Chasm that separates Imaskar from the mountain kingdoms beyond.

-7450 DR

After a long and bloody campaign the forces of Imaskar finally bring the last of the Raja of Khati's troops to heel within the impregnable fortress city of Thakos.

-7438 DR

The siege of Thakos is finally ended when the Emperor working in concert with a cable of Slaadi sorcerers opens a gate to the lower planes allowing a horde of Yugoloth to pour forth and annihilate the city. The few survivors are taken away by the triumphant Yugoloth and handed to their Slaadi overlords. Of Prince Malvidor and his Human, Elven and Leshay followers there is no sign.

-7403 DR

Zexthandrim rebels against Imaskari rule and hundreds of dwarves and their human colleagues are slain. For months the surrounding farms and villages are raided by desperate bands of kobold, korobokuru and human ex-slaves (previously sentenced to life within the empire's copper mines). The trade in copper, gold, and silver is stopped and all offensive military action in the south is suspended. Enraged by this open defiance of his authority, Emperor Omanond orders in

three legions of Dog Soldiers, including his personal legion 'The Immortals'. The rebellion is quickly crushed and the mining community of Zexthandrim is destroyed.

-7390 DR

Imperial Artificers begin a systematic exploration of the many inner and outer planes bringing back many unique and exotic items and creatures. During their travels some of the Plane Hoppers attract the attention of the Demonic Lord Demogorgon who sends envoys with promises of great power to entice some to worship and serve him in secret.

-7304 DR

The Emperor orders the construction of an empire spanning network of Bhukaran Portals all interlinked via a master portal located inside the Amethyst Palace and a master nexus located inside and specially prepared area of the Celestial Nadir. Infused with the essence of several volunteer artificers the nexus monitors and maintains the network for the emperor.

-7243 DR

Timber fellers in northern Semphar sponsor mercenaries to raid across the border for rare trees and amber. Several elven villages are razed and their inhabitants either killed or enslaved. Enraged by this unprovoked attack Shiltequess Seltuaar unleash a slow revenge, sending back the diseased bodies of the attacking mercenaries, infected with a plague that affects only humans of Durpari blood.

-7242 DR

The Blacklung plague sweeps through Semphar and is only stopped by Imaskari artificers who burn the province and every human in it. Emperor Omanond is in the process of martialling his forces for an invasion of the Shalhoond when a mysterious force of half elves wearing Imperial colours emerges from the master portal and over runs the palace. Prince Malvidor's son, Jaiveer Jhoravadin, using the Black Sword, a weapon forged to overthrow the Emperor, slays Omanond in a surprise attack in the Emperors private chambers.

After a brief internal struggle within the palace walls with the Malviddi warriors loyal to Prince Jaiveer, the General of the Imperial Body Guard pledges his undying loyalty to the new power on the throne. Soon after, the ever pragmatic ruling council of artificers (with a few notable exceptions) also pledge their allegiance to the prince. Omanond's Slaadi guards are exposed for the demons they truly are and are driven back through to their home plane.

-7200 DR

Emperor Jaiveer and his wife, the half-elf Jassinda celebrate the birth of their first child, a son named Shaurya. The boy quickly becomes a symbol of reconciliation and peace between the Imaskari and the people of Sarifal. Relations between the two empires are frosty at best, but trade continues through third parties in the Meth Wood and the forest trading ports of Priam.



-7138 DR

Emperor Jaiveer dies peacefully of heart disease in his sleep. The empire mourns the passing of this man many consider a peace maker and saviour of the empire. His son, crown prince Shaurya is presented to the people as the next wearer of the Amethyst Crown. Emperor Shaurya angry at the inability of the royal priests to save his aging father, has the heads of the local temples summarily executed and all of the temples in Inupras and the old royal capital of Raudor closed and their treasures seized.

-7100 DR

The Imaskari subjugate Taangan tribes they fall under the yoke of the mighty empire, who demand tribute in the form of horses and slaves. The Imaskari see great potential in the Tuigan and teach them their language as well as the art of warfare, employing Tuigan cavalry in their armies until the empires' fall in -2,488 DR.

-7000 DR

The Imaskari conquer the Raumvirans, a tribe native to the Lake of Mists region and known for its skill in summoning magic and mastery of forging steel. They gain a reputation as loyal vassals and auxiliaries serving as proxies for the Imaskari, keeping the scattered tribes of the Endless Waste in check.

-6999 DR

Emperor Shaurya is slain by rebellious monks from Khati as he attends a meeting of regional Emirs and artificers in Thakos. The Red Moon Monastery and all of its 3500 inhabitants and the surrounding villages are razed to the ground. This event brings repercussions across the empire as anti-religious riots grip many of the larger cities of the empire. Dying without issue, the young emperor is interred with his father in the royal tombs of the Nadir, in his place, the Vizier, and royal cousin, Prince Vivash Omlarindin is crowned the 5th emperor of Imaskar and the first of the second Imperial Dynasty of Omlarindin.

-6900 DR

Imaskari war magi and portal lords working in secret beyond the Iron Gate, complete a gigantic pair of Bhukaran Columns. With their activation the first squadrons of Helequines from Inupras pour forth, quickly taking the lands around the Iron Gate Fortress, thus signalling the full scale invasion of Imaskari's ancient homelands.

-6895 DR

After a protracted and bloody siege the Iron Gate Fort is finally taken and the surviving garrison enslaved. Legions of Dog Soldiers and Cataphractoi continue to pour into the lowlands of the Golden Waters and many bloody battles ensue.

-6890 DR

Vast swathes of the Jade Jungle, a formerly hostile and impenetrable rainforest, are set ablaze in an effort to open up a second front in the ongoing war with Durpar. Eventually the largest battle

of the war takes place on the Plains of Gold outside of the capital city of Ashdapan. Gathered before the city walls is a combined Imaskari army of over 150000 troops accompanied by a half legion of griffon riding Cataphractoi and several bronze and copper dragons ridden by artificers loyal to the Emperor. Using carefully constructed portals secreted beneath the city, Dog Soldiers boil up from beneath the city streets whilst other Imaskari forces attack the walls and gates of the city to distract the defenders. In only a matter of hours the Maharaja of Durpar is dead and most of his family enslaved. With the death of the nation's leaders the forces of Durpar surrender and the country becomes the newest province of an ever expanding empire.

-6881 DR

After 9 years of constant and bloody warfare, the last tribes of Ulgarth are brought to battle on the banks of the Kunesh River, after a violent struggle last more than 10 days as the waters of the river run red with blood for more than 100 miles, over 100000 Ulgarthi warriors are slain, and another 350000 men, women and children are enslaved and transported back to the capital via specially prepared portals. Imaskari losses are nearly as grievous so the Emperor sends envoys seeking pledges of loyalty and tribute from the various independent city states that make up the Gundavar Confederacy.

Soon Imaskar controls a vast empire filled with more than 12 million souls stretching north from the frozen tundra of the Great Ice Sea, south to the sweltering shores of the Golden Water, and from the Rainbow Falls of the Raurin Flow to the outer limits of the Katakoro Mountains.

-6880 DR

After a life as a successful leader and military campaigner, Emperor Vivash is killed when he falls from a chariot whilst out hunting lions in western Gundavar. The royal court moves the body back north for 100 days of mourning within the royal capital. At the end of this time Vivash' youngest son, the Artificer Naruna Omlarindin becomes the sixth Emperor of Imaskar.

-6855 DR

After a lengthy drought, blamed upon vengeful priests of the Tuigan Sky God, a major famine grips much of the empire. The formerly lush Plain of Quoir is reduced to a sun burnt and dusty wasteland and the barley, rye and wheat crops of the central Raurin plateau fail.

-6802 DR

Droughts, plagues, locust swarms and famine continue to ravage much of the country as Emperor Naruna continues to persecute anyone exhibiting even the slightest talent for divine magic. Inquisitors roam the empire rooting out hidden enclaves of divine magic using worshippers and individuals. Recognising the common peoples need for something to place their faith in, the Emperor orders the building of temples dedicated to the God-Emperors of Inupras, cultivating a cult of personality centred on the deification of past Warlords and Emperors. In an ironic twist, Naruna is killed when a statue dedicated to the worship of his father, shatters mysteriously, crushing him to death.

In a shift away from the tyrannical ways of her forebears, the newly crowned

Empress Ayesha Omlarindin allows the people freedom of worship, whilst instructing her artificers to erect in every city a series of seals prohibiting the use of divine magics. Linked to the Bhukaran portal network that dominates the architecture of every major settlement, the seal release retributive energies against divine spell caster. Thus in one politically astute move Empress Ayesha allows the people their quaint traditions whilst at the same time neutralising the magical and political threats to her power posed by renegade priests, monks and clerics.

-6779 DR

A Raudor peasant rebellion flairs up amongst the poorest ex-slaves and homeless masses of the old capital but the uprising is quickly put down. Much of the old city is burnt to the ground consuming thousands of innocents in the ensuing firestorm.

-6788 DR

Imaskar suffers its first military defeat when its western outpost in Aerialpar is besieged by forest landwyrms. The overland trade route through the southern jungles is compromised so Empress Ayesha orders 3 legions of Dog Soldiers and Cataphractoi along with a detachment of war nagi and dragon riders to clear the roads of landwyrms and other 'obstructions'. Thus begins a 50 year war of annihilation that both clears the forest of many of its worst threats, reduces its size by 50% and as a by product transforms the guardian treants, hamadryads and druids into a twisted species of arboreal life known as dark trees. These shattered and evil guardians are tasked by the artificers with guarding Imaskari caravans against all threats. A

task they perform with evil relish and efficiency.

-6702 DR

The aging Empress discovers to her horror that her regular youth potions no longer work as they should. Searching the royal libraries for an alternative she stumbles across a dusty set of papyrus scrolls written in ancient Batrachi that hint at a process of gaining immortality involving deicide and the Sixth Imaskar'cana.

-6689 DR

In a disastrous misuse of ancient Batrachi arcane lore, Empress Ayesha and a circle of her closest artificers perform a summoning ritual to bring a little known nature deity into the prime so they can sacrifice her and become immortals upon completion of the complex ritual. From the outset the ritual goes drastically wrong when a manifestation of Ghaunadaur appears and consumes not just every person involved in the summoning, but just about every being within the royal palace.

After much death and destruction, the Lord Conjurer and his apprentices manage to drive back the avatar and seal the planar breach to the Nameless Ones realm. The Sixth Imaskar'cana is lost and Crown Prince, Kanvaar Omlarindin, Ayesha's great grandson, is crowned the eighth Emperor of Imaskar.

-6627 DR

In a well orchestrated coup de tat Demogorgon worshippers from old Raudor assassinate Emperor Kanvaar whilst he is residing in his summer palace in the newly rebuilt royal quarter of the city. With the backing of the commander

of the Immortals and most of the Ruling Council they secretive demon worshippers install their leader, Kineera Raumathra upon the Amethyst Throne in Inupras. Thus end the second dynasty of Imaskar and begins the third dynasty of the Raumathra's of Raudor.

-6578 DR

अब्दईल्दबदमन्स्त्हात्दारफ्रदत्ईचल्लब्द
नमघिरित्छईरगईन्स्फरीन्चईफ्रदारकनस्सिन्द
दादिनेगहत्स्अत्तहीच्छईच्यत्स्काकास्सि
न्दशत्यक्षीस्स्त्तईफ्रलीगहत्। फ्रछान्त्ई ईरु
स्तन्त्त ३७३

Emperor Kineera begins placing his demonic lackeys in key Emirates around the empire. These tiefling offspring of the emperor and his demonic lovers begin tightening Demogorgons grip upon the lands of Lower Imaskar. In a disasterous turn of events Lord Kineera is slain by his only fully human son using the Blacksword to stake his own claim to the throne. The artificer, Prince Asokhra Raumathra with the backing of the army and many regional artificers begins a bloody decades long purge of the corrupt demon worshippers.

-6544 DR

The bloody civil war that has gripped central Imaskar for the last 30 years is brought to an end with the destruction of the last known temple to Demogorgon beneath the streets of Omhouz. The bitter and spite filled conflict has cost the empire dearly with minor rebellions breaking out amongst the Tuigan and Durpari tribes on the empire frontiers.

-6538 DR

Raumaviran Cataphractoi slaughter the last rebellious Tuigan in the north, bringing their long running rebellion to an end. Whilst down south the Durpari are taught an object lesson when 100 of their most populated eastern settlements are enslaved enmasse thus removing the support base for the rebels operating in the emirate.

-6502 DR

Emperor Asokhra abdicates in favour of his son to become a monk and moves to an isolated deep within the Katakoro Mountains. Becoming famous as a reliable seer and teacher the reclusive former emperor predicts dark times for the empire and his followers begin making preparations.

In his place, the emperor's second son, the deeply spiritual Crown Prince Asokhra the Second assumes the mantle of Amethyst Emperor, ruler of Imaskar.

-6422 DR to -4370 DR

The Middle Kingdoms Period of the Imaskar civilization.

-6422 DR

In an attempt to overthrow the emperor and restore the worship of Demogorgon, demon tainted artificers from Durpar summon the Demon Lord Mandrillagon to the catacombs of the old Batrachi city, deep beneath the streets of Inupras. Affronted by the thoughtless temerity of these human upstarts the resident Slaadi Liches and their human servitors in turn summon a horde of Krakentua to battle the enraged and psychotic demon.

Rampaging krakentua raze the Imperial City of Inupras, forcing the Imaskari to abandon their ancient capital. How the demon spirits enter the city is unknown, but popular opinion later places the blame on the Cult of Demogorgon, since the krakentua first emerge from the Temple of the Gaping Maw in the city's center.

(The krakentua has the body of a human and the head of a kraken. It stands about 90 feet tall, and is usually dressed in exquisite robes of bright colors. It has greenish-hued skin. Seven gray-green, 20-foot long tentacles extend from its head. Its eyes are bulbous and red, with black pupils. A light red mist continuously oozes from its body.)

Emperor Asokhra and his artificers lead the defence of the city, allowing thousands to escape through the Bhukaran Portals to the Celestial Nadir and thence to all corners of the empire. The battle for Inupras ends in the cities complete destruction and abandonment. Almost every defend artificer and soldier is slain when the Emperor detonates the Bhukaran Portal located in the city's heart killing the remaining krakentua and trapping Mandrillagon within the ruins of the Gaping Maw Temple.

The anarchy that follows splits the empire into Upper and Lower Imaskar, thereby beginning the Middle Kingdoms period (-6422 to -4370).

The natives of Lower Imaskar led by the Lord Artificer Anirvan Devbayacham move east away from the ruins of Inupras and found Solon as their new capital, and the ruling artificers maintain strict control here. The center of Upper Imaskar's power is the capital city of Thakos (present-day Saikhoi), nestled within the Katakoro Mountains.

-6421 DR

Lord Artificer Anirvan Devbayacham pronounces himself the true and rightful heir to the Amethyst Throne and has himself crowned emperor of all Imaskar. Mean while in the north east, an opportunistic local Emir, Tongwey Milarepa, seizes the ancient Dragon Throne of Thakos, and is proclaimed by his fellow Upper Empire Emirs as the true and rightful heir to both thrones of Imaskar. Before too long clashes between forces loyal to both emperors spring up wherever the borders of the two rival kingdoms meet.

-6356 DR

Solonese Emperor Anviran orders his forces to invade Katakoro via the Great Stone Bridge that links the two kingdoms. Being heavily fortified and warded against portal use, the fortress on the eastern end is besieged for months. Priest-King Tongwey is in residence within the fortress leading his nations defence when the Solonese troops retreat in chaotic disorder after suffering heavy losses. Sensing victory, Tongwey leads his Cataphractoi out in a reckless charge determined to wipe out the Solonese troops.

In this moment, the crafty Anviran springs his trap using great magic to drop the bridge and most of the Katakoron cavalry into the abyss. Cut off from the main body of his troops, King Tongwey and his body guard are quickly surrounded and overwhelmed. However with the collapse of the bridge the Solonese offensive is over and Emperor Anviran is forced to rethink his plans as the Durpari and Var tribes declare their independence.

In Katakoro, Tongwey's son, Prince Tongul Milarepa assumes his place upon the Dragon Throne.

-6350 DR

A flight of blue and topaz dragons emerges from the Great Grass Sea, laying waste to much of western Solonor before finally being driven off by a legion of griffon riding Cataphractoi and dragon riding artificers. In the south of the Lower kingdom, Durpari and Ulgarth horse tribes throw out the last Emir and his battered legions. They destroy the many Bhukaran Spires and begin rebuilding the defensive citadels along the northern border routes through the Hargurl Shan.

-6279 DR

The aged Priest-King Tongul abdicates in favour of his nephew, Crown Prince Tenzinn Milarepa, and becomes abbot of the Yellow Rose Monastery. The newly crowned Kings first act is to begin rebuilding the many neglected shrines and temples to the many hundreds of Gods and Spirits worshipped by the Katakoron people.

-6249 DR

An outbreak of Black-lung occurs in northern Semphar as tomb robbers begin raiding the barrows of ancient Semphari princes. Emperor Anviran and his circle of necromancers cast a mighty spell, turning every living being larger than a dormouse into undead. The plague is stopped cold, and the region between Solonar and the Shalhoond becomes a zombie infested no-man's land.

-6200 DR

Emperor Anviran reads an ancient Batrachi text known as the 'Book' of Silent Screams, upon completion of the arcane rituals contained within and the sacrifice of his beloved consort, the Emperor becomes a lich with the fourth Imaskar'cana becoming his phylactery.

-6172 DR

King Tenzinn is killed in an avalanche while on a pilgrimage through the mountains, with his loss the Kingdom is thrown into chaos until the king's great nephew, the Cataphractor General, Tenzinn II Milarepa, restores order within Thakos and takes up the crown from the feuding city nobles. His ascension to the throne ushers in a golden age of peace and prosperity for Katakoro that lasts for more than 1000 years.

-6100 DR

King Tenzinn II attains enlightenment and ascends to the Seventh Heaven while sitting beneath his favourite tree in the gardens of the Red Rose Monastery. His parting gift to his people is a prophecy that his disciples paint upon the outer walls of the city for all to read and ponder.

The abbot of the Yellow Rose Monastery, Pasang Tashi assumes the Azure Robe and sceptre (the Fifth Imaskar'cana) of the King of Katakoro. Under his rule many monasteries and temples in every village and town are built as a spiritual revival, led by the example of Prince Tenzinn the Wise, sweeps through the already deeply religious country.

-6043 DR

Amchila Tashi, abbot of the Red Rose Monastery assumes the throne upon the peaceful ascension of Lord Pasang.

Migrants and monks from Katakoro carry Abbot Tenzinn's teachings to many city states and villages far to the east.

-5990 DR

After a long, violent and bloody reign Maharaja Anirvan Devbayacham is discovered to be worshipping Demogorgon when he has banned all other forms of worship outside of the officially proscribed state religion, worship of the God-Kings. The college of Inquisitors denounces the Maharaja to the ruling council who intern move against Anivan. In a spectacular spell battle the summer palace in Raudor is destroyed and the Maharaja's blasted remains and phylactery are interred within a dead magic barrow within the Celestial Nadir. The chief Inquisitor, Lord Artificer Bhupandra Devayam is selected as Maharaja and immediately begins a purge of all those suspected of demonic worship.

-5961 DR

Literature and the arts flourish under the enlightened rule of Abbot Pasang. Many great works of painting, sculpture and poetry emerge from this period in Thakosian history. The Abbot passes peacefully in his sleep, secure in the knowledge that his successor, Abbot Kenpo Tashi of the Yellow Rose Monastery has everything well in hand.

-5880 DR

A violent earthquake rocks the entire Katakoro range, causing avalanches and mud slides that bury many villages and cut most of the routes into and out of the kingdom. The city of Thakos is all but flattened and most of the population including Abbot Kenpo is killed. In the

absence of a stable government within the heart of the kingdom, the Abbess of the Blue Rain Monastery in ORMAI, Allesha Tashi assumes rulership of Katakoro and immediately begins reactivating the portal network so as to bring much needed relief to thousands of trapped and isolated communities. It soon becomes apparent that many portals no longer function, buried as they are (along with the communities that surrounded them) under millions of tonnes of ice, rock and snow.

-5870 DR

Having survived the earthquake that devastated all of Katakoro and much of eastern Solonar, Maharaja Bhupandra Devayam is killed when a rebellious cabal of artificers from Omhouz unleash a horde of gibberlings into Solon via a previously hidden portal. Much of old Solon is left in ruins by the time, the 'Immortals' General, Aravanda Devayam regains control of the city and surrounds. Seizing a golden opportunity, Prince Aravanda crowns himself Maharaja and surrounds himself with loyal guards and artificers. He is the first non-artificer to rule since Ashavaarla Howayinda some 2000 years before.

-5796 DR

Solonaran Legions again attempt to invade Durpar via the Aerilpar Pass, the leading units are badly mauled by a family of land wyrms. Maharaja Aravanda, riding upon his Copper Dragon mount saves the army from complete disaster, but at the cost of his own life. His son, the Cataphractoi Artificer-General, Gauravani Devayam, dons the crown, rallies his army and leads a successful invasion of eastern Dumar and the Gundavar Confederacy.

-5790 DR

Having rescued the realm from disaster and famine with her quick thinking, careful planning and supreme organisational skills, Abbess Allesha Tashi attains enlightenment ascending to the heavens, but later returning as an immortal healer/teacher and bringer of peace. She is seen as a 'shining' example of what can be achieved by following the many fold paths of peaceful wisdom. Assuming the throne within the temporary capital of Ormai, Abbott of the Blue Rain Monastery, Ramasee Tashi orders the rebuilding of Thakos and the surrounding cities and villages now that the main roads have been cleared and bridges rebuilt.

-5763 DR

At the behest of his demonic sponsor Maharaja Gauravani creates a pact with the Balor Whiapsaerash. In exchange for extended life and the powers of a Marquis Cambion, Lord Gauravani agrees to supply an annual tribute of slaves to Whiapsaerash, and his lord, the trapped Demon Mandrillagon. The sacrifices are made via the Temple of the Gaping Maw, hidden deep within the bowels of old Solon.

-5700 DR

An outbreak of demonic possessions, kidnappings and assassinations in the more remote parts of western Khati brings a swift and overwhelming response from King Ramasee and the Monks and Priests of seven major orders. Running battles, led by the ancient Abbot himself sees a horde of demons banished or destroyed. The planar rift that spawned the invasion is only sealed when the Abbot sacrifices himself using the Seventh Imaskar'cana to help seal the rift, trapping

him and the Key somewhere in Demogorgons' realm. With his death, Abbott Chodran Tashi becomes the next Priest-King of Katakoro.

-5610 DR

With the rebuilding of the Yellow Rose Monastery almost complete and much of Thakos restored to its former glory the aged Abbot Chodran decides to move the seat of power back to the capital. His decision is met with much grief and consternation by the Malviddi who feel that they will lose their position of influence and power. Lord Chodran dies mysteriously in his sleep but the move back to Thakos continues under his replacement, the Red Rose Monastery Abbot, Yangchenla Tashi. The move from Ormai to Thakos earns the Monks of The Twins Roses the eternal enmity of the people and priesthoods of Ormai.

-5594 DR

A slave revolt in the breeding farms outside of Solon leads to mass executions and the deaths of thousands of slaves, soldiers and ordinary citizens. The economic effects are immediate with many noble and merchant houses having to pay a premium for replacement stock. The overly zealous and paranoid Emperor Gauravani pays the ultimate price when the Balor Whiapsaerash comes to investigate why the agreed number of sacrifices has not been provided. In lieu of the slaves, the balor takes the Emperor instead to serve their Lord within the Gaping Maw.

The Necromancer-Witch, Sharavandra Orishan, chief enforcer and head of Gauravani's bodyguard seizes power assassinating any who object to her seizing power. With the backing of the

Dark Immortals (a company of Lore Guards), Maharani Sharavandra becomes the next ruler of Solonar.

-5559 DR

Fierce rivalry between the Red and yellow Rose Monasteries sees bitter fighting breakout in the streets of Thakos causing a raging fire storm to grip the city. In the ashen aftermath, the Raja of Thakos reasserts her authority and that of her class, bringing a return to noble rule within the Upper Kingdom.

-5500 DR

War breaks out between the Nar & Raumviran horse tribes on one side and the various Tuigan clans on the other. With the absence of Cataphractoi this far from the capital, the local Garrisons of Dog Soldiers are quickly over run as the various tribes clash in countless raids and skirmishes all across the Great Grass Sea.

-5477 DR

The rebellious Nar and Raumviran manage to throw out the last Imaskari Legions from the western Great Grass Sea with the defeat of the Black & Snow Leopard Cataphractoi legions and the razing of Loh. A peace treaty is negotiated with the various tribal chiefs sets the border east of the Lake of Mists as Imaskari influence fades from the western steppe.

-5460 DR

Maharani Sharavandra responding to the clamour of the mob in Solon and old Raudor attempts to retake the lost western province of Raumanar. A vast army of 50000 Dog Soldiers and Cataphractoi march forth from the plains outside of Solon and Jorhat, through

several Bhukaran Portals to the ruins of Loh.

Gathering her forces the Maharani send them sweeping north and west across the steppe with orders to leave none left alive. After months of bloody genocide the few surviving bands of Nar and Raumivari seek shelter beneath the boughs of the western Shalhoond Forest.

On the verge of complete victory over her rebellious former subjects the Maharani's forces are attacked from three sides by Elven archers, infantry and cavalry. In the ensuing battle the forces of Solon are all but annihilated but not without considerable cost to the elves and few remaining Nar and Raumivaran bands. With this disastrous defeat, the council of Artificers quickly depose the Maharani using the Blacksword to execute her and install her daughter, the Portal Lord, Jellorinda Orishan as the next ruler of a much reduced empire.

-5333 DR

The aged artificer Maharani Jambala Chedra passes peacefully in her sleep surrounded by her many hundreds of descendents. After many days of mourning her last will and decrees are read announcing her great-grand son, Gohenda Chedra, as heir and successor to the Dragon Throne.

-5326 DR

Stone and Mountain Giants from the Land of Fuirgar begin raiding settlements in western Raurin. Before long major caravans and military settlements are coming under increased attacks and the Stone Gap is closed to all traffic, effectilvely cutting off the western lowlands from the rest of the empire.

Assembling her legions for a campaign against the giants, the Maharani, and most of her generals and courtly advisors are killed when the Bhukaran Spires the army is passing through, mysteriously implode sucking everything within 100 yards into its event horizon. After regaining control of the city after this disastrous event, the newly crowned Maharaja, the Lord Artificer, Jaiman Irugava marches his remaining legions south to make use of the portals at the trade hub in Tomai.

-5310 DR

After a long and exhaustive campaign that has cost thousands of lives and almost bankrupted the royal treasury, the last giant clan is eliminated from eastern Fuirgar and the Stone Gap. The remaining stone and hill giant clans are forced to submit, swearing a binding oath of fealty and military aid that is to last for 1000 years.

-5255 DR

After having raised taxes and levies to rebuild the empires finances after the Stone Wars, angry mobs begin forming as tax collectors continue crippling the poor and merchants even though most of the country is gripped by drought. Refusing to bring relief to his people, the out of touch Maharaja uses force to quell several peasant uprisings. Lord Jaiman is finally slain by Kunwarla Irugava, his own son, when he uses Demons to slay those who openly oppose his rule. Wielding the Blacksword and the First Imaskar'cana, Prince Kumwarla the Spell-Blade leads a rebellion against his demonic father and followers. In a battle that rages for 20 days and nights through the streets and catacombs of Solon, a new order is

established under the reign of Maharaja Kunwarla Irugava.

-5250 DR

Acting on advice of his Batrachi/Slaadi advisors Lord Kumwarla orders a purge of courtiers and servants connected with Lord Jaiman and his nefarious activities. As an extension of this the Bureau of Inquisitors begin arresting those suspected of practising divine magic or of assisting those that do. Thousands are rounded up across the Kingdom and flayed, crucified or fed to crocodiles. Others are taken to the laboratories within the Celestial Nadir for experimentation or throne into the local arenas to be fed to various animals as part of the weekly games and festivals.

-5200 DR

A meteor shower over eastern Katakoro brings unexpected benefits when villagers go to investigate. Several large rocks of pure mithral are found within craters all across the east. The ingenious smiths of the region find hundreds of uses for the metal which revolutionises farming methods in the eastern provinces.

-5110 DR

Maharaja-Artificer Gohenda abdicates in favour of his nephew, Talok'chak Chedra the Raja of Gajueh, who is crowned the next Maharaja of Katakoro. There is much sadness in the mountain kingdom as the aging ex-ruler begins a final journey into the east on a pilgrimage to the islands of a distant land called Koryo.

-4997 DR

Lord Kumwarla mysteriously disappears along with his cadre of Slaadi advisors

(shape changed into human form) as they enter a portal attempting to travel from Solon to Chiem in the south. Intercepted in stream the Maharaja and his advisors are waylaid by a cable of rebel artificers from Durpar. Shocked by this sudden disappearance of a strong and popular ruler, the Crown Prince Param Irugava shifts the royal capital to Omhouz and its glittering, white marble and alabaster Summer Palace on the limestone cliffs above the city. Before long the strange edicts begin coming from the summer palace, including the order to remove of all references to the Batrachi and their teachings within imperial records.

-4975 DR

The devout Maharaja Talok'chak sees his family's return to power as an affront to the deities and spirits of the mountains, His beliefs are reinforced when marauding Shou tribes begin raiding the farms and villages of western Katakoro after 1000 years of peace. Dramatically unprepared for such aggressive attacks Lord Talok'chak abdicates in favour of the warrior Abbot of the Sapphire Moon Monastery restoring religious and Malvidd rule to the kingdom. Lord Rinzen Yeshe becomes the 15th ruler of Katakoro, the Upper Kingdom of Imaskar.

-4894 DR

After a lifetime fighting the invading Hong and Shou tribes along the eastern frontiers, and having reformed the Snow Lynx, Snow Leopard and White Tiger Legions Abbot Rinzen is killed leading an attack of Thakosian Helequines against Shou horse nomads as they raid deep into the Katakoron Steppes. His deputy Norbu Yeshe becomes the 16th wearer of the Dragon Crown as his Cataphractoi butcher 23000 Shou and Tuigan nomads.

-4825 DR

A spell battle of epic proportions takes place in the skies above Chiem as a mysterious cabal of Durpari sorcerers attack the Maharaja and his artificers with magic that doesn't rely upon the weave. Much of the city is laid waste and thousands of people are killed. Using an Batrachi artefact known as the Sword of Transformation and spells not used in over 500 years, Lord Param defeats his attackers. As the two magical forms meet there is a cataclysmic release of opposing energies as a huge rip appears in the fabric of reality.

All the surviving combatants and many beings upon the ground are transformed into many strange and fantastical forms as the Batrachi 'sword' is destroyed. Emerging from the roiling rift a Eldar Sharn attempts to close the tear before anything else can emerge. However just as the Sharn succeeds, a trio of conical, spell casting, floating worms blasts the Sharn into oblivion before fleeing from the scene.

Lord Param's youngest brother, the Portal Lord Mohakna Irugava takes control of the royal household and shifts the Amethyst Throne back to Solon.

-4803 DR

Abbot Norbu and much of the Snow Lynx legion are killed when a flight of white dragons emerges from the high mountains and begins raiding villages in isolated Kati. Thakos is spared much of the dragons' wrath thanks to the efforts of the Lynx Dog Soldiers and the warrior monks who fight with them. Abbess Nimala Yeshe of

the Red Rose Monastery becomes the newest ruler of Katakoro.

-4727 DR

Volcanic eruptions in the Firepeaks bring acidic rainfall to the western slopes of Katakoro, triggering great mudslides and unseasonal melting of many glaciers. The resultant floods wipe away many mountain paths, bridges and villages. Amongst the thousands of casualties are the crops of the kingdom that are turned yellow and then wither on the stalk. Also killed is Abbess Nimala whilst on a pilgrimage through the mountains. The Abbess of the Rival yellow Rose sect, Nimala II Yeshe, her daughter, is crowned the 18th ruler of the kingdom.

-4707 DR

Lord Mohakna dies when an experiment using captured Landwyrms goes horribly wrong. From his creations the first Brown Dragons emerge and immediately go on a destructive killing spree before fleeing the city via the deep catacombs of old Solon. His Vizier (and assassin), the Lord Artificer Prince, Sridatt Kalath of Gundavar, seizes control of the Palace using a carefully hidden portal to allow his army of Yuan-ti and his Phaerimm sponsors into the realm. With his ascension a reign of debauched terror and bloody sacrifice grips the Lower Kingdom of Solonar.

-4699 DR

Scores of Yuan-ti priests and soldiers are rapidly placed within all the positions of power within the heartlands cities as temples to Seth are raised throughout the Raurin heartlands. In response regional Raja's and artificers begin a violent and bloody rebellion. The yuanti and their Phaerimm master begin the construction

of a mighty obsidian pyramid in the heart of the Raurin Plains.

-4650 DR

Auzolu is attacked by a vast flock of perytons who have migrated over the mountains from the Lower Kingdom having drifted across with the prevailing winds. Hundreds of people are killed or carried off before griffon riding Cataphractoi and priests drive off the aerial horde. The aging Abbess of Thakos dies of convulsive fits that ravage her body. Seen as cursed by the Gods her body is left upon a mountain top for the wolves and vultures to consume. These sky burials become more popular amongst the common folk as they are seen as returning to the sky gods from which they sprang. In a break with tradition, the abbots conclave in Thakos elects the Warrior-Priest and General of the Leopard Legion, Sonamor Tenzin as the next person to sit upon the Dragon Throne.

-4631 DR

After more than 60 years of violent internecine warfare the rebellious artificers finally trap the Yuanti Priest Maharaja Sridatt and his followers at the Pyramid of Nightmares & Dreams. While attempting to open a gate to the realm of the Sleeping Doom the Maharaja and his Phaerimm masters obliterate the rebels and their army. As the portal to Oblivian opens a strange alliance of Eldar Sharn, Shiltelquess High Magi, and a cabal of Batrachi Liches appear and begin casting a mighty spell hoping to destroy the pyramid, the Phaerimm, the Maharaja and his followers but most importantly to seal the rift to Ghaunadaur's realm.

The cataclysm that follows destroys everything within 100 square miles,

leaving nothing but a glass filled crater 1 mile deep and wide. With the avatar slain, the remaining phaerimm retreat, leaving the few yuanti and their followers to the mercy of the victorious humans.

Back in Solon, the Lady Artificer, and head of the various rebel factions, Udashyamira Dev is crowned Maharani of Solonar.

-4600 DR

King Sonamor and his legions defeat an attempt by the Solonese to rebuild the Great Bridge across the Jumpa River Gorge at the village of Kushk; Using the strength of a legion of allied (thralls) stone and hill giants, and the engineering skills of the Gold Dwarves of Siremun. As the bridge is completed the invading army is faced by a force of Dog Soldiers and fighting monks headed by King Sonamor. Despite the Solonese artificers best efforts they cannot open portals across the gorge to outflank the Thakosian forces. Faced with a frontal assault Maharani Udashyamira orders her dragon riding artificers and Dog Soldiers across the bridge.

In a battle lasting three days, 8000 monks and Dog Soldiers of Katakoro hold off a force ten times their number despite suffering horrendous losses including their king, Sonamor Tenzin. Sending in her elite Immortals and stone giant thralls, the Solonese defeat is swift and brutal when the artificer Prince Sunal Tenzin of the Thakosian School of Magic combines wizardly and divine magics to bring down the bridge whilst the elite Solonese forces are upon it.

-4560 DR

After surviving several coups in the wake of the disaster at Kushk Maharani

Udashyamira is assassinated by her own grandson, the Dog Soldier General Alukhan Dev, who slays her with the infamous Blacksword and installs his elder sister, Jasmiin Dev upon the Amethyst Throne.

-4539 DR

After a short and lacklustre reign the Maharani Jasmiin dies giving birth to her 9th child. General Alukhan passes the crown and sceptre to his son, the artificer Ingushti Dev who becomes the 14th ruler of Solonar.

-4536 DR

King Sunal II Tenzin assumes the throne upon the peaceful passing of his father, the already aged Abbot of the Red Rose Monastery attends his father's sky burial as an eclipse shrouds the entire realm in darkness for 3 days. The priests from all across the kingdom take it as an omen of coming calamity and a new religious fervour grips the nation as new shrines are built and old ones rededicated to the million gods of Katakoro.

-4486 DR

The beloved King Sunal II retires to a monastery high within the mountains above Chearapuri Nor and his son, Sunal III Tenzin is welcomed as the 22nd Lamagesar of Katakoro. It soon becomes apparent that he is nothing like his forebears as his womanising and corrupt dealings with Solonese artificers soon become apparent.

-4451 DR

A sudden rise in the number of Brown Dragon attacks leads to several hunts

being sanctioned to rid Limia and Raurin of this virulent pest. Participating in his first hunt, the overconfident Maharaja Ingushti is killed when thrown from his griffon mount and swallowed by a Brown Wyrms of great size. The Dragon is slain by Lord Ingushti's son, the Spell-Blade, Angoshra Dev who retrieves the crown and becomes the 15th ruler upon the Amethyst throne of Solon.

-4449 DR

In a push to claim resources from the rich lightly explored regions of the eastern Shalhoond (which the elves had evacuated after the sudden rise in the numbers of undead), Maharaja Angoshra sends two legions of Dog Soldiers to protect the loggers and miners as the clear felling of the forest begins in earnest. Large swathes of forest are cleared to allow a new road connecting northern Semphar with Taangan city of Loh to be built. Many Shiltelquessir villages, settlements and sacred sites are destroyed as the relentless humans push deep into the forests edge.

-4406 DR

After a long a corrupt reign in which Solones immigrants have been placed into positions of power, the people have had enough of high taxes and arbitrary punishments. Rioter in the capital storm the Royal Palace in Thakos and lynch the King and most of his Solonese advisors. The exiled abbot of the Yellow Rose Monastery, Shakarapa Tenzin is installed as the next Lamagesar and immediately begins working to reunite the country calling an Abbots Conclave, only the fifth one in 2000 years. After months of debate the King issues decrees to begin lowering taxes, restoring the judicial rights

of the people and rebuilding the armed forces and defences of the realm.

-4388 DR

A great shower of heavy iron meteorites rain down upon the central empire starting massive wildfires all across Semphar, Raurin, Limia and Nemrut. The royal palace in Solon is all but obliterated as many ordinary Imaskari report strange lights in the night sky flitting about the Tears of Selune. The royal seat moves back to the ancient imperial capital of Raudor with the crowning of Khotan Dev as the 16th being to sit upon the Amethyst Throne. Despite pleas from her advisors she continues the bitter and costly war with the elves ordering her western legions to attack the western Shalhoond.

-4370 DR

The war goes badly for the elves as the artificers and their armies lay waste to much of the coastal forest and burn the city of Myth Arvail to the ground using epic spells to corrupt and finally collapse the city's mythal. The resulting conflagration kills more than 20000 elves, dwarves, and gnomes.

In retaliation for this homicidal attack the remaining selutaar meet in the city of Telthallasia to combine in the casting a ritual of myriad to unleash a mysterious plague that only affects humans. Their revenge is swift and merciless as the attacks upon their realm collapse into chaos with the army suffering 98% casualties in just 10 days.

The devastating plague wracks Lower Imaskar, beginning the period of Shartra (-4370 to -3920), which means darkness in the Imaskari tongue. Ailing citizens flock to temples throughout the empire, but

their priests (who are all powerless pretenders after eons of persecution) can not cure the plague. Even more mysteriously a blight kills most of the empire's crops, bringing famine to the few who survive the plague. The impact of this so-called Silent Death is catastrophic—even in the most lightly affected areas, fifteen to twenty percent of the population die. Impoverished and isolated, Lower Imaskar survives the following decade only because of the weaknesses and misfortunes of the elves who are unable to muster an army and the Raumivari who are in a bitter range war with the Tuigan and Nar. In their bitterness, Solonars' people turn against their gods, and most priests are slain or driven into exile.

Though the Silent Death spreads north into the Great Grass Sea, Katakoro remains safe and untouched thanks to the care and foresight of the monks, priests, rulers and the devout nature of the general populace. The highly devout and deeply spiritual Maharaja Shakarapa, abdicates and rejoins his monastery to give perpetual thanks to the million and one gods that protect the realm. In his place the Abbott of the Skystone Monastery of Auzolu, Maharapa Tenzin becomes the next priest king to sit upon the Dragon Throne.

-4370 DR to -3920 DR

The period of Shartra, or darkness, in the Imaskar civilization.

-4366 DR

With his population devastated and desperate to rebuild, Lord Artificer Khotan commissions the building of two new Bukhara Spires. These twin *portals* give

access to another world whose people have no command of the Art. During the next four centuries, the Imaskari abduct tens of thousands of humans from this world and bring them to Faerûn as slaves. This massive influx of slave labour restores productivity and prosperity to Lower Imaskar.

The artificers then erect a planar barrier to prevent contact between the slaves and their deities. When the Imaskari wizards kidnap thousands of slaves from a different world, they know that they would risk divine retribution.

In preparation they secretly open a portal to a forbidden realm and fetch a powerful entity from the Far Realms. This entity called "Pandorym" rivals even the gods in power.

The Imaskari separate the being's body and mind, and imprison both in different places of the Celestial Nadir, an artificial plane with several "sub-planes". (They had created the CN as place for their most dangerous experiments, as dump for experiments gone wrong, as a place to "bury" their important dead). In this palace, Pandorym is kept slumbering in magical wards. The entity is intended as a threat against the pantheon of their kidnapped slaves: should they ever threaten the Imaskari, they will set Pandorym free to destroy that world and their gods.

Over time, the slaves intermarry with the Imaskari, and their descendants become a race in their own right that is later called the Mulan.

-4345 DR

Turani refugees continue to pour across the border into lower Katakoro via carefully guarded portals that prevent those of Durpari blood from entering. This means that only the lower 3 casts of Solonese society can make it through to freedom and safety. The refugees are met by monks and priests who provide comfort and a cure for many of the stronger refugees. Later they are settled in the eastern provinces of the kingdom, eventually being amongst the founders of the kingdom of Guge.

-4300 DR

Lamagesar Maharapa passes peacefully onto the seven heavens to become an Immortal of the Celestial Emperor. In his place the Abbott of the Tolepo Monastery, Roraharapa Tenzin is installed as the next Priest-King of the realm.

-4271 DR

Tomb robbing artificers gain access to the Celestial Nadir and begin raiding the ancient emperor's tombs for artefacts that may prove useful in their bid to reawaken the Sleeping One. They inadvertently awaken the entombed Omanond II Jhoravadin, now a Vampire Lord of spectacular powers. The reawakened emperor slays all the intruders but only after draining them of all their knowledge first. Armed with his new knowledge and a cache of mighty artefacts Lord Omanond begins his plans to take over the realm and eventually the whole expanding empire.

-4260 DR

Emerging from his enforced exile, the reawakened Lord Artificer Omanond attacks the Royal Palace in Raudor with a force of demons, war golems, Tuigan

mercenaries, and his infamous Immortal Guards. Using previously inactive and forgotten Imperial portals his army quickly over runs the city and its defenders. The emperor then has the Maharani, Khotan Dev publicly executed with the same Blacksword with which he was slain. Upon her death he proclaims himself Emperor of a new Imaskar.

-4244 DR

Newly reformed Imaskari legions equipped with many treasures taken from ancient vaults below Inupras and Raudor storm across the western Hargurl Shan. Once across they waste to much of Gundavar and the lands about the Golden Waters before once again subjugating the people under Imaskari rule. The iron mines of Ulgarth and Durpar are reopened and overseen by Siremun Gold Dwarves and filled with human slaves.

-4210 DR

In a desperate attempt at freedom hundreds of escaped slaves find their way via a disused portal into Thakos, the persuing Solonese slaves hunters kill the Lord Roraharapa as he defends the escapees as they appear in his palatial audience chambers. The abbot of the Psions Monastery of Mahavra, the Prince Ganandra Indrush visiting his old friend, slays they invaders and collapses the gate. His wisdom and foresight sees him rewarded with the Dragon Crown and Sceptre, thus becoming the 26th Lamagesar of Katakoro.

-4203 DR

King Ganandra dies horribly when attempting to open a long disused portal into the ruins of Inupras. Not being a native speaker of old Roushoum he fails to

fully understand the directions carved into the portal. The portal opens briefly and the existence of the Celestial Nadir is revealed to all within the room as they witness strange black and purple tendrils reach through the doorway and rip the King apart just before the portal closes. Ascending to the throne in his stead is his deputy, the Abbott Palaya Indrush of Mahavra.

-4195 DR

Imaskari Cataphractoi and Tuigan Auxiliaries begin raiding Raumivaran settlements about the Lake of Mists. The local tribes are quickly conquered but a vicious guerrilla war continues against the outlying tribes of Nar and Raumivars. Once again the eastern Grass Sea is firmly under Imaskari control from the The lake of Mists all the way the Quoir Sand Sea.

-4134 DR

High above the village of Kushk the Monastery of Mahavra is attacked by a Copper Dragon riding Artificer. After slaying hundreds of monks and servants, the mysterious raider in archaic imperial garb is driven off, but not before ransacking the temples treasury and making off with its greatest treasures, the First, Third and Seventh Imaskar'cana's. Shocked at the undeserved destruction of his beloved monastery, King Palaya dies suddenly of heart failure and is unable to be raised. In his place, the Abbott without a home, Govandus Indrush becomes the next ruler of Katakoro. Even as he makes his way from Kushk to Thakos he learns that an Envoy from Solonar is waiting for him in the capital to discuss reunification of the two realms.

-4132 DR

With the collection of the last of the Imaskar'cana, Lord Artificer Omanond frees the imprisoned LeShay exacting a promise from them that they will return to assist him during the time of his greatest need. The deeply grateful and somewhat insane high magi are agree to his conditions and vanish back to Sarifal.

-4125 DR

Imaskari colonists supported by contingents of Dog Soldiers and led by ambitious artificers move west, establishing new holdings along the northern and western shores of the Alamber Sea. These new colonies are named after the Lord Artificers responsible for the financing and establishment of the colonies. Thus Lords Priamon & Metosar become fabulously wealthy and powerful at the expense of the local indigenous inhabitants. Before long wars break out (involving the Methwood Elves and the tribes of nomadic Turami that roam the western plains), and large multidimensional fortresses are built at strategic locations across the frontier.

-4057 DR

Having kept Katakoro free from an increasingly aggressive and militaristic Solonar, the brave Abbott With No Home, Govandus Indrush dies peacefully in the capital. In a break with tradition, on his death bed he personally anoints the Abbess of the Yellow Rose Monastery, Baelindra Mohan the Warrior Queen.

-4000 DR

Imaskari artificers are common visitors to the Royal Court of Sarifal as the LeShay re-establish an alliance with the human empire during this time. Imaskari

artificers travel to the hills above Sarifal and rededicate the ancient Bhukaran Spires placed there by Omanond's father millennia before. Before long limited trade is established between the two states and Lord Artificer Madryoch, Emir of Solon is dispatched to Karador as the Emperor's ambassador. It is from the LeShay he meets who serve the Dark Queen that he learns about the Planes of Shadow. Very soon he is exploring and cataloguing its many dark secrets.

-3990 DR

Lord Artificer Madryoch masters the Shadow Arts earning him the title as Lord of the Ebon Flames. While continuing in his duties as ambassador to Karador, Lord Artificer Madryoch establishes quarters in the chambers beneath Metos Citadel in the Methwood. There and in his hidden laboratories on the Shadowfell he begins constructing a mighty artefact with which he hopes to overthrow his onetime master, Emperor Omanond.

-3960 DR

Imaskari legions finally defeat the last humanoid tribes of eastern Meth opening up the direct overland trade route from Durpar to Rauthgor, Meth and beyond. A string of multi-dimensional fortresses and hostleries (each equipped with emergency portals), spring up along all the new trade routes a day's travel apart.

-3937 DR

Lord Madryoch completes his artefact, said to rival the power of the Imaskarcana, a Stone made of shadow stuff said to enhance the powers of the bearer at the expense of casters using non-shadow weave based magics. Armed with the Shadow Stone the Lord of the Ebon

Flames begins to put into place his final bid for power as the next Emperor of Imaskar. *(Renegade Imaskari led by Madryoch the Ebon are granted access to shadow magic via a mini-version of the shadow weave, a prototype if you will, centered on the shadow stone itself and created by Shar for this purpose.-George Krashos)*

-3922 DR

Imaskari engineers and artificers begin building a mighty covered stone bridge across the Jumpa River Gorge. Using specifically constructed portals, a legion of Dog Soldiers occupies the mountains and passes around the town of Kushk and the ruins of the monastery overlooking the town.

-3921 DR

Despite the best efforts of the priests and soldiers of Khati, the Stone Bridge of Omanond is completed ahead of time and the full scale invasion of Katakoro begins. A second army made up mainly of Cataphractoi and Tuigan horse archers invades northern and eastern Katakoro sweeping aside the local garrisons and tribes opposing them. Before long the armies of Imaskar have taken over most of the lowlands and western mountain valleys of the Upper Kingdom leaving only the hidden Valley of Khati as the final bastion of freedom from Omanond's tyranny.

-3920 DR

Imaskari legions having sacked and burned their way across Katakoro finally begin laying siege to the royal city of Thakos. Queen Baelindra Mohan seeks to negotiate a direct peace with the Emperor. Giving his assent to open

negotiations, the Legions surrounding Thakos cease their attacks allowing the Queen and her entourage to travel to the newly rebuilt city of Inupras.

Meanwhile in the chambers beneath Metos, Lord Madryoch begins his final moves to oust Omanind from power. Opening a portal to the Amethyst Palace he activates the final stages of his plan.

Nobles and artificers from across the empire gather in the Imperial Throne Room. Celebrations grip the city as peace is announced by the peals of a thousand bells throughout the city. Within Emperor Omanond and Queen Baelindra sign documents signalling the reunification of the Amethyst and Dragon Thrones.

Emperor Omanond proclaims rebuilt Inupras as the capital of a united empire to the thunderous applause of the many hundreds of gathered artificers and nobles. At the moment of his coronation when Queen Baelindra is about to place the newly forged Amethyst Dragon Crown upon his brow, Madryoch's portal opens flooding the throne room with energies from the Shadow Stone.

Denied access to their greatest resource the Imaskari artificers are no match for The Ebon Flame and his seven shade apprentices easily overcome all resistance. Using a sword made of shadesteel Madryoch beheads Queen Baelindra who attempts to stop the Dark Lord Artificer. In the struggle Omanond is badly wounded, but before he can finish Madryoch is blasted by the First Apprentice of Omanond, a talented young mage named Hilather.

Wielding the Grandstaff of Omanond, a gift from his ancient Batrachi mentors, Hilather drives Madryoch and his

apprentices back through the portal to Metos. In a battle that all but destroys the catacombs beneath the citadel Hilather manages to trap and imprison the Ebon Flame within the dimensional prisons of the Celstial Nadir. The seven apprentices escape taking the Shadowstone with them. In a final ironic twist, Hilather is imprisoned in temperoral stasis in a dimensional pocket deep beneath Metos in a trap laid by the departing shades. He is never heard from again taking with him the Grandstaff and all its Batrachi secrets and lore.

Back in Inupras the mortally wounded Emperor Omanond passes the Amethyst Dragon Crown to his successor, the Lord artificer Hilathram Dareios brother of the missing Hilather.

-3920 DR to -2488 DR

The Late period of the Imaskar civilization.

-3889 DR

A war of attrition begins with the Methwood elves as Imaskari fur trappers, prospectors and wood fellers drive deeper into the Green Elves territory. The Imaskari settlers are driven repeatedly from their frontier abodes by violent Elven raiding bands. In response Dog Soldier patrols hunt out and destroy many Elven tree villages and steadings.

-3870 DR

Emperor Hilathram and the entire royal fleet are lost in a violent storm as they sail north to the colony of Priam from the port of Sultim, to inspect the new settlements. Advised against such a trip the ailing emperor chooses to travel by sea as his body is no longer able to handle the

stresses of portal travel. A horde of Saughuin pours over the remains of the fleet taking many important Imaskari relics to their settlements deep beneath the surface of the Alamber Sea. Back in Inupras, the crown prince, Hilathram II Dareios is crowned the next emperor of Imaskar. A campaign to exterminate the saughuin begins in earnest with disastrous results for both sides.

-3852 DR

Propectors in northern Priam accidentally open up a shaft into a previously unknown Beholder Hive. In a short time the local garrison has been over run and beholder kin and their thralls are besieging the city of Borsk. Facing utter ruin without magical aid, the local Emir, Lord Priamon IV, requests immediate help from the capital. A legion of war golems and a detachment of Imperial Immortal are sent forthwith through the Royal portal to Borsk. After a bloody and mostly one sided affair the local artificers and legions quickly route the beholders and their slaves. Sensing an opportunity Emperor Hilathram negotiates a peace treaty with the Beholder's Hive Mother and the two sides declare war upon the Green Elves of the Yuir and Methwoods.

-3800 DR

After 50 years of bloody strike and counter strike, the Imaskari legions have made only moderate headway in their wars against the Elves. In an attempt to finish the Methwood Elves once and for all the local artificers use epic magic to try to collapse the mythal around Myth Valorthae. In an unexpected turn their spells are hurled back to their point of origin, and the artificers and the entire wooden fortress of Metos is destroyed in a fiery conflagration that consumes

everything within a ½ mile of the fort. Such is the backlash that magical energies pour through a portal opened by the Emperor so he can witness the attack. The unfortunate Lord Hilathram is consumed by the same energies that destroy Metos. A shocked ruling council quickly crowns the daughter of his chief consort, the witch princess, Obidalla Fahmidah, the 15th Empress of a united Imaskar.

-3790 DR

With the ascension of Empress Obidalla a period of darknes settles upon the empire. New laws are passed, new Emirs loyal to Lady Obidalla and her patron (Demogorgon) and new crushing taxes are introduced. The full weight of imperial tyranny and corruption bears down upon the people as fear and trepidation grip all within Imaskar borders. Fearing a return to the hate filled days of the Solonese Raj, groups of rebel commoners, soldiers, nobles, artificers and monks begin plotting to oppose the edicts coming from Inupras.

-3676 DR

The rural city of Atao is over run by a horde of daemon's secretly recruited by the Empress to root out hidden cells of resistance and to teach the populace of 'her' empire on object lesson about what happens to those who oppose her will. Meanwhile in the southern cities of Gundavar and Durpar food riots break out as famine grips the region as tax collectors empty the grain silos to feed the masses back in Inupras and surrounding cities.

-3656 DR

The Empress-Witch is finally overthrown by her previously compliant and loyal daughter, the Princess Artificer, Durafshan Fahmidah. Accompanied by a contingent

of Immortals and seizing her mother's master war golem ring, Durafshan executes her own mother using the infamous black sword to carry out the deed. In the ensuing chaos surrounding her coup, many Emirs, tax collectors and other public officials are taken out and hanged by a jubilant populace.

-3648 DR

Empress Durafshan marries her longtime consort, the half LeShay Argentol in a lavish ceremony attended by nobles from both the human and fey empires. Whilst the ties between the two realm remain strong, there is a certain underlying xenophobia and distrust despite the royal marriage. The LeShay's worship of the Dark Queen and with the empires memories of the betrayal of Madryoch still fresh in peoples minds, migrants settling into either realm are few and far between.

3500 DR

The apparently ageless Empress Durafshan abdicates for love when she decides to move her entire family (27 children etc) to be with her husband's kin in Karador. In her place the council nominates her cousin, the Lord Artificer Farhad Gaspar to take her place as the next titular head of the empire. Lord Farhad immediately orders a census of his empire from the lowliest slave to the most exulted artificer.

-3450 DR

After nearly 50 years the Imperial Census takers complete their task calculating that the approximate population is about 12 million souls, including slaves, but not including renegade dwarves, giants and goblinoids. With a firm (If dated) grasp of

what each city and province is capable of providing, a whole round of arrests and executions takes place as the Emperor puts a broom through his public bureaucracy in an attempt to root out corruption.

-3436 DR

With 12 new legions freshly trained and equipped Emperor Farhad launches a campaign to expand the borders of the empire still further. In the west the 3rd and 29th legions push back the elves of Methwood and claim the grasslands north of the Tassar River, the Lord Artificer Chessanth proclaims a new colony – Chess and immediately order he construction at the head of Tassorel Bay, giving the new settlement the same name.

-3434 DR

In northern Imaskar the 15th, 6th and 19th legions along with a legion of Imperial Helequines from Inupras in an attempt to reconquer the western steppes are soundly beaten by an alliance of Dwarves from the Fire Peaks, Raumivaran & Nar Cavalry and several thousand Elven Archers from Shalhoond. Despite a long and futile campaign of mobile warfare the Imperial legions return to Loh having been almost wiped out. Of the 38500 Troops who set out from Semphar, only 2300 return.

-3302 DR

Violent earthquakes and volcanic eruptions grip the empire bringing great death and destruction to Kati and the uplands of Katakoro. In the west the Fire Peaks and The Smoking Mountains send forth great plumes of ash and dust turning the sky a blood red. The resultant sulphurous fog kills a hundred thousand

people in Meth and western Imaskar. Killed in the sickening fog are thousands of people in the capital amongst whom is the Emperor, killed in a riot as people attempt to flee the city.

Without a ruler for 90 days, the reconvened council selects the late emperor's nephew, the Portal Lord Artificer, Malchior Gaspar as the next person to wear the Amethyst Dragon Crown.

-3301 DR

An unusually bitter winter sees thousands more die of the unusually icy conditions that last for many months. In the spring, the melting snows cause massive destruction as floods sweep away entire communities. The resulting famine spreads beyond the immediately affected areas and food shortages grip the entire central and western empire.

-3295 DR

A violent storm rages high over Inupras with brilliant purple and azure lightnings dancing around the topmost spires of the Purple Palace. Far below in the ancient Batrachi catacombs the new emperor and his high council bind themselves to Slaadi Sorcerers of incredible power. In exchange for access to magic of awesome power the Emperor and his cronies agree to send skilled slaves into Limbo along with resources both magical and mundane that are unavailable to their Slaadi partners in their own chaotic realms.

-3234 DR

The Imaskari outpost known as Metos is rebuilt upon the ruins of the old fortress in the Methwood. This time the fortress is

grown from the very bed rock using magic captured from Elven Geomancers. The geode design combined with the extra-dimensional spaces make Metos the paramount powerbase within the province. It soon becomes apparent to both the elves and Humans that continued war is bad for both sides so an uneasy peace treaty is negotiated setting the border along the eastern shore of the Methenflow and the highest volcanic peaks of the Black Ash Plains.

-3149 DR

Because of a large influx of gnome refugees into the area, the secret gnome kingdom of Songfarla is officially founded in the Sunrise Mountains separating the Horde lands from Faerûn.

-3010 DR

The aging emperor meets a grizzly end when he is eaten by his own Slaadi patron for refusing to renegotiate the terms of their agreement. The downside for the Slaadi Lord is that in killing his 'human familiar', he actually destroys himself. This soon becomes apparent as the Slaadi Sorcerer chokes on the bones of Imaskars late ruler. The Crown Prince, Parvaiz Gaspar soon learns of his grand-fathers demise and quickly renounces any further alliances with the Slaad. To counter this sudden loss of power (and powerful individuals most of who die when killed by their chaotic masters), Emperor Parvaiz links his essence with a LeShay Shadow Master known simply as Pfalx.

-2990 DR

Emperor Parvaiz and his constant companion the LeShay Shade are lost whilst exploring the far reaches of the Shadowfell. Only two survivors return

from the planar expedition and the elder members of the ruling council ban any further exploration of that dark and deadly realm by members of the imperial household. The High Vizier, Azada Omprakesh becomes the next person to sit upon the Amethyst Dragon throne.

-2888 DR

A flight of blue dragons sweep in from the north while at the same time 30 brown dragons emerge from the sandy wastes of the Quoya Desert. Heading south the dragons ravage vast swathes of the settled regions of north eastern Imaskar. They are only stopped when the artificers combine to enslave the dragons, slaying those that refuse to serve.

-2731 DR

Copper and iron shortages mean that more slaves are needed to eke out the last supplies available in the Hargurl Shan and Teyla Shan mines. The Lord of Mines and the commanders of the eastern legions launch great slave raids upon Shou and Hong city states beyond the eastern frontier bringing back more than 50000 slaves. Most of who die within the mines necessitating continuous slave raids and the use of goblinoids as mine slaves and labourers.

-2700 DR

The aged emperor refuses to use any more longevity magic and allows time to take its course. After a state funeral lasting 7 days in which nobles and artificers of note are in attendance, almost the entire funeral party is killed when a great brown wyrm dragon emerges from beneath the funerary temple floor brining the roof down upon all those not lucky enough to have access

to teleportation or portal magic. Having lost much of the senior ruling elite of the empire, the regional Emir of Jorhat Citadel, Suri Faraz marches her legions into Inupras and seizes control of the capital and the throne.

-2650 DR

The Imaskari port city of Bhaluin is founded initially as a garrison to protect the northern empire from dragon and Elven attacks. Before long support services and the families of the troopers stationed there soon make the city and island their home. The elves of Shalhoond establish a series of watchtowers on the shore opposite to keep a close weather eye upon their human rivals.

-2600 DR

A Cable of Arch-wizards known as the Cable of Madness, forms in secret in the far reaches of the empire in hidden geode towers and citadels. Working with powers shunned even by the Lord Artificers, the wizards shun their former mistress the Dark Queen, and make deals with Demogorgon and his servants. In a bid to increase their already heady powers they then manufacture a series of masks, they call "The Faces of Madness". In a bold bid for power, the cable begins a decade's long plan to usurp power and remake the empire in their own horrific image with Demogorgon as their patron. However before they can bring their plans to fruition, the empire collapses and the masks along with their owners are scattered to the seven winds.

-2599 DR

The Empress dies in battle with another artificer wielding magic items thought lost since the beginning of the empire. Lady

Suri is beheaded by the leader of her body guard wielding the Scimitar of Nemrut. Lady Sharina Faraz "The Usurper", seizes power from her overly ambitious mother and sets about stamping out the rebellious nature of the empires restive population of slaves who now outnumber "Pure Blood" Imaskari by more than 10:1.

-2588 DR

The astonished citizens of Bhaluin witness a mysterious flying city on their northern horizon. Artificers teleporting to investigate the city report of a northern empire of human wizards comprised of flying cities.

-2493 DR

Empress Sharina is in turn deposed by her grandson the Lord Artificer, Prince Yuvaraj Faraz, Emir of the Jorhat Citadel and General of the 21st, 7th and 39th legions. In a battle lasting 17 days, the legions of Sharina and her son meet upon the plains of Inutia settling once and for all the succession issue. The new emperor sets about establishing a long lasting peace by executing every last member of his immediate family, and installing his cousin, the Lady Artificer Annaelass Mardava as the new Emir of the citadel.

-2491 DR

The Imperial Soothsayers and the Oracle of Chiem both predict a coming dark age for the people of Imaskar. Their uncannily detailed warnings are ignored by all upon the ruling council except for a small cadre of artificers led by Lord Artificer Ilphemon Azuradass, who takes special note of the oracle's prediction and begins to make plans accordingly.

-2489 DR

Arrival of the God-Kings: The deities of the Imaskari slaves bypass the planar barrier by sending powerful avatars, known as manifestations, of themselves through the endless void of space to Toril, led by the ancient deity Ptah. Upon arriving on Faerûn, they further divided their remaining divine essences and created lesser, mortal forms of avatars, known as incarnations. These incarnations descended into the fertile plains of Imaskar and went among their long-forsaken peoples. The most talented they made priests, and the truly faithful were transformed into divine minions. The Imaskari slaves then revolt against their masters.

“Ao, after some time, heard the slaves prayers and summoned the god Ptah, an ancient deity of Wildspace whose faith had originated in the home world of the Mulan. At the request of Ao, Path returned to his home world and assembled the two revelant pantheons of that sphere. He told them what had happened to their followers and told them of their prayers for salvation. He told them of Ao's offering to extend their influence to the spehre of Abeir-Toril. The only way to gain access to the sphere of Realm space was to send avatars trough Wildspace under the guidance of Path. Path told them that their avatars had to be as powerful as possible to be able to battle the Imaskari wizards. Creating such avatars, known as manifestations, required them to sacrifice much of their divine power. Both Ra, head of the deities of the Mulhorandi pantheon, as well as Enlil the leader of the Untheric phanteon agreed to Ao's offer. Many of their children and their offspring agreed upon this as well. Path led the god's as they rode in two different galleys. The followers of Re (as Ra's manifestation was called) rode on the galley named Matet (

at night it changed into a barge called Semktet) The manifestations of Enlin and his children rode in the galley of the Galley of Gods. On their journey through wildspace Path guided them with the Beacon of Light. (a 1-foot-square golden cube with silver cylinders extending from the top at the four corners. Each face of the cube is engraved with an ancient hieroglyphic rune of unknown origin or meaning.)”

-2488 DR

With the arrival of the Mulhorandi and Untheric deities, The Imaskari Lord Artificers prepare to cast one of their greatest spells reuniting and freeing the Eldar Being Pandorym (really an aspect of Ghaunadaur), to prevent the deities from seeking vengeance for the Imaskari's genocide. Before they can use their weapon, though, the deities lay low the whole empire by summoning an Eldar being of their own – The Skrixiat. These elementals bury the ruins of Inupras and the Eldar Elemental Evil with it. Pandorym remains to this day, its mind entrapped within the Imperial Weapon Cache under the Palace of the Purple Emperor.

Horus slays Lord Artificer Yuvaraj, Emperor of Imaskar. Inupras falls, marking the end of the Imaskar Empire. The devastation wrought in the empire's fall turns the site into the Raurin Desert.

In the final battle for Inupras a legion of griffon riding Cataphractoi and dragon riding artificers battle the full manifestations of the surviving Mulhorandi and Untheric deities. Lord Yuvaraj seated atop a great wrym copper dragon spends the day flitting about the battle field supporting his dying troops.

“On that last day of Imaskar, all the deities of the “kidnapped/enslaved peoples” were at the battle - outside protecting people, inside destroying the city and flying over the beleaguered imperial city to take on the artificers. Most if not all of them were more than eager to be the one to take out the hated Imaskar Emperor, the ultimate symbol of their peoples' enslavement. The two surviving Untheric gods Gilgeam and Enlil flew towards Yuvaraj blasting him with divine energy that he was able to easily withstand. The two vengeful deities punished Yuvaraj terribly, sending him terribly weakend in the direction of Horus who opportunistically dealt the killing blow upon the blood soaked front steps of the Emperors Palace. Thus ended that which was Imaskar – Lord Ilphemon Azuradass”

A recently returned Lord Hilather, one of the last Imaskari artificers to survive the sack of Inupras, escapes the fall of Imaskar by entering into a *temporal stasis* vault in a secret military stronghold deep beneath the western mountains (present-day Giant’s Belt Mountains).

Lord Ilphemon and a small group of family and retainers flee into a uncharted corner of the Underdark, hoping to escape the fall of the Imaskar Empire and the wrathful Mulan slave armies. Ilphemon’s descendants eventually rule Deep Imaskar for many centuries as kings and queens.

Left without guidance after the fall of Imaskar, the subject-states of Durpar and Gundavar (present-day Estagund and Var the Golden) fall into barbarism.

-2487 DR

Following the fall of Inupras and the collapse of the western Imaskar Empire, the eastern provinces of Khati and Katakoro endure. Bearing Dhonas’s

Shroud, one of the seven *False Imaskarcana*, the artificer Kujawa claims the Dragon Throne at Thakos and declares himself Emperor of Anok-Imaskar. Scholars mark this as the start of the First Age of Shou Lung.

-2481 DR

Ilphemon, an Imaskari lord, founds the hidden city of Deep Imaskar in the Earthroot area of the Underdark.

-2300 DR

Great prosperity expands the borders of Anok-Imaskar to cover a vast area, from the Celestial Sea in the North to the Segara Sea in the South. Emperor Kujawa establishes a second capital at Tempat Larang to govern the empire’s southern lands.

-634 DR

In the year of Dwindling Darkness (-634 DR), a cabal of arrogant evil necromancers overthrew Ilphemon's heir and slaughtered his family, bringing an end to the line of the ancient Imaskari lord. For more than a century, Deep Imaskar suffered at the hands of these ruthless necromancers.

-511 DR

In the year of Dangerous Icicles a charismatic champion by the name of Chaschara led a revolt against the necromancer-lords and freed Deep Imaskar. Chaschara refused to claim the throne, instead she declared herself Lady Protector of the Realm. She selected officers for the new posts of planner, apprehender and enactor, and those offices have continued to the present day,

even though the protectorship was eventually abolished.

799 DR

Deep Imaskar flirt with expansion on several occasions, most notably into the more hospitable reaches of the Elemental Planes. The city's protectors conquer several small regions of the Elemental Planes of Air and Water and bind their empire together with great planar gates. However, in the year of the Laughing Gull the Imaskari lose their holdings in the Plain of Air to an assault of chichimecs. These terrible abominations invade Deep Imaskar itself through the planar portals and cause great destruction before they are driven off. In the aftermath of that conflict, the city's Lord Protector Stilofyr is exiled and the protectorship abolished, and the planar gates are dismantled.

Chronicle of the God-Kings

-8350 DR until -2488 DR

<u>Name</u>	<u>Length of Reign</u>	<u>Title</u>	<u>Race & Gender</u>
<u>The</u>	<u>Tribal</u>	<u>Confederation</u>	<u>Period</u>
Nemrut Srivinjaya	-8350 DR to -8329 DR	Warlord	Human Male
Nemalah Srivinjaya	-8329 DR to -8303 DR	Warlord	Human Male
Niirjat Srivinjaya	-8329 DR to -8252 DR	Warlord	Human Male
Jaravan Srivinjaya	-8252 DR to -8242 DR	Warlord	Human Male
Sorinjaved Srivinjaya	-8242 DR to -8199 DR	Warlord	Human Male
Fanjaarla Howayinda	-8199 DR to -8167 DR	Warlord	Human Female
Kohinoora Howayinda	-8199 DR to -8104 DR	Warlord	Human Female
Jassminda Howayinda	-8104 DR to -8079 DR	Warlord	Human Female
Lakiitta Howayinda	-8079 DR to -8051 DR	Warlord	Human Female
Lapaliyya Howayinda	-8051 DR to -8026 DR	Warlord	Human Female
Ashavaarla Howayinda	-8026 DR to -7975 DR	Warlord	Human Female
<u>The</u>	<u>Early</u>	<u>Dynastic</u>	<u>Period</u>
Umyatin Jhoravadin	-7975 DR to -7895 DR	Emperor	Human Male (?)
Omanond Jhoravadin	-7895 DR to -7242 DR	Emperor	Human Male
Jaiveer Jhoravadin	-7242 DR to -7138 DR	Emperor	Human Male
Shaurya Jhoravadin	-7138 DR to -6999 DR	Emperor	Human Male
Vivash Omlarindin	-6999 DR to -6880 DR	Emperor	Human Male
Naruna Omlarindin	-6880 DR to -6802 DR	Emperor	Human Male
Ayeesha Omlarindin	-6802 DR to -6689 DR	Empress	Human Female
Kanvaar Omlarindin	-6689 DR to -6627 DR	Emperor	Human Male
Kineera Raumathra	-6627 DR to -6578 DR	Emperor	Human Male
Asokhra Raumathra	-6578 DR to -6502 DR	Emperor	Human Male
Asokhra II Raumathra	-6502 DR to -6422 DR	Emperor	Human Male
<u>The Solon Solon</u>	<u>Middle</u>	<u>Kingdom</u>	<u>Period</u>
Anirvan Devbayacham	-6422 DR to -5990 DR	Maharaja	Human Male (Lich)
Bhupandra Devayam	-5990 DR to -5870 DR	Maharaja	Human Male
Aravanda Devayam	-5870 DR to -5796 DR	Maharaja	Human Male
Gauravani Devayam	-5796 DR to -5594 DR	Maharaja	Human Male
Sharavandra Orishan	-5594 DR to -5460 DR	Maharani	Human Female
Jellorinda Orishan	-5460 DR to -5326 DR	Maharani	Human Female
Jaiman Irugava	-5326 DR to -5255 DR	Maharaja	Tiefling Male
Kunwarla Irugava	-5255 DR to -4997 DR	Maharaja	Tiefling Male
Param Irugava	-4997 DR to -4825 DR	Maharaja	Tiefling Male
Mohakna Irugava	-4825 DR to -4707 DR	Maharaja	Tiefling Male
Sridatt Kalath	-4707 DR to -4631 DR	Maharaja	Yuan-ti PB Male
Udashyamira Dev	-4631 DR to -4560 DR	Maharani	Human Female

Jasmiin Dev	-4560 DR to -4539 DR	Maharani	Human Female
Ingushti Dev	-4539 DR to -4451 DR	Maharaja	Human Male
Angoshra Dev	-4451 DR to -4388 DR	Maharaja	Human Male
Khotan Dev	-4388 DR to -4260 DR	Maharani	Human Female
The Thakos Thakos	Middle	Kingdom	Period
Tongwey Milarepa	-6422 DR to -6356 DR	Lamagesar (Priest King)	Human Male
Tongul Milarepa	-6356 DR to -6279 DR	Lamagesar	Human Male
Tenzinn Milarepa	-6279 DR to -6172 DR	Lamagesar	Human Male
Tenzinn II Milarepa	-6172 DR to -6100 DR	Lamagesar	Human Male
Pasang Tashi	-6100 DR to -6043 DR	Lamagesar	Human Male
Amchila Tashi	-6043 DR to -5961 DR	Lamagesar	Human Male
Kenpo Tashi	-5961 DR to -5880 DR	Lamagesar	Human Male
Allesha Tashi	-5880 DR to -5790 DR	Lamaraani	Human Female
Ramasee Tashi	-5790 DR to -5700 DR	Lamaraani	Human Female
Chodran Tashi	-5700 DR to -5610 DR	Lamagesar	Human Male
Yangchenla Tashi	-5610 DR to -5559 DR	Lamagesar	Human Male
Jambala Chedra	-5559 DR to -5333 DR	Maharani	Rakhati Female
Gohenda Chedra	-5333 DR to -5110 DR	Maharaja	Rakhati Male
Talok'chak Chedra	-5110 DR to -4975 DR	Maharaja	Rakhati Male
Rinzen Yeshe	-4975 DR to -4894 DR	Lamagesar	Human Male
Norbu Yeshe	-4894 DR to -4803 DR	Lamagesar	Human Male
Nimala Yeshe	-4803 DR to -4727 DR	Lamaraani	Human Female
Nimala II Yeshe	-4727 DR to -4650 DR	Lamaraani	Human Female
Sonamor Tenzin	-4650 DR to -4600 DR	Lamagesar	Human Male
Sunal Tenzin	-4600 DR to -4536 DR	Lamagesar	Human Male
Sunal II Tenzin	-4536 DR to -4486 DR	Lamagesar	Human Male
Sunal III Tenzin	-4486 DR to -4406 DR	Lamagesar	Human Male
Shakarapa Tenzin	-4406 DR to -4370 DR	Lamagesar	Human Male
Maharapa Tenzin	-4470 DR to -4400 DR	Lamagesar	Human Male
Roraharapa Tenzin	-4400 DR to -4310 DR	Lamagesar	Human Male
Ganandra Indrush	-4310 DR to -4203 DR	Lamagesar	Human Male
Palaya Indrush	-4203 DR to -4134 DR	Lamagesar	Human Male
Govandus Indrush	-4134 DR to -4057 DR	Lamagesar	Human Male
Baelindra Mohan	-4057 DR to -3920 DR	Lamaraani	Human Male
The United	Late	Kingdom	Period
Omanond II Jhoravadin	-4260 DR to -3920 DR	Emperor	Human Male
Hilathram Dareios	-3920 DR to -3870 DR	Emperor	Human Male
Hilathram II Dareios	-3870 DR to -3800 DR	Emperor	Human Male
Obidalla Fahmidah	-3800 DR to -3656 DR	Empress	Human Female
Durafshan Fahmidah	-3656 DR to -3500 DR	Empress	Human Female
Farhad Gaspar	-3500 DR to -3302 DR	Emperor	Human Male
Malchior Gaspar	-3302 DR to -3010 DR	Emperor	Human Male

Parvaiz Gaspar	-3010 DR to -2990 DR	Emperor	Human Male
Azada Omprakesh	-2990 DR to -2700 DR	Emperor	Human Male
Suri Faraz	-2700 DR to -2599 DR	Empress	Human Female
Sharina Faraz	-2599 DR to -2493 DR	Empress	Human Female
Yuvaraj Faraz	-2493 DR to -2488 DR	Emperor	Human Male



The Purple Emperor – Symbol of the Artificer Lords of Imaskar

Imaskar

States & Cities of Imaskar

1. State: Nemrut नम्रुत्

Inupras Inupras – Imperial Capital

Population: 605000 (1300000 slaves)

Products: slaves, timber, magic items, arts, music, ceramics, music & musical instruments, statues, gems, gold & silver items, weapons & armour, iron & bronze goods & tools.

Notable Magi: Council of Artificers & Law Lords, Imperial War Magi & Sorcerers, Tundra Witches of the Fire Mountains.

Temples: Bahamut, Shar, Sharess, Baphomet, Demogorgon, Pantheistic Temple to the God Kings of Imaskar.

Notable Organisations: Law Wardens & Enforcers, Portal Lords Guild, Alabram Portal Merchants Guild, Ordinoth Geomancers & Stoneshapers Guild, Gandanarl Smithies & Miners Combined Guilds.

Locations: The Amethyst Spire – Palace of the Purple Emperor, The Hippodrome Chariot Raceway, The Gladiatorial Stadium, Hunting Park of the Imperial Beast Tamers, The Grand Souk of the 28 Ways, The Capitoline Hall of the Artificers Council, Plaza of Endless Sorrows, slave market, Lake of Dreams, Temple of the Gaping Maw.

Local Lore: A sprawling city of high purple granite towers and palatial villas, residential blocks, souks, plazas, colonnades apartments and extensive parks and gardens interlinked by tree lined streets, canals and boulevards. The city is dominated by the Emperors Palace, a soaring edifice known as the Amethyst Spire. The great tower is many-windowed and sprouts hundreds of secondary spires flush with the main mass. From the exterior, hundreds of balconies, balustrades, verandas, spiralling stairs, and doorways protrude from the great tower's sides. The lowest balcony is a good two or three hundred feet above the farms, fisheries, and light industries that surround and support the city. The city itself is a collection of spires, towers, skyways, public parks, wide radiating boulevards and avenues lined with trees and fountains. The cobbled streets and laneways meander in a rather haphazard fashion from the central plazas. Outside of the central city are districts of shop houses and fortified palatial villas, each with its own private army. Surrounding these districts are the homes of the workers and crafters, and spreading out from the workers districts are the homes of the poor, and quarters of the slaves. The city sits within a vast depression so full of people that has its own climate.

Heat and humidity are a constant factor so many of the rich and powerful maintain summer homes in the hills outside of the valley.

Inupras is the heart of the empire so people from all over the world (and from many other worlds) can be found here, the diplomatic and merchant districts are a virtual cornucopia of races and nations, foods, costumes, languages and trade goods. Of particular notes are the embassies from Mithrendain and Aryvandaar, the Lords of Inupras deal as equals with certain members from both realms and several direct portals allows regular access to both realms. A large population of Noble Eladrin and Gnomes from Songfarla make the city a cosmopolitan place, and its mix of peoples, spectacular beauty, cruel depravity and abject poverty is a telling vignette of the Imaskari Empire as a whole.

Locations within the Inupras

1. The Amethyst Spire – Palace of the Purple Emperor
2. The Royal Gardens & Hunting Park
3. Halls of the God Kings
4. Palaces of Law and Justice
5. Grand Souk
6. Goi'balon Hippodrome
7. Merimbar Gladatorial Arena – Holds 20000 people.
8. Capateline Hall
9. Plaza of Endless Sorrow
10. Barakanor Slave Market
11. Lake of Dreams
12. Temple of the Gaping Maw – Entrance to catacombs.
13. Alabram Portal Plaza
14. Gandanari Palace
15. Blue Sky Spires
16. The Dragons Glade
17. Inutia Souk & Farmers Plaza
18. Sable Citadel of Omanond
19. Ellev'nath Hall of Artificers
20. Grand Spires of Bhukara – Portal Nexus of the Army
21. Cataphracts Square
22. Onyx Palace of the Portal Lords
23. Galgiir Amphitheatre
24. New Moon Palace – Library/Hospital/Secret Temple of Shar
25. Ro'room Hall of Records – Census Hall/Tax Records/Contracts



Raudor ड़ाउदईर

Population: 152000 (300000 slaves)

Products: horses, barding, tack & harness, wagons, arms & armour, food stuffs, linen, hemp.

Notable Magi: Horse Masters of the Hell Winds (Pegasi Riders), Forge Masters & High Blade Smiths, Hellequestor Battle Magi.

Temples: Shar, Tiamat, Sharess, Baphomet, Demogorgon, Pantheistic Temple to the God Kings of Imaskar.

Notable Organisations: Seven Noble Orders of the Hellequines – The Thunderstars, Mountain Rangers, Aumerinath's Riders, Faerinthror, Adamantine Shields, Blades of Baphomet, Songstars of Death, Purple Psions of The Emperor.

Locations: The Black Palace – Home of the Emir and the Songstars of Death, Bellacrome Plaza – Smithies and Armourers district, Seven Citadels of the Hellequines, Aerie of the Wind Lords, Fardenshah Park, The Well – bottomless pit to River Styx. Blood Spires of the Psion Inquisitors, The Horse Fields.

Local Lore: Nestled in the Raurin Alta is a city resting beneath a cliff at the end of a green vale. The city of imposing black granite and blood red marble is the fortress city of Raudor. Noted for the fine horses and armours produced here the city is home to many equine orders, known as Hellequines (or Hells Horsemen). These noble orders of Cataphractoi maintain strict and martial discipline. Its members living in cloistered communities apart from the main society. They maintain their own traditions and fight for whoever hires them first and can satisfy the honour codes of their particular military code. It is not unusual for two martial societies to face each other across the battlefield one day, to then fight alongside each other the next. The city of Raudor with its high walls and imposing towers is dominated by the Grand Palace of the Shahanshah. Set high within the mountain side itself, the palace with its many columned entrance guards the vast extra-dimensional halls that fill the mountain around which the city is built. Sprawling suburbs crowd around the many souks, gardens, parks and palatial mansions that dot the city. In the fields and orchards around the city, the horse grazing fields of the different military societies can be found along side vast fields worked by thousands of slaves that make military societies viable. Human slaves are little valued outside their ability to provide for the military and noble elite. Prize horses hold much more value than slaves and it is death for any who even looks at a Hellequines horse the wrong way.

Imroley इमरईलई

Population: 21000 (50000 slaves)

Products: grains, beer, statues, stone artworks, portal columns, linen, jute, slaves, flax, rope, marble and sand stone blocks for buildings.

Notable Magi: The Quarry Masters – stone cutters, shapers and architects.

Temples: Silvanus, Hephastion (Oghma – Lord of Smiths), Sharess.

Notable Organisations: Royal Brewers Guild, Stone Masons Guild, Fabric Weavers & Merchants Co-operative.

Locations: The Marble Hall – palace of the Emir, Emancipation Square, Hidrol Villa, Alvadeva Masons Guild Hall, Ashoka's Spinners & Weavers, The Quarries of Nerrud.

Local Lore: Known as the bread-basket of Nemrut, and home of the famous statue carvers for the emperors, Imroley is a stone masons and farmers town that relies upon both to maintain the luxurious lifestyle that the towns elite have become accustomed too. The master masons have teams of crafters who supervise the gangs of slaves in the lime stone and marble quarries found south of the city in the shadows of Mount Nerrud. Huge fields of statues dot the landscape about the fields of flax, cotton, barley and rice. The farmers and crafters here treat their slaves with greater care and compassion believing that a being can earn freedom and citizenship through good works. Many of the masters are former slaves who have made their way up through the social ranks. The only ones treated as dross are the quarry slaves who work alongside recidivist criminals until death takes them carving the great blocks of sparkling white lime stone and marble. The work is dangerous and life cheap within the mines of Mount Nerrud.



Broaspa भरडास्प

Population: 7900 (10000 slaves)

Products: silk, linen, ropes, clothing, sails & chandlery, jewellery, fruits & berries.

Notable Magi: Giant Masters, Witches of the Web – secret worshippers of Lloth.

Temples: Shar, Sharess, Silvanus, Hephastion, Lloth (hidden grotto).

Notable Organisations: Federation of Silk Weavers, Barge Rights Guild, Teamsters Guild.

Locations: Citadel of the Sisterhood of Stone, Opaline Weavers Halls, The Metravanyr – Marble columned villa of the Local Emir, Blue Ice Cave – extra-dimensional source of ice for fresh produce transportation.

Local Lore: Settled in a broad vale in the foothills of the Fuirgar Mountains is the farming, silk weaving and mining community of Broaspa. The city is noted for the finery of its silks and linen products, the quality of its gold and silver jewellery and the fine fruits and vegetables that grace the tables of nobles and merchants across the empire. Of particular note are the cherry and blue berry farm's that dot the lower slopes of the Fuirgars. The city itself is a sprawling

collection of sandstone and mud brick, whitewashed, adobe style buildings centred around a central souk and plaza. The two portal columns are located in the main plaza next to the emirs' palatial villa. The local garrison rarely if ever encounters any trouble, reinforced as it is by a clan of stone giants mercenaries who are used as shepherds and guards for the towns flocks of sheep.

Eiremo इत्रमिई

Population: 11000 (30000 slaves)

Products: fish, kelp, pearls, crawfish, dhows, barges, river boats, camels, horses, chandlery, tack & harness, flowers, herbs.

Notable Magi: Barge Masters & Navigators, Law Lords & Wardens.

Temples: Wahulla (Waukeen), Sharess, Yareena (Tyche), Iemirna – Lady of the River (Eldath).

Notable Organisations: River Captains & Pilots Federation, Stevedores Guild, Pearlers Market Guild, Guild of Hostlers & Tavern Keepers.

Locations: Shivanaleer Caravanserai, Gavalinga Docks, Maranveer Plaza, The Bondstore.

Local Lore: Located on the southern bank of the Rauthenflow where the Dawn Road meets the river, this bustling river town is where local farmers, miners, merchants, trappers, herders and timber fellers meet to transport their goods to the rest of the empire. Great river barges, dhows and even biremes bring passengers and goods to this river port. Boat builders and stevedores make this a bustling river front community, and along with stock and timber yards and the associated caravanserais and souks the small town is a hive of activity 24 hours a day. The itinerant population is upwards of 5000 people and most trader races are represented here. The local emir has his palace a mile outside the city in a sweeping garden filled estate. The local garrison is stationed within the port facility in a large limestone blockhouse that doubles as a bondstore and local treasury to store goods seized from tax dodgers and smugglers. River pirates are uncommon but the river captains do well to keep both the local authorities and a few trained sell-swords well paid just to guarantee a safe journey. Slaves are not counted amongst the citizens, with them included the population more than doubles to nearly 40000.

Omhouz एम्हईउज – Lake side harbour city.

Population: 27000 (60000 slaves)

Products: fish, river boats & barges, kelp products, shellfish & mother of pearl, grains, clothing, bronze & iron products.

Notable Magi: Axxaron Planar Travellers, Sea Lords of the Bright Lake, Water Witches of Iemirna

Temples: Demogorgon, Shar, Wahulla (Waukeen), Sharess, Yareena (Tyche), Iemirna – Lady of the River (Eldath).

Notable Organisations: Pilots and Ships Masters Guild, Button Makers Consortium, Planar Tours & Traders Association, Halshava Shipwrights.

Locations: Yeltin Oyster Growing Beds, The Golden Gates of Hilather, Etherim Hippodrome, Safarin Kelp beds.

Local Lore: Located at end of the Road of the Dawn, the only route between the Gbor Nor and the Sea of Fallen Stars via the Great Vale. City of merchants, pirates, traders and caravanserais, located around a central souk and palace district leading down to the harbour filled with river going barges, and dhows. A place of business ruled by the local Lord Artificer-Emir who taxes heavily and looks the other way while local businesses pay protection money to corrupt officials. The money eventually finds its way into the local treasury and from there to the coffers of the emperor in Inupras. Omhouz is the chief rival of Eiremo and its merchant lords secretly sponsor many of the bandits and pirate gangs that raid the river traffic forcing many less wealthy merchants to use the overland route to the Alamber Sea, thus bringing their goods to Omhouz for shipment across the navigable waterways of Raurin, Nemrut and Semphar.

Ciar छीर

Population: 54000 (90000 slaves)

Products: Oils, coal, lanterns, pitch, Imaskari fire oil, herbs, fruits & vegetables, silver & tin.

Notable Magi: Edielpa Oracles, Ciaran philosophers

Temples: Open air temple to the Elemental Planes of Air, Rain, and Lightning, Temple to Sharess, Temple to Wahula, Temple to a strange 'Nameless' deity they people simple call "The Great Mother of us all".

Notable Organisations: Oilers & Lanterners Guild, Sisters of Heavenly Delights – Courtesans, The Horse Lords of the Ebon Bow.

Locations: The Tar Pits, Lantern Lighters Guild House, Paradise District of Mist & Shadows – Feshalls & Courtesans, Palace of the Clouds.

Local Lore: Known to most as the 'Eternal City', Ciar is a city built upon an idea. This idea sees the elite going to 'Heaven', whilst the non-believers will be condemned to a life in the lowest layers of the Abyss. This white walled city of sparkling blue and golden palaces, temples, multi-storied apartment buildings, bath houses, libraries, universities and minarets is home to a population descended from jann who called the city home and still rule a just and noble society free of much of the corruptive taint that plagues the lower kingdom. During the Great Plague, the people of Ciar escaped completely unscathed after it closed its gates for a decade and preserved its people against the pestilence and following collapse that plagued the rest of the kingdom.

2. State: Raurin डाउरीन

Atao Atao – provincial capital

Population: 124000 (250000 slaves)

Products: Copper utensils, bronze, diamonds, lapis lazuli, tea, grapes, wine, yaks & wool & hides, kukris, knives, bows.

Notable Magi: Sorcerer/Monks of the Sable Stave, Red Witches of the Jagged Cliffs, Law Keepers of the Purple, Council of Clan Wizards.

Temples: Shar, Baphomet, Yareena, Wahula, Hephastion, Pantheistic Temple to the God Kings of Imaskar.

Notable Organisations: Kukri Smiths of the Seven Mountains,

Locations: Ebon Lyres School of Minstrels & Rhetoric, Grand Souk & Golden Bazaar, Hippodrome of King Naruna, Empress Theatre & Gladiatorial Arena.

Local Lore: Located in the shadow of the snow capped Hagashan Mountains, the metropolis of Atao spreads itself out across 12 low hills, each topped by a 7, 9 or 11 tiered pagoda. Filled mainly with migrants from beyond Katakoro who brought their work ethic and cultural practices with them, the people are fiercely loyal to the Purple Emperor for it was he who gave them a home when they were driven from their island home. The traditions of the Dog Soldiers began here and every family willingly offers up their first born son or daughter for service in the legions scattered across the empire. This martial tradition is represented in the 12 pagodas that represent the 12 clans and the 12 legions they helped establish. On a child's 13th birthday they are taken into the Halgurshan and left to make their own way home without weapons or supplies. They must rely upon what they've been taught in their early years of life. Upon their arrival back at the clan pagoda they are stripped of their clothes and clan affiliations and welcomed into the clan legion, given a new name and awarded a highly decorated kukri knife as a badge of honour. They then spend the next 5 year training to become a legionary in the emperors Dog Soldier Legions, almost all of which are led by clans women and men from the Atao region.

Jab J

Population: 34000 (80000 slaves)

Products: wheat, rice, pulses, oilseeds, and maize, in limestone, bauxite, iron ore, manganese (for rust proof weapons, armour & implements).

Notable Magi: Law Keepers & Lords, Water Witches & Diviners, Life Stealers & Portal Slavers Guild.

Temples: Demogorgon, Silvanus, Wahula, Hephastion, Pantheistic Temple to the God Kings of Imaskar.

Notable Organisations: Guided Orchid Metal Finishers Guild, Well Diggers & Irrigators Association, Grain Growers & Millers Co-operative.

Locations: Floating Palace of the Rainbow Princess, Glowing Gardens, Alabaster Citadel of the Holy Legions, Zendra's Fine Glass Factory, the Mulduar Growers Market.

Local Lore: Hills all around the city give it a picturesque setting, numerous gorges in the neighbouring rocks surround the city with a series of lakes, which are shaded by trees and add much greenery to the outer settlements. The city is surrounded by low, rocky, and barren hillocks. Some of which form a barrier for continuous development of urban development and restrict inter-links between various parts of the city. The main water reservoirs are located to the north-east direction of the city. The main crops are wheat, rice, pulses, oilseeds, and maize, while the area is rich in limestone, bauxite, iron ore, manganese and other deposits. It has a sub-tropical climate with the monsoon providing much of the summer rain needed for the crops that sustain the people here. Armed forces make a large portion of the city population

and provide a serious boost to the economy in this city. Jab has three legions based within its area of influence, 2 made up of Dog Soldiers and one of Cataphractoi heavy cavalry.

Chiem छहीम्

Population: 84000 (200000 slaves)

Products: Salt, iron, timber products, tack & harness, chariots, horses, armours & leather goods, mounted weapons.

Notable Magi: Brean Conjurers Guild, Felaaveas Geomancers Builders & Stone Shapers, Veaden Portal Constructors Academy.

Temples: Alatas The Lord of Horses, Sharess, Hephastion, Baphomet, Pantheistic Temple to the God Kings of Imaskar.

Notable Organisations: Sisters of Earthly Delights – Courtesans, Scarlet Psions of the Emperor, Royal Brewers & Vintners Guild, Horse Breeders & Stud Masters Guild.

Locations: Gladden Gardens, Paradise Row – Pleasure District, Alatas Fields – Horse Yards/Pastures, Sale Stalls, Alatas Hippodrome, Sea Side Palace of the Horse Lord (Local Emir's quarters and military headquarters).

Local Lore: Built upon the shores of a deep, wide salt water lake, the city of Chiem is a market town and is known as a source of wood, iron and salt. Traditionally the area around the city has been horse breeding country, especially warhorses. The great horse fairs are an annual event that more than triples the city's population. The people here are fierce and proud of their mountain tribe ancestry and are justly proud of their horse breeding and handling skills. The city itself supplies mounts for the three Cataphractoi legions that call the city home. The local smithies produce fine scale and ring mail and barding for riders and horses alike. The longswords and cavalry swords and axes used by the horse warriors are second-to-none and are eagerly sought after by nobles and military men all over the empire. Great salt-pans surround the city on 3 sides and fields of saffron cloth made by the weavers and dyers hang like a million flags off of drying racks along both shores of the lake.

Akcorne अकूर्म

Population: 27000 (50000 slaves)

Products: Gourmet foods, wines, roses, cheeses, olives, oils, cosmetics, jewellery.

Notable Magi: Sixty Three Sisters of Despair (Witches of Shar), Lords of Light and Shadow.

Temples: Shar, Sharess, Wahula, Iemirna.

Notable Organisations: Azure Phoenix Order of Hellequines, Guild of Cosmetic Purveyors & Manufacturers, Red Azalea Order of Courtesan Body Guards & Assassins,

Locations: Slavers of the Shadowed Suns, Barindor Pleasure & Hot Springs Quarter, Palace of the Ivory Suns, Temple of the New Moon, Everun Cosmetics Houses, Souk of Tears & Sighs.

Local Lore: Akcorne is one of the oldest continually occupied locations in the empire, it sits at the cross roads of three ancient trade routes and is blessed with several natural springs that provide a constant supply of cool clean water for the many passing caravans that stop here on their way through to and from Inupras. A border city between the states of Nemrut and Raurin, the lands around the city are dotted with villas of the rich and powerful who escape to the hills and woodlands around Akcorne seeking relief from the summer heat and humidity of the

closed in streets of the capital. Famed for its wines, roses, cheeses and olives, the drier climate makes the city and surrounding region a melting pot of those people seeking the wines and oils that make this region justly famous for its cuisine. An oven baked flat bread topped with cheese, basil and tomatoes is a famous dish from these parts. A darker secret of the city is its rumoured patronage of the Lady of the Damned – The Mistress of Oblivion – The Dark Princess – Shar. The people here say that the Lady protects their city from all the disasters and they regularly sacrifice slaves and goods in honour of her continued good graces. Every slave eventually goes to her alter, some may live almost an entire life time before going to her dark halls for judgement, whilst many ordinary citizens volunteer to meet their lady in person as a sign of their devotion. A large temple dedicated to worship of the New Moon is located on the northern edge of the central plaza, just to the left of the portal columns. Regular citizens and slaves alike learn to avoid walking near the temple making signs against evil.

3. State – Limia लीमी

Solon Solon – provincial capital

Population: 260000 (400000 slaves)

Products: iron & bronze weapons & armours, horses, tack/harness/barding, wagons & chariots, gems & jewellery, herbs, spices & perfumes, slaves, fruits & vegetables, arts & statuary, gladiators, livestock, hawks & eagles, griffons.

Notable Magi: The Drakorin Brotherhood (Necromancers), Society of Hathron (Demonologists), The Threller (Conjurer 44), Dark Ones of the Maharaja.

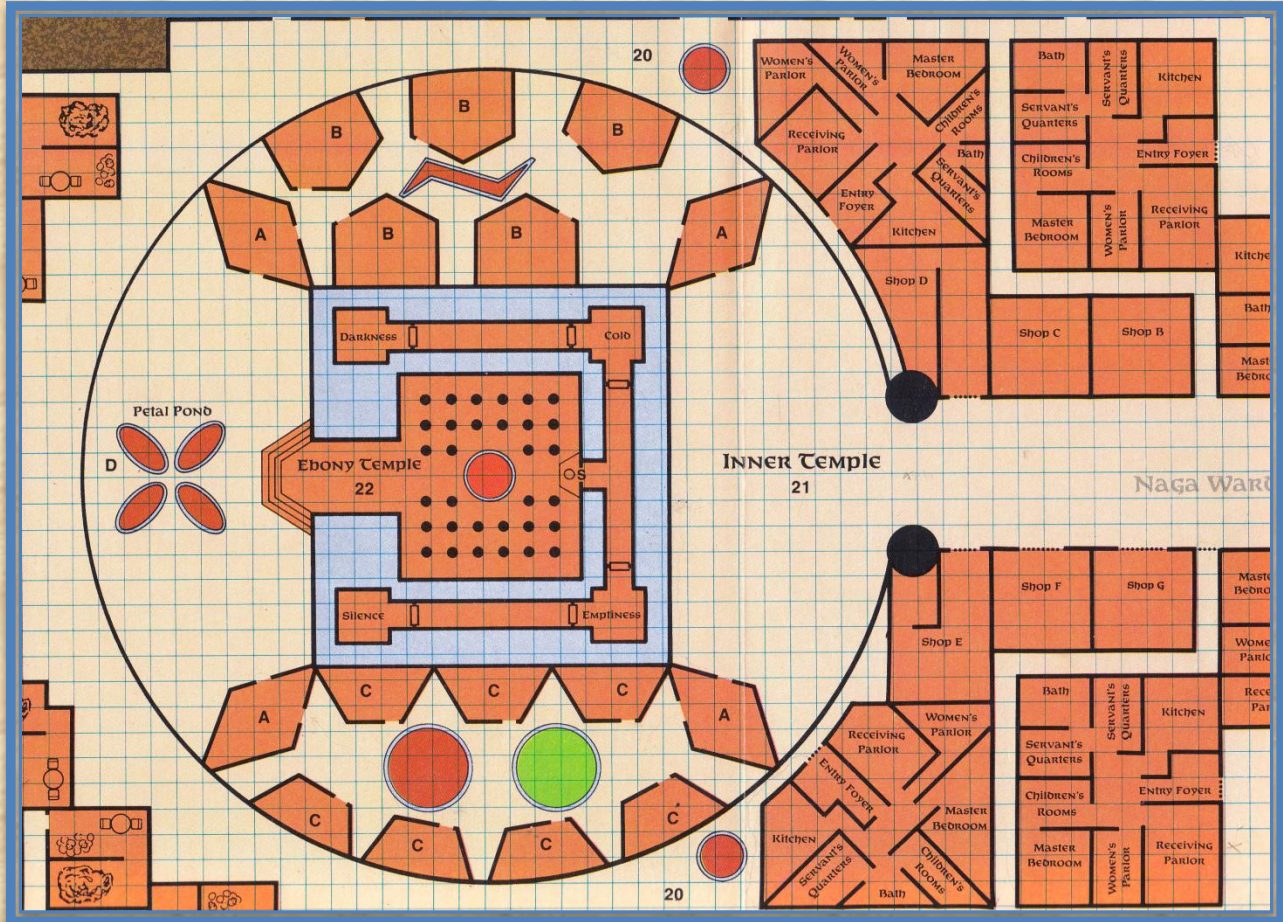
Temples: Baphomet, Demogorgon, Shar, Wahula, Hephastion, Pantheistic Temple to the God Kings of Imaskar (ruins).

Notable Organisations: Guild of Artists & Sculptors, Thunder Dark Pleasure Seekers Club, Red Cloaks (Law Enforcers) of the Maharaja, Wellynvan Slavers Society, Rat Trappers Guild.

Locations: Star Filled Palace of the Maharaja, Temple of Creeping Darkness, mesmeric Gardens of Mist and Orchids, The Ophidian Quarter, Gavendra Hot Springs, Grand Souk of Udashyamira, Plaza of the Princes, Mausoleum of Ingushti the Wise, The Avenue of Raja's Rest. (Royal Necropolis).

Local Lore: Perched on the edge of the southern slopes of the snow capped Raurin Alta, deep within a secluded farm and woodland filled vale is the star shaped city of Solon. Great vents of steam filled volcanic lakes and ponds dot the valley providing heated waters and heating in winter for the many bath houses and well-to-do villas and apartments of the city's inhabitants. The houses are decorated with elaborate paintings of scenes of daily life. Surrounding the glittering white and amethyst walls of the inner city are sprawling slums and townships of the slaves and servant classes. Despite its picturesque appearance, the city has a rather dark and sordid reputation. Despite the glorious temple made of rare ebon wood and black volcanic glass, no deities have ever been worshipped here. The dark and brooding temple frequently rings out with the cries of the damned as they are sacrificed to the demonic overlords the

Solonese Maharaja's call master. Statues of Nagas and Minotaurs decorate the many plazas hinting at the darker powers to which the people look to for guidance.



Down Town Solon – The ½ mile high Ebon Temple

Uysos ऊयईर

Population: 23500 (40000 slaves)

Products: Books, Scrolls, papyrus, lorebooks on poetry, literature, philosophy, art & everyday life, paintings (Living), water & light sculptures, horses, tack & harness, wagons, slaves, iron goods, exotic plant extracts, fortified wines & liqueurs.

Notable Magi: Eltorish the Philosopher, Mjara the Seer of Gao, Ladies of Lore & Laughter.

Temples: Beehandra (Oghma), Wahula, Shar, Baphomet, Yareena.

Notable Organisations: Aireesh School of Philosophy & Rhetoric, Coopers & Copper Kettle Manufacturers Guild, Society of Lore Keepers & Scribes, Emirs Red Guards.

Locations: Philosophers Library of Uysos, Emperors Hall of Records, Reassan Librarium & School of Literature & the Arts, Nerla Hippodrome, Baelmityra Arena of Bloodsports.

Local Lore: Situated on the Iron road, at the gateway to the Katakoro Mountains, Uysos is where camels are exchanged for yaks and mountain ponies as caravans wind their way through the high mountain passes. The city's population is a broad mix of mountain people and Imaskari from all across the lowlands. In particular a large number of Solonese call the city

home, exiles fleeing the darker practices of the capital. Being a major caravan city almost any product available across the empire can be bought here. A thriving slave market operates from the central souk, there anyone of any race can be bought and sold for any price. Slaves have few rights, and once a slave always a slave for seven generations. The eighth is always given full citizenship and then sent to one of the frontier cities. Another way for a slave to gain their freedom is through military service. Many nobles send their slaves to serve in the auxiliary legions out on the frontier, the death rate is extreme, but after 15 years of service the slave is promoted to full legionary status, and then after a further 10 years in a Dog Legion, freedom and full citizenship is granted.

Uitoril जीतूरील

Population: 5500 10000 (slaves)

Products: healing mud & unguents, health spas, counterfeiting, kidnapping, extortion, assassination, cosmetics.

Notable Magi: The Hands of Fate (Crime Lord Wizards & Sorcerers), Faynarin Society of Pleasurable Conjurers (summon compliant planar pleasure slaves), Crypt Dodgers (witches, bards & thieves opposed to the corrupt assassins & slavers).

Temples: Wahula, Sharess, Demogorgon, Yareena.

Notable Organisations: Tigers Paws & Claws (Racketeers & Assassins), Day Spa owners co-operative.

Locations: 12 Heavens Pleasure Resort, The Mud Pits, Callafen Gambling & Gladatorial Hall.

Local Lore: South-west of Solon, on the Iron Road to Inupras, the bustling town of Uitoril is famous for its many bath houses and hot springs that attract the sick and infirm from all across the empire. The healing waters and volcanic mud are popular with people looking to preserve their looks and receive natural remedies to their ailments, being that they have little or no faith in the chicanery of priests and charlatan healers. The various hostelrys and resorts dotted around the town make this a prime posting for public officials seeking a way back to the capital. The emir's position is often auctioned off as a way of raising money for the royal treasury. Corruption is rife here and political opponents often end up disappearing from the various private retreats ending up face down in one of the many volcanic vents that dot the region. The local garrison is recruited from the surrounding region and as long as the right palms are greased, they do little to crack down on the high end crimes that take place here.

Tomai थईमी

Population: 10000 (25000 slaves)

Products: wine, sunflower oil, alcoholic beverages, wool, leather, cotton and silk, rice, oats, wheat, barley and countless varieties of herbs, spices fruits and vegetables.

Notable Magi: Rauthlatyr Hassar (Invk 23), Destanar (Prt Ld 37), Law Lords & Enforcers.

Temples: Wahula, Shar, Silvanus, Pantheistic Temple to the God Kings of Imaskar.

Notable Organisations: Stud Masters Guild of Slave Breeders, Helemfuor Spice Merchants Monopoly, Veterans Hospitalers League. Shattered Grape Vintners Co-operative.

Locations: Thirty One Pavilions Market, Noavar Plaza, Berundur Tower – shrine to the Dark Goddess, Adnaya Armourers & Weapon Smithies.

Local Lore: Situated at the heart of Limia, Tomai is the grain basket of the province and supplies most of the food for Solon and also for Inupras. Vast farms tended by thousands of slaves grow rice, oats, wheat, barley and countless varieties of herbs, spices fruits and vegetables. The local emir is one of the richest people in the province and has managed to make the position of emir a hereditary one thanks mainly to the agricultural wealth and stability of the region. Other than grains the main export products are wine, sunflower oil, alcoholic beverages, wool, leather and cotton and silk. The city itself is a strange mixture of stucco covered apartment blocks and wooden villas and dachas that house the owners of the many large farms and plantations that cover the entire landscape. Slaves are bred here but mainly for local use. The local garrison is a legion of retired Dog Soldiers and Cataphractoi who often come here to see out their twilight years as small farm and orchard owners.

Rmun डमउन्न

Population: 1700 (4000 slaves)

Products: trade goods, meat, leather, wool, beer, oats & barley, cheese.

Notable Magi: Imperial War Magi & Sorcerers,

Temples: Wahulla (Waukeen), Sharess, Yareena (Tyche), Iemirna Pantheistic Temple to the God Kings of Imaskar.

Notable Organisations: Gate Runner Guides, Iron Gate Honour Guards, Dilmara Assassins & Foresters Guild.

Locations: Gate Runners Market Square, Zanolins Palace, Cuifol Hostelry.

Local Lore: In a neck of the Halgurshan Mountains is a narrow pass leading from the sweeping grasslands of the Raurin to the edges of northern Durpar. At the very top of the pass, the way is blocked by a stone battlement. Only a single gate pierces the wall, This is the famous Gate of iron. The Gate of iron was built to halt the advance of the Imaskaran armies in their march of conquest (it failed, the Lord Artificers merely portalled past it). The southerners, under the guidance of dwarvish master architects raised up the walls. The Gate of iron is immune to any type of magical attack and the iron doors are strong enough to resist drills, fire, and catapults. Situated on the northern slopes around the gate is the trading town of Rmun. While no caravans can travel through the pass, enterprising merchants can pass goods over the walls of the fort allowing limited commerce to continue. Since the gates construction, other more dangerous caravan routes around the Halgurshan have been pioneered. A small contingent of local guards and regular cataphractoi patrols keep bandits at bay whilst maintaining peace within the town.

4. State – Semphar शम्पहार

Bhaluin भहालीन – provincial capital

Population: 38000 (65000 slaves)

Products: Nil

Notable Magi: Council of Artificers & Law Lords, Imperial War Magi & Sorcerers,

Temples: Shar, Sharess, Yareena, Iemirna, Pantheistic Temple to the God Kings of Imaskar.

Notable Organisations: Ferenvir Guild of Armourer's Besthen Pleasure Masters & Brothel Keepers Association, Guild of River Captains, Pilots & Guides.

Locations: The Darsalassi – Summer Palace of the Emperor, The Gilden Gates of Harum – Lights house & harbour citadel, Souk of the Rusted Scimitar.

Local Lore: Bhaulin, the northern port city of the empire can only be approached by boat or air, since it is built on a large island about 10 miles out in the Gbor Nor, or Brightstar Lake. The city fills the northern end of the island, the houses built in terraces down the rough slopes of the shore. The city serves as the base for the empire's northern armies acting as a bulwark against the frequent dragon incursions from the north. A legion of griffon riders is stationed in the forested hills at the southern end of the island. The city is dominated by its extensive harbour complex filled with biremes, dhows and catapult barges, whilst the most dominant building within the city is the royal palace, a spectacular pink granite, and gold flecked marble edifice of sparkling domes and minarets.

Umad ऊमद

Population: 103000 (350000 slaves)

Products: lumber, fish, seaweed, shellfish, pearls.

Notable Magi: Council of Artificers & Law Lords, Imperial War Magi & Sorcerers,

Temples: Shar, Wahulla, Sharess, Yareena, Iemirna,

Locations: Kerrinab Lumber Yards & Mills, Yertinsaa Seaweed Driers & Processors, Vanesha Shipyards, Olaren Fisherman's Market & Anchorage.

Local Lore: Umad's greatest trading good is lumber traded with the elves and then brought down from the Shalhoond. Here the logs are finished and shipped to other towns and cities of the Gbor Nor. Because of its lumber industry, Umad is also an important ship-building center. Many of the small fishing boats that ply the Gbor Nor are built here, along with larger merchant ships. The lands around the city are blessed with cool water, abundant orchards, and pleasant breezes and palatial villas line the coast nearby.

Epem इपमि

Population: 75000 (100000 slaves)

Products: gold, silver, gems, mining equipment, meat, beers, leather goods, iron & bronze tools & household items, wagons.

Notable Magi: Council of Artificers & Law Lords, Imperial War Magi & Sorcerers,

Temples: Wahula, Shar, Hephastion, Baphomet.

Notable Organisations: Geravand Fishermen & Netters Guild, Sky Captains & Star Mappers Guild, Fwyila Miners & prospectors Guild.

Locations: Palace of Dreams, Barbimra Water & Light Gardens, Limbor Quarries, X'wruth Caravanserai, Pilln Plaza & Souk, The Fishers Wharf.

Local Lore: Epem is the starting point for prospectors and miners bent on finding their fortune in the dusty peaks of the Raurin Alta. Coupled with being a way station for caravans on the Silk Road the city thrives as a cross roads of trade and cultures from all across the empire. The

palace of the Emir is the physical heart of the city its sparkling pink and lapis covered minarets dominate the sky line the city proper is made up of mixture of crowded slums and palatial merchant house. Regardless of a persons' social status the buildings are graceful granite and marble houses faced with gold-flecked stone. Epem is a boisterous and lively place. Common citizens do business in the central souk located right by the harbour, but prefer to dwell in the quieter garden filled parts of the city.

Klebri ख्लबिरी

Population: 8900 (15000 slaves)

Products: silk, grapes, flowers, herbs, saffron, gold, wheat, oats, rye, camels & horses.

Notable Magi: Council of Artificers & Law Lords, Imperial War Magi & Sorcerers,

Temples: Shar, Wahulla, Sharess, Yareena, Iemirna, The Black Leopardess.

Notable Organisations: Newria Vintners & Growers Co-operative, Golain Clan Guards Academy, Yaamazoi Horse Breeders Guild & Stud Masters Association. Furukami Assassins & Body Guards Academy.

Locations: The Grand Clan Council Hall, Haazamashita Dojo, Dulraya Citadel, The Glittering Gates of the Ruby Moon, Sapphire Square & Market.

Local Lore: Sitting at the mouth of the Howling Gap high in the foothills of the Raurin Alta is the trade city of Klebri. Situated on a high basalt tor is a collection of over 500 dry-stone, thatch covered houses and halls, contained within high dry-stone walls 50' high and thick. The central palace resembles those found in far off Wa indicating the ethnicity of the first ruling family. The Haazamashita clan of Emirs maintain a legion of Dog Soldiers made up entirely of ethnic Wa mercenaries whose loyalty is to the Emir first and the empire second. The legion is supported by a ½ legion of Cataphractoi who patrol the pass keeping it open for merchants and travellers alike. The city is open to all merchants and pilgrims alike and offers a safe haven from the harsh climate, dragons, goblinoids and giants, nomad raiders and other bandits from within the empire. The city and its fortifications are a vital link in the empires defences and along with the Jorhat citadel provides a front line defence for the heartlands of the empire.

5. State – Katakoro खतकईरई

Ormai Ormai – provincial capital

Population: 11000 (25000 slaves)

Products: weapons, armour, statues, rice, bronze wear, mountain ponies, eagles & hawks.

Notable Magi: Grey Lords of Eagles, Witches of The High Mount.

Temples: Shar, Wahulla, Sharess, Yareena, Iemirna,

Notable Organisations: The Dark Sisters of the Black Leopardess, Inquistors of Mavidd, Caelkiir Jewellers Guild, Faraziir Mountain Guides.

Locations: Arnh Rock, Qufar Aerie, Vissamm Gates of Iron, Girraffa Citadel, Saraf Monastery.

Local Lore: Located on the edge of the Growing Mountains is the large, fortress city of Ormai sits perched on a column of rock, the walls of the citadel are built to the edge of hundred foot-

high cliffs on three sides. At the fourth side the mountain rises abruptly. It is unscaleable by normal means and forms an effective barrier from attack in that direction. Home to the provincial governor, the citadel has as many troops as it does citizens. Two legions of dog soldiers and Cataphractoi keep the restive (and at times rebellious) population of the province in check. The governor relies heavily upon his Maviddi allies to keep the peace, a role they take to with ruthless efficiency.

Hoazyu : होअयु

Population: 29800 (30000 slaves)

Products: weapons, armour, adamantine, fruits & vegetables, rice & legumes, silk, rattan, cotton, clothing, rugs & carpets, gems.

Notable Magi: The Brothers & Sisters of the Moon Maidens Mercy.

Temples: Wahulla, Sharess, Yareena, Iemirna, Anghiiyala

Notable Organisations: Hallam Hunters Collective, Veremazaa Weavers Society, The Sabal Leopards.

Locations: Faramiiz Aerie, The Sky Towers, Ghorynn Citadel, The Heights, Hanging Gardens of Lady Vaell, The Well of Souls.

Local Lore: Hoazyu is a massive structure, literally carved from a small mountainside. The natural stone is hewn into fragile looking, lattice work battlements, spiralling towers, and ornately carved gates. The mountain is honeycombed with tunnels, galleries, chambers, halls, rooms, and apartments. Most of these have windows or arrow slits to the outside world.) From a distance, Haozyu looks like a gigantic anthill. The towers and battlements have a rounded look. The narrow arrow slits and square windows are soft-edged with intricately carved shutters filled with Theurglass, staring at the surrounding landscape. The builders of Haozyu are a people known as the Maviddi, (half-elven descended of Miyeritaran migrants) the walls are covered with brilliant frescoes, finely chiselled details cover every inch of stonework, rooms are arranged and windows cut to allow light and air to every part of the complex and even the heaviest fortifications are carved so as to seem as light as possible. The city itself is governed by a local emir chosen from allies loyal to Inupras, the local garrison is a mixture of humans from Raurin and local auxiliaries as most of the local humans despise the half elves for their privileged status within local society. The cataphractoi legion based in the region is made up almost exclusively of Maviddi nobles who maintain their elite positions by keeping down the local human populations for the emperor and his servants.

Auyzolu अउयुइलु

Population: 57600

Products: orange, white, blue and red marble, prayer books & scrolls, votive offerings, silk & cotton, rice & barley, hemp products, herbs & spices.

Notable Magi: Council of Artificers & Law Lords, Imperial War Magi & Sorcerers,

Temples: Shar, Wahulla, Sharess, Yareena, Iemirna, Pantheistic Temple to the God Kings of Imaskar.

Notable Organisations: Nil

Locations: Monasteries – Safron Lotus, Gilden Hands, Blue Rose, Azure Sun, Running Dragon, Ebon Hands, Sapphire Peacock.

Local Lore: The city of Auyzolu is hidden away in the mountains on the Katakoro Plateau. The square-sided, white-washed buildings seem to grow from the rocky face of the mountains, perched wherever there is enough level ground to make a foundation. As a result, the city sprawls over the narrow valley floor and up the rugged lower slopes of the Auyzo Pass. Many of the buildings are made of brown brick whilst those of the nobles, monks and merchants are of orange, white, blue and red marble. The city is unwallled, the inhabitants relying on the natural defenses of the mountains and the local contingent of imperial dog soldiers and Cataphractoï to protect them. Dog Soldiers are noted as both highly aggressive and effective combatants. Tradition states that in battle they pin themselves to a "chosen" piece of ground and hold that position until dead or ordered to advance or withdraw. They have never been known to surrender. Auyzolu is devoted entirely to monasteries, hence its name as the "City of Monasteries." The surrounding farmland is claimed by the monks and the city itself is too far from the trade routes for merchants to settle here. The abundance of priests and monks here is one of the main reasons why the "Great Plague" had so little effect upon the local population.

6. State – Khati ख्हाते

Thakos थाकईस – provincial capital

Population: 12500 (50000 slaves)

Products: cotton, bamboo, papyrus, timber products, wool, meat, wheat & oats, beer, weapons armour.

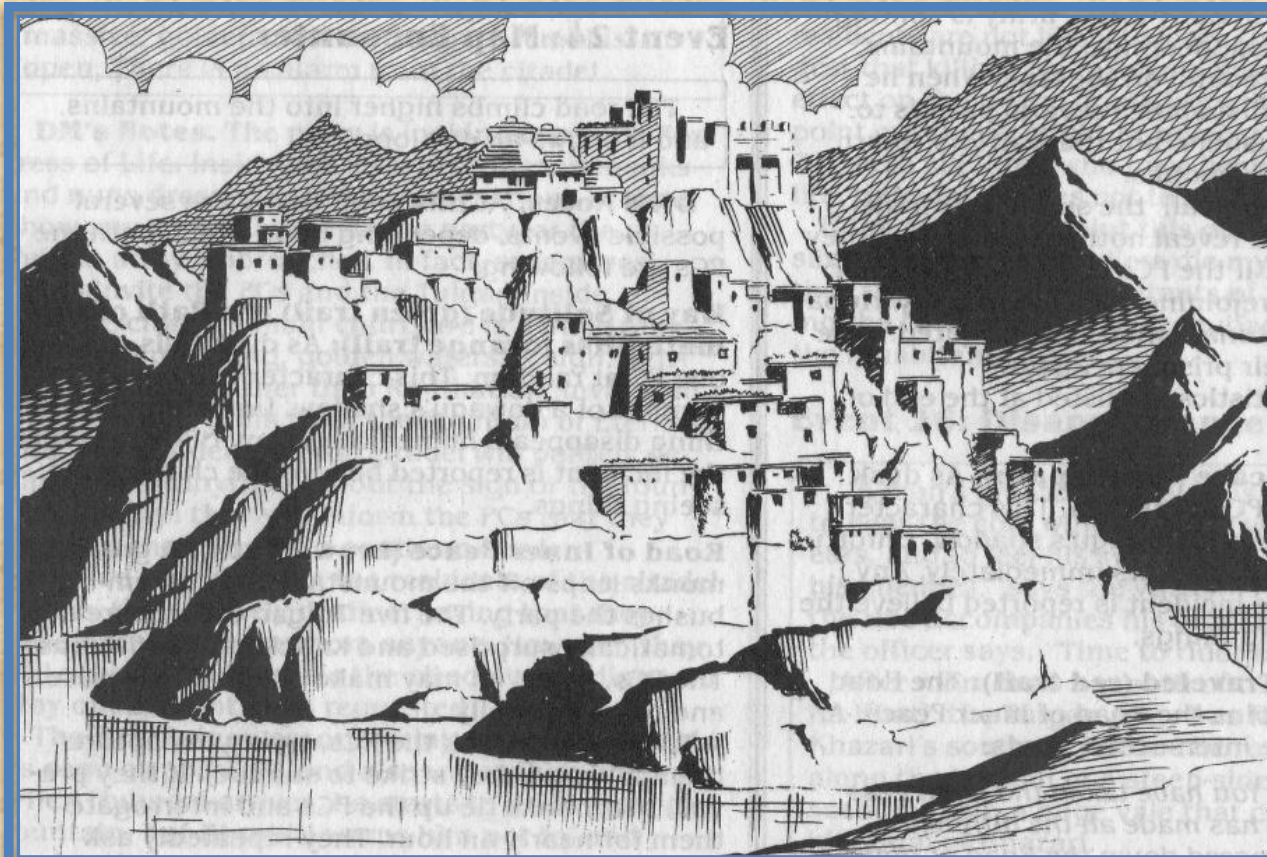
Notable Magi: Council of Artificers & Law Lords, Imperial War Magi & Sorcerers,

Temples: Shar, Wahulla, Sharess, Yareena, Iemirna, Silvanus, Pantheistic Temple to the God Kings of Imaskar.

Notable Organisations: Thakor'artil Order of Light, Worshaan Academy of Battle Arts. Seventy Seven Swords of Sisterhood, The Brotherhood of the Ebon Horns.

Locations: Hagatilafrā Monastery – Palace of the Priest-Kings, The Rose Palace, Velsharun Bazaar, Gathas olmarna Hall of People's Voices, The Well of the Seers.

Local Lore: Situated in a broad valley, between two huge lakes the colour of sapphires, stands a barren granite mountain. A high red wall, with no visible gate, runs around the mountains base. Inside the wall several hundred white structures stand on the rocky hillside. A red fortress covers the top of the mountain, enclosing 5 acres. The fort stands 10 stories high with no apparent entrance. Home to the priest-kings of the upper-kingdom Thakos stands as a sacred site to the Khati people. Its near impenetrable walls and citadel overlook a valley filled with orchards, market gardens, rice fields and farms. The city is linked to the empire via twin portal columns and is guarded by local troops and levies drafted from nearby mountain villages.



The Dragon Palace of Thakos

Medzoa ळदिज्डी

Population: 6500

Products: silk, cotton, rice & barley, copper & bronze goods, leather products, wool, cheese, beer, rope.

Notable Magi: Fealnoor Ghaumvash (Wiz 38), Mothers of the Mountain Moons,

Temples: Shar, Wahulla, Sharess, Yareena, Iemirna, The Black Leopardess,

Notable Organisations: Shashahaan Mountain Guides & Teamsters Lodge, Farooque Rare Timber Hunters, Loarliss Scribes & Historians Guild.

Locations: The Loraht – Palace of the Khahan-Emir, The Singing Bridges of the Gogrus, Pilgrims Rest Hostlery, The Inn of the Nine Joys, Gazaar Lodge of Caravan Masters & Guides.

Local Lore: Located on the northern shore of Cherrapunni Nor, this large lake lies just inside the western border of Khati. Fed by the Gogrus River at one end, the lake is formed by a natural dam of glacier-deposited rock at the other. Here, the Gogrus flows out through a narrow gorge and eventually falls into the Jumpa Chasm. Cherrapunni is noted for its clear blue water. Cherrapunni Nor is also known as the Sacred Lake of Cherrapunni. For a lake of its size, Cherrapunni is remarkably free of dangerous creatures. There are a few species of giant cold-water fish and some exotic nymphs and nixies, but for the most part the lake is relatively quiet. Fishing is poor because the water flows from the barren glaciers. The city sits astride an old pilgrims road and is used as a trade way that follows its precarious way along the cliffs of the

Gogrus Gorge. A small contingent of imperial guards is stationed here along with the local emir who is chosen by imperial decree from those local nobles loyal to the empire.

Gajueh गजुहि

Population: 14700

Products: lead, gold, rye & oats, preserved foods, meat products, wool, cheese, beer.

Notable Magi: Council of Artificers & Law Lords, Imperial War Magi & Sorcerers,

Temples: Red and Yellow Roses, The Black Leopardess, Wahul, Sharess.

Notable Organisations: The Brotherhoods of the Red & Yellow Roses, The Witches of the Thunder Winds, Mirrorstar Gold Smiths Guild.

Locations: Seven-Tiered Palace, Monastery of the Flowing Water, Monastery of the Seven Winds, Pagoda of Purple,

Local Lore: This small city is a well fortified a necessary protection against the various giants, spirits and bandits of the land. Within the walls are the Seven-Tiered Palace of the local emir, the twin portal columns linking the city to the wider empire, the Monastery of the Flowing Water, and temples of the Red and Yellow Roses leading to much intrigue between the two rivals. The city stands as a bastion on the empires northern frontier. Caravans often leave here heading for the many city states that dot the lands east of the mountains. A large contingent of griffon riders, 2 legions of dog soldiers and cataphracts guard the silk routes from the roving bandits and tribes of steppe nomads who frequently raid the empires outlying towns and settlements.

Einihyi ईनीहयी

Population: 4300

Products: preserved foods, meat products, wool, cheese, beer, yaks, leather goods, blankets.

Notable Magi: Imperial War Magi & Sorcerers.

Temples: Shar, Wahulla, Sharess, Yareena, Iemirna,

Notable Organisations: Nil

Locations: The Imperial Postern Gate, Amandina Market, Gonshura Monastery.

Local Lore: Located at the northern end of the Jumpa Gorge, the town of yak herders, silver miners and silk weavers lead an isolated existence. Situated atop a steep mountain slope the town looks down over the pine covered slopes of the lower gorge. A little used foot bridge crosses the gorge, and a small garrison is maintained here. A secluded box canyon hides a pair of little used portal columns set against a sheer cliff wall. The empire uses this valley as a secret staging area for its armies when rebellion erupts amongst its northern peoples. The wizards are able to produce temporary bridges across the gorge enabling large numbers of troops access to the northern stretches of the Great Silk Road.

7. State – Taanga थाना

Uopeo ऊईपई – provincial capital

Population: 2000 to 50000+

Products: horses, bows, sabres, tack & harness, wool, cheese, blankets, kumis.

Notable Magi: Law Keepers & Enforcers, Council of Shamans, Thunder Witches of Tuargorn.

Temples: Stone ring of the Sky Father and Earth Mother, shrines to Shar, Gatorr (Talos), Wahulla.

Notable Organisations: Guild of Hostlers & Caravan Masters, Delvinad Sellswords Caravan Guards

Locations: Palace of Thunder & Sky (Emir's Palace), The Great Caravanserai, Golden Souk, Tiffandars Row – Merchant Shop-house district.

Local Lore: Uopeo has been the neutral meeting ground for the many Tuigan tribes for millennia. Home to the council of elder shamans and witches, a large sky temple, and home of an annual summer trade festival, the population of the settlement goes from a sleepy 2000 to over 50000 at the height of summer. The regular merchants are all Imaskari who buy and sell nomad goods to the gathered caravans that come to trade with the nomads. The portal columns are located within the central souk, opposite the Emir's Palace, the lead to central Inupras main fortress. The local garrison is made up of Imperial Dog Soldiers and local nomads loyal to the Emir who is descended from a marriage between a local khan and a Lady Artificer. In winter the city is a humble collection of granite and mudbrick tenements and merchant houses and compounds. In summer it becomes a vast tent city surrounded by hundreds of thousands of herd animals and horses. Horse merchants and slave traders come from all across the empire to take advantage of the superior horse flesh (rugged detriers & steppes horses) and the exotic eastern slaves brought from beyond the Quoya by raiding nomad bands.

Loh लईह

Population: 18000 (5000 slaves)

Products: oats and barley, plums, pomegranates and pears, bronze & iron weapons & armour, cotton cloth & hemp products, books & scrolls.

Notable Magi: Law Keepers & Enforcers, Imperial War Magi & Sorcerers, Dream Walkers of the Southern Steppes.

Temples: Shar, Wahulla, Sharess, Yareena, Iemirna, Pantheistic Temple to the God Kings of Imaskar, Stone Circle of the Great Sky Mother.

Notable Organisations: Gujara Caravan Masters Lodge, Heavens Run Caravan & Hunting Guides, Well Diggers & Water Diviners Lodge, Hirrun Miners Guild.

Locations: Mayavan Monastery, Bright Blue Sky Caravanserai, Thunderhooves Horse Market & Saddlery, Spiderhunters & Silk Seekers Quarter, Vaerna Springs of the Sky Mother, Taagaar Neutral Camping & Herding Grounds, Bodrom Hippodrome & Theatre.

Local Lore: Situated at the head of the Fergana Pass, trade gateway to Semphar and the steppe, the city of double story mudbrick buildings and towers is a melting pot of cultures. Nomad

herders from the grasslands, miners from the Spiderhaunts, merchants from Semphar and elves from the Shalhoond all call the city home for at least part of the year. The town itself has no walls, but a strong contingent of Cataphractoi from the capital and the twin portal columns mean that walls are an unnecessary expense. Several large farms surround the city growing oats and barley along with apples, plums, pomegranates and pears. A natural spring provides the city with a constant supply of crystal clear, sweet tasting water. The city is surrounded by a field of dwarf iris. For most of the year, it is a dreary, quiet place. However, in the spring the fields blossom in stands of rich blue flowers, creating a beautiful garden on the edge of the steppe.

8. State – Rauthgor डाउल्हगईर

Sultim शउल्ल्तीम – provincial capital

Population:85000 (160000 slaves)

Products: Timber products, ships, fish & seafood, pearls, caravan gear, wagons & horses, gold, chandlery.

Notable Magi: Sunlords, The Sea Masters, Astral Pilots Guild, Council of Artificers & Law Lords, Imperial War Magi & Sorcerers.

Temples: Deep Sashelas, Shar, Wahulla (Waukeen), Sharess, Yareena (Tyche).

Notable Organisations: Shavash Sea Captains Guild, Shipwrights & Sail makers Guilds.

Locations: The Starsea Palace, Giants Heart Breakwater, Telloresh Shipyards, Golden Arms Merchants & Map Makers Hall.

Local Lore: Located at the western end of the Silk Route and the busiest port in eastern Imaskar. Goods from Rauthil are transported overland to Sultim, and from there to the harbour and warehouses, and thence to the frontiers of the empire and beyond. The empire maintains a large naval presence here with 50 triremes and biremes along with a dozen dhows that patrol the coastlines of the greater Alamber Sea as well as escorting the various trade fleets that frequent the eastern end of the Inner Sea. The position of Emir here is one of the most sought after in all the empire, but the local sealords make the selection, not the emperor. This way they maintain a sense of independence whilst being totally loyal to those in the distant capital. Regular rotations of the garrisons prevent corruption and thoughts of rebellion from taking route. Most everything is available here as races from all across the Inner Sea call the city home at some point. The harbour is a deep water port that can handle up to 300 ships, and the extensive shipyards mean that the harbour is busy everyday of the year.

Rauthil डाउत्हील

Population: 61000 (30000 slaves)

Products: River boats & barges, dhows, wheat, barley, rice, fruits & vegetables, meats & livestock, timber products.

Notable Magi: Sunlords, Battle Magi of the Beasts, Soroavlinga Invokers Guild, Forest Hunters & Guides.

Temples: Shar, Wahulla (Waukeen), Sharess, Yareena (Tyche), Silvanus, Baphomet.

Notable Organisations: River Pilots Guild, River Captains & Barge Masters Guild, Cataract Engineers & River Clearance Monopoly, Snow Monkey River Pirates & Mercenaries Company.

Locations: Yellow Pearl Harbour, Prionar Shipyards & Slipways, Portage Masters Caravanserai, Noanoor Bondstore, Aloambar Citadel & Barracks, Faroon Souk & Plaza.

Local Lore: The largest inland trade hub of the eastern empire, the Lords of Rauthil are charged with maintaining the river in a navigable state at all times. The large river boat and barge-wright yards maintain a steady stream of trade vessels and private yachts to merchants and nobles alike. Several large caravanserais surround the city and in effect make it a tent city of at least 50000 people for much of the year, except in high summer when it becomes too hot and river levels drop enough for merchants to take their boats from the water to repair and maintain their vessels. The great barge lifts that allow great cargoes to be hoisted up and down the falls are maintained by the River Pilots Guild. The use of the lifts is reserved for the rich, large cargoes and the military. The average river merchant or traveller must put ashore at Rauthil, find transport overland to Sultim and then board ship to travel to other parts of the empire or to the lands further west beyond the Alamber Sea. There is a strong military presence just outside the city in three citadels, they support two legions of Cataphractoi and one legion of dog soldiers (divided amongst the 3 forts) maintain peace on the river and protect this vital trade route from raids by pirates, bandits, orcs and elves.

Impahl ईम्पहल

Population: 18000 (30000 slaves)

Products: River boats & barges, dhows, biremes & triremes, chandlery, preserved foods, meat products, wool, cheese, beer.

Notable Magi: Council of Artificers & Law Lords, Imperial War Magi & Sorcerers,

Temples: Hephastion, Shar, Sharess, Yareena, Iemirna, Pantheistic Temple to the God Kings of Imaskar.

Notable Organisations: Alamber Marine Veterans Co-operative, Cawrynzth Master Shipwrights Guild, Banaff Privateers House.

Locations: Alamfor Harbour, Hawksdrift Citadel of the Sea Lords, Baranoor Shipyards, Hapfash Smithies, Coorvan Sailmakers, Sea Dragons Run – Tavern & Pleasure District.

Local Lore: Located at the mouth of the Twin Serpents River is the city of Impahl, home to ethnic Turgan from the low steppes of Katakoro. The city is used by the empire to house its navy. Large covered shipyards and slipways house the many triremes and biremes being manufactured here. The city houses the crews and families of the imperial navy along with all the support services that make this the main powerhouse of the Alamber. Merchants are not generally welcome here and most supplies come via land, or by portal. The paranoid sea lords

and local Emir fear raids by pirates and saughuin. In past times several maritime wars have been fought with resounding victories being elusive as the sea-demons themselves. Several of their city's have been demolished by Imaskari war magi but they keep rebuilding and every decade or so their numbers have to be culled by the sea going soldiers and magi of the empire.

8. State – Meth अहिर (Aerilpar)

Shussel शहउस्सलि – provincial capital

Population:48000 (120000 slaves)

Products: caravan gear, wagons & horses, gold, water & light sculptures, tack & harness, persevered foods, beer & wines.

Notable Magi: Council of Artificers & Law Lords, Imperial War Magi & Sorcerers,

Temples: Wahula, Hephastion, Shar, Sharess, Yareena, Iemirna, Pantheistic Temple to the God Kings of Imaskar.

Notable Organisations: Seshen Miners Guild, Oberca Gold Smiths Association, Vilnaer Grain Farmers & Millers Co-operative, Hepentash Light Master Sculptors, Imperial tax Collectors, Phassally Orators Guild.

Locations: The Vassareum Academy of Arts & Rhetoric, Zuthastra's Scriptorum & Library, The Bavont Imperial Mint, Garthussra Citadel, The Blue Souk, Fiilers Miners Pleasure Quarter.

Local Lore: Shussel is a city on the southern trade route of Imaskar. It serves as a supply station for fishermen and other dwellers by the sea. It is a mining community, as there are large deposits of iron in nearby hills. The plains to the north are farmland, and the many famers here supply much of the western empire with grains, grapes, and many other food stuffs in high demand in the burgeoning cities of the east. The garrison here is made up of 3 legions of Dog Soldiers and a legion of Cataphractoi, they make regular use of the portal plaza to move between the various frontier outposts and citadels, including the fortresses and Metos and luk. The emir commands great prestige in this position as it is seen as a way to gain a reputation and power for promotion back to a post nearer to the capital (and the throne). Many an emir posted here has gone on to the position of Grand Vizier or even Lord Marshal of the Legions. So only the best and most politically connected end up here. Failure to prosper in this position is simply not an option.

Sadamzar शदाम्ज़र

Population:22000 (20000 slaves)

Products: pearls, mother of pearl, clothing, nets & sails, small boats, oysters & seaweed products, bronze implements, weapons & armour.

Notable Magi: Imperial War Magi & Sorcerers, Lrnwx Beast Trappers & Tamers, Imperial Scouts & Frontier Guides.

Temples: Shar, Wahulla, Sharess, Yareena, Iemirna, Pantheistic Temple to the God Kings of Imaskar.

Notable Organisations: Mother of Pearl Farmers Co-operative, Dalushia Expatriates Community Council,

Locations: Beast Tamers Zoo & Holding Pens, Durvash Crossing – Portal nexus & transport hub, Harlim Bay Pear Farms, The Cedar Stockade & Wooden Dacha of the Emir, The Trap – Furriers market & local bazaar.

Local Lore: Located as it is on the shores of the Methmere, the colony of Sadamzar is a picturesque location right on the frontier of the empire. The pearl farms and fishermen of call this new city home. The city has a large population of exiles, political refugees and those who have displeased the emperor or his servants in some way. There is a large contingent of Imperial Guards to keep an eye on those sent here. The exiles are free to travel about the region but any attempt to leave the city will see their loved ones fed to the plesiosaurs that inhabit the mere. Timber fellers also use the city as a base for their forays into the Methwood, but they often as not fail to return, despite the Garrison at Metos, thanks in large part to the variety of woodland races that object to humans removing their forest, a piece at a time.

Tyrath थ्यराह

Population:67000 (100000 slaves)

Products: timber, leather & furs, sapphires, rubies and emeralds.

Notable Magi: Council of Artificers & Law Lords, Lrnwx Beast Trappers & Tamers, Imperial Scouts & Frontier Guides, Fe'asha Gem Hunters.

Temples: Shar, Wahulla, Sharess, Yareena, Iemirna,

Notable Organisations: Amber Swords Guards & Guides, Long Ear Hunters Lodge, Darae Timber Fellers Co-operative, Imperial Tax Collectors, Gelforin Gems Buyers & Cutters Guild.

Locations: The Hole – Local Prison & Garrison, Red Sky Dacha – fortified home of local Emir, Golden Fires Pleasure District, Methap'r Timber Mills, Sky Leopard Prospectors & Miners Supplies.

Local Lore: Located as it is on the confluence of the Pearl and Sky Leopard Rivers, this frontier city of prospectors, fur trappers, timber fellers and an array of lesser types give Tyrath a dangerous and somewhat lawless reputation. Here can be found those citizens seeking a life of adventure away from the stifling confines of the older cities. People here are very accepting of difference and out here on the frontier almost any race can find a place here. The city is surrounded by a large log palisade, the watchtowers and battlements are tended by dog soldiers and local militia. There is a large contingent of battle magi and Law Keepers, but they tend to turn a blind eye to all but the worst of excesses of the city's inhabitants so long as taxes are paid and trouble doesn't threaten the ruling merchants and nobles. The local Emir is a military governor who leads his/her troops (including a ½ legion of Cataphractoi) in raids and counter insurgency campaigns against local tribes of forest orcs, wemics, elephant people and elves. The timber and fur trade brings in most of the city's wealth but a growing number of prospectors are finding sapphires, rubies and emeralds in the steaming Meth Forest. So population numbers are set to explode in a new gem rush.

9. State – Gundavar छुन्दावर

Zyarax ढायराक्ष

Population: 50000 (90000 slaves)

Products: wheat, oats, wool, leather products, aurochs and sheep, gems, slaves, fish.

Notable Magi: Council of Artificers & Law Lords, Imperial War Magi & Sorcerers,

Temples: Shar, Wahulla, Sharess, Yareena, Iemirna, Salashnae (Lady of the Sea)

Notable Organisations: Calliante Sailors Society, The Afratae Merchants Council, Gem Brokers & Cutters Guild, Finshivaa Shipwrights Guild.

Locations: Shivaan Shipyards, The Gollendrum – Palace of the Merchant Lords, Axarass Plaza & portal nexus, Gulgalor Citadel, Hellyn Hippodrome & Gladatorial Arena.

Local Lore: Zyarax is the provincial capital of Var and the second largest city in the lands. The city is completely shielded from any of the winter storms, and the fishing is bountiful. The docks in Zyarax are just as large, and just as busy as those of Ashdapan. The vast wheat farms of Var lie to the south. The incredibly wealthy and corrupt Merchant Lord Artificers are involved in nearly all of the businesses in the city. They own thousands of acres of wheat fields, and many herds of aurochs and sheep, all tended by countless slaves. They are the leading supplier of wool in Durpar. In addition, they operate large diamond and sapphire mines that account for the vast majority of deaths amongst the condemned criminals and the more recalcitrant slaves.

Lakash ळकासह

Population: 28000 (60000 slaves)

Products: trade goods, wagons, chariots, tents, tack & harness, caravan goods, bronze goods, caravan guards, poisons, stolen goods, slaves, exotic wears & animals.

Notable Magi: The Obtainers – gatherers of the unobtainable, Peace Lords, Imperial Scouts & Frontier Guides, Witches of Varanor.

Temples: Shar, Wahulla, Sharess, Yareena, Iemirna, Pantheistic Temple to the God Kings of Imaskar.

Notable Organisations: D'rass Guild of Procurers & Collectors, Pasht'Ira Caravan & Mountain Guides, T'qariin Sabres Mercenary Company.

Locations: Bazaar of the Silken Veils, The Indafaen – Citadel of the local Emir & garrison, Benfur Slave Market, Azera Silk Emporium, V'naff Pleasure District, M'ranthe Hippodrome & Gladatorial Arena, Infuatha Caravanserai.

Local Lore: Lakash is open to all, and business must not be hampered by unseemly quarrels between potential customers. Most merchants in Lakash do not ask where a seller obtained his goods, since such inquiries are considered bad form. Doing so might be dangerous to the merchant. Because of this no-questions-asked policy, merchants here buy goods for much less than they would elsewhere in the Shining Lands, and then resell these goods for a very high profit. The legion of Dog Soldiers maintain peace within the city and its surrounding districts and the legion of Cataphractoi from Fort Iuk make frequent patrols through the lands about the city.

10. State – Durpar धुरपर

Ashdapan – अशुदापन

Population: 295000 (600000 slaves)

Products: slaves, exotic wears & animals, dhows, biremes & triremes, chandlery, preserved foods, meat products, wool, cheese.

Notable Magi: Council of Artificers & Law Lords, Imperial War Magi & Sorcerers,

Temples: Shar, Wahulla, Sharess, Yareena, Iemirna, Pantheistic Temple to the God Kings of Imaskar.

Notable Organisations: Shamistamae Sea Lords, Ganathis Shipwrights Guild, , Calamastos Merchants Council, Pollanian Oracles, Gorrontian Council of Elders.

Locations: The Bloodsoak Meat Processors & Stockmarkets, The Golden Souk, Hamaluk Smithies, Fastaen Harbour & Shipyards, The Sunrise Palace – Home of the local Emir & meeting hall of the states council.

Local Lore: Ashdapan is the oldest and largest city on the Golden Water and is the provincial capital of the region. This Durparian city, is home to the powerful Council of Lord Artificers & Law Lords. It has the largest trading market in the south and literally anything in the world can be found here. The city boasts huge docks, capable of handling over a 500 ships at once. The docks are always busy. Ships can sail the Golden Waters, even during the rainy season, so trade continues undiminished.

Myam – म्याम

Population: 41000 (70000 slaves)

Products: trade goods, wagons, chariots, tents, tack & harness, caravan goods, nets & sails, small boats, oysters & seaweed products, bronze implements, weapons & armour.

Notable Magi: Council of Artificers & Law Lords, Imperial War Magi & Sorcerers,

Temples: Shar, Wahulla, Sharess, Yareena, Iemirna,

Notable Organisations: Philantyr Military Instructors & Weapons Masters, Imperial Tax Collectors, Cliomanes Naval Academy, Ychion Portal Crafters Guild.

Locations: The Garaphaus Military Academy, Light of the Gilded Pillars, Polirite Harbour, Inias Mercantil District, Sahalanor River Boats & Barge Yards, Namias Market & Caravanserai.

Local Lore: The jumping off place for the caravans north and west, Myam is a large city of merchants and traders. It is a favoured trading spot, located on the west end of the Golden Waters, at the mouth of the River Sahala. Through this city flow many of the goods that are exported from the Shining Lands. The caravans to and from the city are frequently raided as they pass through the Meth hinterlands. Myam has the largest standing force in Durpar, almost 10000 well-armed Cataphractoi and another 5000 Dog Soldiers who guard the walls and caravans.

Kaphyr – कफ्यर

Population: 82000 (60000 slaves)

Products: wool, rice, wheat, rye, legumes, wool, meat, cheese, leather goods, bronze wear, ceramics & pottery.

Notable Magi: Warlock Oracles of Cerkasses, Imperial Scouts & Pathfinders, Imperial Battle Magi.

Temples: Pantheistic Temple to the God Kings of Imaskar, Shar, Hephastion, The Black Leopardess.

Notable Organisations: The Persanus Rangers & Pathfinders Lodge, The Council of the Bluerose Kings – Elders Council, Kufur Military College.

Locations: Souk of the Moonroses, Wardog Citadel, Mephensii Council Hall, The Phalanx Practise Fields, Marmara Smithies & Armourers Quarter.

Local Lore: Located in the eastern Iron Hills, in the shadow of the Hagashan, Kaphyr is a trade town full of settled mountain people who see lowlanders as mindless dross who are little worthy of respect. Settled behind their high granite walls in their mountain fastness the isolationists of the city allow few to pass through their gates. There are several hostels and caravanserais maintained by trusted outsiders beyond the city walls. Peace is maintained by a ½ legion of dog soldiers who keep peace within and around the city. The city has no Emir, but the specialist mountain warriors (rangers & wilderness warriors) supplied to the emperors personal pathfinders guarantee that the city is left alone and the dog soldiers keep down any dissenters. The garrison's presence guarantees peace through the Khalifal Pass, a route used by Imaskar's armies to invade the Golden Lands to the south. The people of Kaphyr fought the Imaskari for 500 years, preventing them from crossing the mountains until a peace treaty was agreed to in the year -3027 DR. Since that time regiments of doughty mountain warriors have served as scouts and elite imperial pathfinders in all the legions of the realm.

11. State – Ulgarth कलगरह

Ashunko अशुन्कई

Population: 98000 (80000 slaves)

Products: iron and gold, and precious gems, beer, wool, meat, cheese, leather goods, weapon making, metal crafts, and spices.

Notable Magi: Council of Artificers & Law Lords, Imperial War Magi & Sorcerers,

Temples: Salashnae (Lady of the Sea), Shar, Wahulla, Sharess, Yareena, Iemirna, Moradin, Thrandor (Tempus), Pantheistic Temple to the God Kings of Imaskar.

Notable Organisations: Royal Military College of Inutia, Thunder Lords Smithies & Bronze Workers Guilds, Temfaal Gem Buyers & Merchants Collective.

Locations: Chenomian School of Rhetoric & the Arts, Verenaian Treasury, Deelass Plaza & Souk, Astenii Shipyards & Harbour.

Local Lore: Ashunko is a proud coastal city tucked safely in the coastline of the Golden Waters. It lies to the southeast of the Darashan Mountains. In the spring sunrise, the mountains are a beautiful sight. Ashunko is the second largest city in Ulgarth, with a population of almost 15,000. Dwarves and gnomes are common in Ashunko, for much of the iron and gold, and precious gems from the mountains are shipped to the city. Shipping, weapon making, metal crafts, and spices all provide means for the people to make a very good living.

Ithylspar – ईत्हयत्सपर

Population: 45000 (81000 slaves)

Products: leather goods, weapon making, metal crafts, wagons, chariots, tents, tack & harness, caravan goods.

Notable Magi: Ithak Magi Seers & Dreamers, Council of Artificers & Law Lords, Imperial War Magi & Sorcerers, Peraclas (Inv 35).

Temples: Moradin, Hephastion, Silvanus, Wahula, Thrandor (Tempus), Pantheistic Temple to the God Kings of Imaskar.

Notable Organisations: Arhoaum Mingari Growers Consortium, Ghahasha School of Rhetoric, Sparanath Miners Guild, Memfaross Military Academy.

Locations: The Nahjing Gardens of Uneathly Delight, Pereclaum Plaza & Portal Nexus, The Lake of Sinking Stars (water supply), Attanass Citadel, The Maw – Large abyss in central plaza, The Great Twin Walls & Gates of the Burning Suns, Vanzaar Growers Market.

Local Lore: Located on the eastern edge of Ulgarth, Ithylspar is responsible for the defence of Ulgarth from the orc hordes to the east. It has an outstanding military force to do it with.

Fertile mingari farms surround this city. Ithylspar is considered one of the prettiest cities in Ulgarth. Many farms lie west of Ithylspar. This farmland, called the bread basket of Ulgarth, is also defended by the forces of Ithylspar. In addition to the cavalry troops, the city walls are manned by a troop of 5000 heavily armed Dog Soldiers.

Suora – सुईरा

Population: 75000 (120000 slaves)

Products: trade goods, wagons, chariots, tents, tack & harness, caravan goods, nets & sails, slaves, iron goods, exotic plant extracts, fortified wines & liqueurs, fiertallin and its oil.

Notable Magi: Travelling Brothers of Prognition, The Sisters of Alasabied, Council of Artificers & Law Lords.

Temples: Silvanus, Wahula, Thrandor, Sharess, Yareena, Iemirna, Shar.

Notable Organisations: Arhoaum Fiertallin Growers Consortium, Arganeath Council of War & Trade, Bedian Merchants League.

Locations: Boradula School of Rhetoric & Arts, the Grand Hippodrome, Harmian Palace of the Emir, Subidius Gladatorial Arena, Samella Symposium & Theatre.

Local Lore: Suora is the northernmost city of Ulgarth, sitting on the Xontuil Bay, in the shadow of the Hagashan Mountains. As with all cities along the coast of the Golden Waters, trade is a major part of their economy. The cosmetic fiertallin, gathered from the river Xon, 20 miles up the bay, is exported from Suora and sent to merchants all across the empire. Just a few families control the growing and trade in this exotic herb and its oil. They protect it with zeal, and

anyone caught smuggling seeds or refined oils can expect a swift death at the hands of Law Givers or local merchant mercenaries.

12. State – Priam फरीम

Borsk भईरस्क – provincial capital

Population: 66300 (60000 slaves)

Products: timber, leather & furs, sapphires, rubies and emeralds,

Notable Magi: Council of Artificers & Law Lords, Imperial War Magi & Sorcerers,

Temples: Silvanus, Wahula, Thrandor, Sharess, Yareena, Iemirna, Shar, Pantheistic Temple to the God Kings of Imaskar.

Notable Organisations: The Lords of Gallipos, Sisters of Mercy & Compassion, Council of Artificers & Law Lords, Imperial War Magi & Sorcerers, Decellian Furriers & Trappers Co-operative, Long Ear Hunters Lodge, Gargos Timber Merchants Guild.

Locations: Iamburi Plaza & Souk, Elembros Citadel, Valabros Dacha – home of the local Emir, Jkous Furriers market, Desefona Plaza & Portal Nexus, The Soak – Peat Swamp & refuge of criminal classes.

Local Lore: Located on the Goreng River, the crossings at Borsk are the only permanent crossing. Here shallow valley walls and river bed have allowed a solid timber bridge to be built. It need to be repaired after almost every monsoon season, but it is well used by miners, frontier settlers, traders and fur trappers and hunters all moving into the Priam Woods of the eastern Yiurland. A small city whose importance is as a portal to the newly opened frontier province of Priam. This resource rich land is home to some rather savage and warlike elves who have raided the city on several occasions after miners and fur trappers have killed elves or timber fellers have taken sacred trees. The low-key savage frontier wars continue with little chance of ending. Two legions of Dog Soldiers and a legion of Cataphractoi maintain the peace on the Emerald Road and are in frequent conflict with troops of elves who attack humans where ever they find them. Likewise the Imaskari seek to gain Priams' resources without angering the elves. After all war is bad for business.

Arhul अरहुल

Population: 52000 (70000 slaves)

Products: timber, leather & furs, sapphires, rubies and emeralds, gold, lead, trade goods, wagons, chariots, tents, tack & harness, caravan goods, exotic plants & animals.

Notable Magi: Imperial War Magi & Sorcerers, Lysana the Grey, (Psi 44).

Temples: Silvanus, Wahula, Thrandor, Sharess, Yareena, Iemirna, Shar.

Notable Organisations: Postallian Guards – Law Enforcement/Tax Collectors/Gate Guards, Pausian Miners League, The Black Hands (Thieves, smugglers & pirates) League.

Locations: The Piraeum Council Chamber, Torgaloss Wainrights & Chariot Makers, Argunos Horse Yards & Stock Resellers, Thebella Citadel, Pyrram Brothel & Tavern District.

Local Lore: Little more than a ramshackle collection of timber and log buildings, with muddy streets, surrounded by an imposing double-walled log palisade, the 'city' of Arhul is just about as far from Inupras as one can get and still be within the empire. Filled with adventurers, hucksters, pirates, and tough wilderness types, the settlement is a hive of activity as the near-do-wells from across the empire come here to exploit the riches of the frontier and make their fortunes in the violent and lawless conditions. Much wealth is generated here and fortunes are made and lost in the many inns, taverns and brothels. The 'peace' is kept by a contingent of Dog Soldiers from Borsk, but they spend most of their time behind the garrison walls drinking, gambling and whoring, only coming out when elves raid or to collect their protection payments. Crime here is rife and doing business here requires one to negotiate a fine balance between corrupt government officials and the various crime syndicates that operate in and around the city.

13. State – Chess छहसि

Tassorel तस्डूरलि

Population: 18000 (7000 slaves)

Products: timber, leather & furs, diamonds, obsidian, sulphur, salt, trade goods, nets & sails, small boats, oysters & seaweed products, bronze implements.

Notable Magi: Council of Artificers & Law Lords, Imperial War Magi & Sorcerers,

Temples: Silvanus, Wahula, Thrador, Sharess, Yareena, Iemirna, Shar, Pantheistic Temple to the God Kings of Imaskar.

Notable Organisations: Pavanosus Mine Owners League, Mendellian Merchants & Traders Consortium, Rygasii Water Diviners Guild, Nestorell Dragon Hunters Society.

Locations: Epaminad Palace, Nondass Market & Portal Nexus, Brimstone sulphur merchants harbour, Fishermans Wharf, Mamonus Library, Ulhambar Harbour.

Local Lore: The newest city in the newest state within the empire, Tassorel is just a large collection of wooden and sandstone buildings perched on the edge of one of the best deepwater harbours in the Alamber Sea. The biggest drawback to this city's location is a scarcity of water, (solved by portals to the elemental planes of water and rain), and the fact that a massive volcano overlooks the city and harbour and smoke continuously billows from its frequently erupting caldera. Most eruptions are low key affairs, and the fertile volcanic soils and abundance of diamonds and obsidian close to the surface. These resources guarantee abundant wealth for this growing colony and an abundance of willing colonists. The navy have stationed a flotilla here and a contingent of Dog Soldiers and Marines keep peace here amongst the colonists and the lands aboriginal inhabitants.

Landmarks of the Empire

The Celestial Nadir

The Nadir is an artificial dimension (in truth, an astral dominion, though it is not controlled or inhabited by any active divine being). It was formed on the orders of Emperor Omanond to conduct research and store dangerous rituals and relics. The wizard-rulers of Imaskar also use as a place where the Emperors and their entourages are buried, where the bodies of slain primordials and magical creations so powerful and heinous are stored the location of an ever growing portal nexus used by the Lord Artificers to connect to all of the Bhukaran Portals scattered throughout their far-flung empire.

Jorhat Shan & Citadel

This pair of mountains, also known as the Two Brothers, is one of the major landmarks of the Endless Waste. The twin peaks rise well above the hilly plain, the taller of the two— Jorhat Shan— reaching an elevation of 14,389 feet above sea level. The peaks are barren and rocky with few trees growing on the slopes. About halfway up the side of Jorhat Shan is the citadel known as the Fortress of Jorhat. The fortress covers several acres of steeply sloped mountain side. The ground is a combination of terraces, cliffs, crags, and overhangs, Packed into this difficult terrain is a closely packed jumble of buildings, alleys, streets, and walls. All the construction is of brick and stone. In addition to the surface works, there are many tunnels and passages carved into the mountain. Except for a few lost exits, these passages can only be entered through the fortress proper. The passages lead to underground quarries, storerooms, armories, and natural caves. The fortress-city is home to the Twin Snow Leopard Legions, a combined forces army of Dog Soldiers and Cataphractoï who guard the The Valley of the Leopard, the Howling Gap and the north-eastern approaches to the heart of the empire.

From here the Lord Artificers of the Mardava clan maintain a permanent watch for invading bandits and nomads from the Great Grass Sea. The Mardava also maintain a standing army of Djinn and Jann guards who along with hordes of enslaved elementals guard the hidden byways and skyways of the north eastern frontiers. The city contains many extra-dimensional chambers allowing it to easily hold over 15000 people in relative comfort along with the horses needed by the cavalry for their patrols through the passes and beyond. There has always been a fierce rivalry between the Mardava Lords of Jhorat, who owe direct fealty to Inupras and the Maharaja's of Solon who see the forces of Jhorat as a direct threat and check to their powers, which it is...

Jumpa River

The Jumpa River is considered one of the great rivers of the world—at least by those who have seen it. Starting in the heights of the Katakoro Shan, it flows down the front of this range, past the A-Ling Shan, and through the Great Pass of the Yehimal where it joins the Gaya, the River of Life. What makes the Jumpa impressive is both the volume of water it carries and the great chasm it has cut. The Jumpa is the major drainage river of the whole western face of the mountains. Each year it swells to a tremendous crest as it carries the spring run-off from the lower slopes. The roaring water tears and grinds away almost anything in its path and has done so for centuries. As a result, the river now rushes through a broad, steep-sided chasm. This gorge averages 1,000 feet in depth, the sides of crumbling, mist-coated rock. This chasm, which starts at the northern tip of the mountain province Khati, makes the Jumpa a formidable barrier. Between the start of the chasm and the Great Gap, there is only one crossing point, the Emperors Iron Bridge of Khati. The river marks the border between lower and upper Imaskar, and is also one of the reasons why the plague of Silent Death, did not reach the upper reaches of the empire during its Middle Kingdom Years.

Katakoro Shan

The Katakoro Shan is a small range of mountains (in comparison to the mighty Yehimal further south) that forms the borders of Khati and Khazari provinces. The peaks are extremely rugged, reaching up to a height of about 19,000 feet. There are several small glaciers on the western side, looking down on the valleys of the two provinces, but the most notable sight is the massive Katakoro Glacier. Several watch towers and griffon aeries are maintain upon the highest peaks acting as sentinels on the lookout for trouble in the nearby plains and mountain valleys and passes. Each tower is manned by 50 troops, a squad of war-magi and an apprentice portal lord who maintains the posts portals. Each tower and aerie is linked via Bhukaran Portals to its sister towers and to the great Jorhat Citadel and the Amethyst Palace in Inupras.

Howling Gap

This break between the mountains of Teyla Shan and the Raurin Alta is the major trade passage between the central empire and the city states to the east. Passing through the gap is the Silk Road, running from Inupras to the lands of the Shou. The land rises from the Semphar plain to the higher altitudes of the east, although the space here is too broad to be considered a pass. The walls of the valley are filled with bands of baboons who make camping in the Gap dangerous at best. They compete with the local lion prides to take the best of the prey moving through the area. The creatures howl and bark when threatened, raising quite a din. Another feature of the valley is the fierce local winds that tear through the Gap sweeping east to west, pouring off the high desert plain. These winds, scorching in summer and bone-chilling in winter, raise huge dust storms that impede travel.

The gap itself though is named for the howls of enraged djinn that roam the region. Summoned by the Lord Artificers of Jorhat to guard the vulnerable north-eastern frontier of the empire these djinn, jann and air elementals are barred from their own plane, as these enslaved beings carry out the commands of their human masters. Despite the efforts of the soldiers of Jorhat and the valley's elemental guardians, the Howling Gap has a history of danger and death. Every year some caravans disappear. Some are never heard from again while others reach shelter badly shattered, attacked by something in the winds.

Telaa'Maskana

The fort of Maskana, lies on the southern edge of the Raurin Plateau, a little closer to the Dragonsword Mountains than to the Giant's Belt. This Imaskari fortress guards a dark secret. For below it is a place for research conducted by the artificers. Here they study the abilities of unusual creatures, the place is lightly guarded with just a few helmed-horrors to guard the place. The citadel of Maskana holds within its extradimensional chambers and halls, the barracks and supplies for a half legion of Dog Soldiers, and several hundred Cataphractoï. The citadel is linked in with the Amethyst Palace in the capital, as well as the surrounding city garrisons. Many layered wards hide the experimental chambers and the experiments within. Failed subjects that don't die horribly are either disintegrated, or gated into the shadowfell. A rare few success or unusual results are sometimes taken away for further study. Slaves who serve here have their dominant hand removed before being released via a portal into the Katakoro Mountains far from the hidden complex.

Metos

Citadel

The fortress called Metos is the westernmost outpost of the Imaskari Empire located in the heart of the Meth-wood, it is a sizable structure with enough extradimensional space to house five thousand soldiers. Imaskari artificers created numerous demiplanes containing gardens and hunting grounds to make the complex self-sufficient. Access to any portion of Metos requires the correct portal key. Besides its veteran garrison the fortress houses the supporting businesses and families of the soldiers and rugged settlers who call the complex home. The entrances to the inner complex are guarded by a complex layered network of magical and mechanical defenses augmented by helmed-horrors and a contingent of Shadesteel Golems and its complex portal defenses thwart any intruders. The garrison here is in constant conflict with the local elves of Myth Valorthae, Yuan-ti and forest goblins. They have set aside their traditional animosities to focus on removing the human pestilence from their forest home. The war has raged for decades with the humans ever slowly gaining ground in this dirty little frontier war of genocide.

Rauthenflow

This important waterway connects the Gbor Nor with the Innersea. The river has been made navigable along its entire length, thanks to the efforts of the Imaskari. The rapids have been cleared, canals built around the cataracts, soft banks strengthened with stone, and shallow areas dredged, and there are regular barge ports and piers at a day's travel. Along either bank of the river are roads used by bullock and horse teams who tow dhows, and barges up river. Although it is slow and tedious, the barges are still far more efficient than cumbersome caravans. The Rauthenflow is vital to Imaskar, since it taxes the ships that sail through its lands. A lot of barges do pass through the waterway. Downstream, toward the Alamber Sea, barges drift lazily with the current, sometimes sped along by gangs of polers.

The river is regularly patrolled and there is little if any piracy (unless sponsored by rival river ports or feuding nobles & merchants. At the mouth of the Rauthenflow are the complex series of locks and cranes that carry barges and ships up and down the thousand foot high cliffs. The lifts are operated by the Stevedores Guild out of Rauthor. Guarding this massive flow in trade and taxes are a legion of waterborn and griffon riding Dog Soldiers along with contingents of war magi and Cataphractoï Helequines from Inupras.

The Tiger's Nest

Hidden on the southern slopes of the A-Ling Shan, this fortress exists where none should be—across the impassable Jumba Chasm on the cliffs of the untracked Yehimal. In short, there is no way to reach the Tiger's Nest or to have built it where it stands, short of magic. This is, of course, precisely how the Tiger's Nest was built. The Tiger's Nest is an independent monastery. The monks and priests who dwell here are good, and abhor the excesses and cruelties of the Imaskari Empire. From their stronghold, the priests do all they could to defy the might of the Artificers, countering evil magic with powerful clerical spells. Carefully concealing the location of their fortress, they aid the peasants and thwart the attempts of the Imaskari Emirs. The priests have become famous as the Invisible Tigers and their fortress is known as the Tiger's Nest.



Clearflow River

The Clearflow River starts from the Lake of Mists and flows southward to join the River Murghol. Its western bank is generally considered the edge of civilized lands. Across its water is the land of nomadic barbarians. Although the water of the Clearflow is ample and pure, there has been little settlement on its banks. The land is poor for farming, only becoming fruitful with extensive irrigating. This, however, is not the major obstacle to settlement—the threat of attack by the barbarians is. The barbarians in question are the Nar from the western steppes. A volatile and fractious people, they spend as much time raiding each other as they do the outlying farming settlements and caravans of Imaskar. A legion of Cataphractoï is needed to maintain the peace amongst these expert horse riders and their enormous herds of horses. Many of the empire's finest horses and horse warriors come from the western steppes and are constant rivals for the Cataphractoï from Inupras and Raudor.

Dharbang River

The Dharbang is the lesser of the two main rivers of Khati, the other being the Gogrus. Starting from a glacier in the Katakoro Shan, the river forms Norasil in the heart of the land. From there it continues to the west until it joins the Gogrus. The valley of Dharbang is infamous for the high number of snow leopards who inhabit the steep slopes hunting the Scimitar Horned Sheep and mountain macaques. Whilst shy they will take unsuspecting travelers and pilgrims when other game is scarce. It is said they a tribe of elf blooded, were-leopards inhabits the hidden side valleys, but it has never been proven.

The Firepeaks

This lonely set of mountains is one of the most famous landmarks of the Endless Waste. The Firepeaks is a rugged geothermal basin, surrounded by a circle of volcanic mountains. Eruptions from the cones occur frequently, at least one of the mountains throwing up a cloud of ash every few weeks. The gray clouds are visible from as far away as the Spice Road, which passes within 100 miles. This volcanic activity, along with the reddish glow faintly seen at night, is what gives the region its name. Despite the dangerous nature of the region several enterprising mining guilds have set up sulphur and diamond mines within the shadows of the largest active volcanoes within the range. The mining is always done by slaves overseen by master miners and contingents of mercenaries, life is cheap here and a slaves' life is measured in months here. Many convicted criminals end up here thinking they have avoided the executioner's wand or axe, only to find a far more painful and lingering hell awaits them. The sulphur caravans are subject to infrequent raids by nomads and red or brown dragons.

Chalyi Shan

Nineteen thousand feet high, this mountain marks the eastern end of Yarihang La. The mountain stands clearly above all the peaks around it. Atop the peak is the Emperors Aerie, a hidden complex of extra-dimensional halls and chambers in which the Emperors personal clan of Copper Dragons reside awaiting their masters bidding.

Gogrus River

This river is the only known route into the interior of the province of Khati. Running alongside the gorge is a frequently travelled mountain road carved from the very mountain sides that line the valley. The road is regularly patrolled but even then, it is a narrow and dangerous route. Starting in the frozen heights of the Katakoro Mountains, the Gogrus flows through Khati to Cherrapunni Nor, from there it joins the Jumba River. Hidden along the route are several hostels maintained by the local monks. These inturn are guarded by watch tower garrisons who keep the route open and free from raiders, monsters and obstructions. Each tower has a

small portal linking it to the next in line so that clearance crews can get around the frequent avalanches that block the Garashlay Road

The Golden Flow

The Golden Flow begins in the dry peaks of the Raurin Alta and cuts through rolling and bucolic lands till it reaches the Gbor Nor. The Golden Flow is unique among rivers for its water truly is golden in color. Although many a fool wizard has wasted his money and skills trying to separate the “gold” from the water, the coloring is no more than an illusion. The headwaters of the river are tainted by minerals leached from the rocks of the Raurin Alta. These colorful deposits give the water a metallic taste. To humans, the water tastes bitter but is not harmful. Dwarves find it quite appealing, the mineral content actually increasing its flavor. To elves, spirit folk, and any of their blood, the water causes painful burning and rashes, almost as if they were allergic. The reason for this is a forgotten battle site in a little valley along one of the head streams. Hidden beneath centuries of silt and overgrowth are the scattered remains of a village of elves and Leshay, slaughtered by the early Lord Artificers for opposing Emperor Omanond after he slew the Leshay Selutaar of Raudor. Their remains (and their vengeful spirits) have tainted the waters of the Golden Flow ever since.

Griffon Shan

This is the name of a small range of mountains between the Scarlet Jungle and the River Hiedar in Durpar. The peaks here are not particularly high, although the land is very rocky and broken. The range gains its name from the large flocks of griffons seen in the region. Those living in foothills make their living by searching out griffon nests and stealing and training the young birds. The imperial legions employ specialized trainers to bring these fierce and proud creatures up to a standard where they can be used by Imperial Couriers, Scouts and Cavalry. The taking of young griffons by non-imperial catchers and poachers brings the severest penalties if caught, but the prices paid by private collectors often far out way the risks posed to the poorly paid collectors.

Halgurshan

The Halgurshan mountains divide the plateau of Raurin from the fertile lands of Durpar to its south. They are a rough and forbidding terrain. With most peaks towering 15,000 feet above the plains below. Daranshan, the tallest of the chain, climbs above 22,000 feet, although no one has ever reached its summit. The mountains though inhospitable, is not void of life. The lofty peaks are home not only to the grey orcs, but also griffons, wyverns, pegasi, and giant-kin. Large deposits of iron exist within the range and several large mines, smelters and smithies can be found in the deep valleys and canyons on both sides of the mountains. Slaves and master miners are guarded by contingentgs of mercenaries and wart magi who must guards against the frequent raids by the resident mountain, stone and frosr giants who call the Halgurshan home.

Khopet-Dagshan

North of the Shalhoond is a small range of mountains known as the Khopet-Dag, nicknamed the Spiderhaunt Peaks. The source of this name is obvious for the mountains are infested with spiders of all shapes and sizes. The peaks are dry and rocky on the northern slopes and wooded to the south, just the right climate for the population of giant arachnida. The spiders were originally introduced to weed out the kobold manifestations that plagued the mountains. Over time the resourceful gnomes and humans who live in these parts have come to farm the spider silk, and even work alongside a large clan of Aranea/Elves from the northern Shalhoond who farm their own forest spiders for the silk they weave. Fine cloth, silken armour and spider silk ropes are highly sort after and the spiders farmers collective and the various silk weaver clans are highly protective of their spiders and the industry they support. Outsiders killing spiders for more than self defence are likely to be hunted down and fed to their victims by the arachnid herders of the Khopet-Dagshan.

Kun-Yen Shan

The northern edge of the great Yehimal Mountains is known as the Kun-Yen Shan. Here the lofty peaks rise abruptly from the low valley that marks the southern edge of the Katakoro Plateau. Peaks of the Kun-Yen Shan rise up to 23,000 feet. Small glaciers fill the gorges between massifs. Buried in the jumble of ranges are isolated valleys. These are islands of green hidden from the outside world. Most of these valleys are uninhabited. The deepest are thickly forested, populated by deer, monkeys, leopards, and tigers. Some have a few inhabitants, mostly intrepid humans who have settled in these valleys far from bothersome civilization. Several of the valleys house the private abodes of Lord Artificers who seek privacy and solitude away from the endless plotting and scheming of the Great Game that plagues life in the capital. Many hidden citadels and redoubts are carved into the high jagged cliffs and filled with extra-dimensional halls and spaces large enough to house small towns, complete with gardens, lakes, workshops, slaves quarters etc.

Most wizards retreats are hidden in these inaccessible valleys, the only way to reach them being carefully hidden (and heavily guarded) mountain paths, or via special Bhukaran Portal networks. They are usually heavily warded and trapped with the wizards seeding their hidden dwellings with many devious and deadly guardians and snares designed to divert and or kill the unwary or unwelcome. The wildlife within each valley is usually left to its own devices and even the local human or spirit inhabitants are left to their own devices, so long as each leaves the other in peace then there is rarely if any trouble. In fact many locals come to rely upon their local Artificer for the magical protection they bring which usually enhances the locals own quest for isolation and peace away from a prying and dangerous world.

Lake of Mists

This body of water is the second largest freshwater lake in the empire and marks the northern border. Fed by the heated waters from the Firepeaks and underground thermal springs, the water of the Lake of Mists is warmer than normal. The difference in temperature causes thick fogs and damp mists throughout most of the fall, winter, and spring. The Lake of Mists hides a number of mysteries. By far the best known of these are the creatures rumored to live in the lake. The local plesiosaurs are a hold over from when the steppes were part of an inland sea during a much warmer and wetter period in Faerun's history. They now act as guardians for the hidden Imaskari city of Af'dashaan, a place hidden beneath nearly a mile of fresh water under an impenetrable dome of dimensional wards they keep the waters at bay and the climate warm and inviting. The Artificer-Priests of Selune who rule the city rejected the early teachings of Emperor Omanond and instead chose exile in this isolated refuge. Little is known about the city or its inhabitants who rarely if ever leave their idyllic little paradise, the extra-dimensional nature of their sub-aquatic world means that they can provide all of their own needs. Trade is done through third parties, (mainly Elves of Methwood and the Shalhoond, and the gnomes of Songfarla), thus ensuring the safety and anonymity of the city and its peace loving inhabitants.



Leopard Shan

Standing at the eastern entrance to the Howling Gap, this mountain is a well-known landmark to caravan masters and nomads alike. The Leopard Shan stands prominently apart from the other mountains of its range. Astride the north eastern spur of the mountain is a fortress complex that is linked via Bhukaran Portals to the Jorhat Citadel. The Leopards Claw Fortress is

a series of six interlinked watch towers connected via portals that lead to a complex of barracks, smithies, stables, a griffon aerie, a hospital, armouries and dimensional lakes, and gardens. Each tower houses 150 troops and is a ½ mile from the next. The towers are topped by signal lanterns and beacon cairns that can be lit if invaders are sighted. Contingents of horse and griffon mounted Cataphractoi patrol the entrances to the Howling Gap and surrounding lands, but do not enter the Gap itself. Instead they leave the defense of that part of the frontier to the elemental slaves who guard “the Gap”, thus giving the place its fell reputation. High atop this lonely peak a clan of bronze dragons makes their home. They are on good terms with the local Artificers and have on occasion helped the troops defend their towers and the gap from nomadic invaders from the eastern Great Grass Sea.

Mountains of Copper

This small group of mountains marks the north western border of the empire. The mountains gain their name from the rich veins of copper ore that run beneath them. Over the centuries, hundreds of mines have been sunk into the region. At first the mining was relatively simple, but now miners must delve deeper and deeper underground. Some shafts run for miles, branching into hundreds of confusing galleries, even occasionally breaking into older, abandoned shafts. Most miners here are dwarves employed by the mining guilds or slaves sent here to mine the rich deposits. Several large smelters can be found in the region along with assorted smithies producing bronze goods for the wider empire. The mountains are plagued by goblins and hill giants who frequently raid the supply and copper ore caravans that travel the mountain roads. Copper and bronze ingots and goods are taken by caravan down the Copper Road to Rauthgor, and from there they are shipped via caravan, portal and barge all across the empire, and beyond. The mining here is highly lucrative as small deposits of silver, lead, tin and gold have also been found in the region and extensively mined also. Several clans of Brown Wyverns inhabit the higher pine covered slopes and make travel in small groups or by air a risky proposition at best. This sub-species of the more common variety are larger, faster and more vicious than even their kin further west, and have been known to kill even young dragons with their razor sharp talons, teeth and venom tipped tails.

Ni-Ko Oasis

Although it is a lush, green copse and has a charming-sounding name, Ni-Ko translates as “Mud Pit Hollow,” an apt description for this treacherous sump. The Ni-Ko Oasis is not a blue, shining pool, but a thick tract of bogs and fens. Here water rises up from the surface to turn the soil into a quagmire. Trees and bushes grow thickly with stretches of marshy bog in between. Despite its rather unwelcoming appearance, the Ni-ko is home to the northern most trading post of the empire. An enterprising Lord Artificer from Raudor set up a seasonal market here many centuries ago, and every year since the northern nomads have come here to trade. For 90 days in the spring, summer and early autumn of the northern steppes, a mini caravanserai is set up here by enterprising merchants from across the empire who pay a handsome fee to use the

Raudoran portal keyed to this location. Nomads bring furs, rare spices, amber, honey, game meats, unusual plants, timber and animals, bows, saddles & leather goods, jewellery and most importantly horses. In turn they trade for iron and steel implements and weapons, silk and leather goods, salt, timber and rugs, axes, mirrors, slaves, horses, sheep, goats and cattle, and other portable goods that make life upon the steppes a little easier.

The oasis is also home to a 'Spirit of the Land', an ancient hierophant druid who has given herself over to the care and guardianship of the oasis for all who care to use it. She rarely if ever makes her presence known unless someone or something threatens to destroy what she has created. (H/Drd 33- Spirit of the Oasis Spring & Trees)

Nor Yudol

"The Churned One" is another name for this large lake of the Katakoro Plateau. It is named for the thick mud that rises up from the bottom, giving the water a milky-brown color. This mud is responsible for changing the poisonous water of the Muren Tso into the sacred water of the Muren Khi. Foul water enters from the western end of the lake, to leave purified and fortified at the eastern end. The lake is similarly divided. Those who drink from the western end suffer the same poisonous results as if they had drunk the water of the Muren Tso. Fish are rare here and are often stunted, vicious creatures. Toward the middle of the lake, the water is normal. Fish are still scarce, but few are misshapen. Most of the aquatic life stays near the eastern end, swimming in the strengthening bath of minerals. Here the fish are always healthy and good-sized.

The folk who make a living fishing these waters are a hardy and isolationist breed with a fey air about them. Long lived and reticent to talk about their ancestry, these descendents of a Leshay and his human bride are the lonely remnants of the exiled youngest brother of Emperor Omanond. The young noble fled east into the mountains and settled in this isolated mountain community. He married into the local headmans family gaining acceptance as a member of these hardy fisher folk. From that time to this the people here have been tight lipped about their past, preferring to be left alone, many are armed with a Bloodkukri and are not afraid to use it. This high number of such rare blades speaks volumes for the fighting abilities of the people here and is a mark of their service to the empire as scouts, rangers, assassins and guides.

Raurin Plateau

This green, rolling highland is studded with ancient volcanic cones and towering outcroppings of iron stained, purple limestone karsts. Surrounded by snow covered mountains the plateaus' many rivers are filled by glacier-fed streams that run down into the valleys and eventually fill Gbor Nor lake near the empires center. From the lake, water drains flows down to the Sea of Alamber.

A tilted plateau starting at the shores of Gbor Nor, the land rises gradually to the base of the Teyla Shan. To the north, the Shalhoond absorbs much of the winter fury that blows out of the steppe, while to the south the Hagashan range protects from the drying southern winds. Gbor Nor provides cooling breezes and rains. Trapped by the high walls of Teyla Shan, these rains mostly fall on the western Plain. To the west the Andyrath Hills and Forest mark the progression from rolling plains to mountain foothills.

Rainfall is adequate and is reasonably spread throughout the year, coming heaviest in late spring. Summertime temperatures are hot, but not too hot. Fall is long, cool, and often quite muddy, making travel and harvesting difficult. Snowfall is light and blizzards are virtually unknown. There are frequent thaws that transform the ground into a quagmire. Winter is gray and often marked by cold rain and sleet.

These lands are home to wild horses, boar, goats, sheep, wolves, rabbits, hawks, foxes, pheasants, and antelope. Plants are mostly grasses, with small stands of forests growing along stream banks. Thick brush grows in gullies where seasonal flooding happens. Crops of wheat, barley, cotton, oats, and millet grow in the fields of settled areas. Aside from the massive mountains that ring the plateau, the most notable feature is the sudden slope from mountain to valley and the narrow, rocky gorges cut by the rivers. In these valleys conditions change dramatically, from windy and cold at the top to warm and lush at the bottom.

Sentinelspire

This lone mountain forms a prominent landmark on the steppe, its volcanic cone visible for tens of miles. The peak is used as a navigational point for the nomads, hence its name. However, the area around the mountain is considered taboo by the tribes of the region. They tell of horrible spirits that suck away men's lungs and of strange deaths that eventually come to those who violate the taboo. They see no reason to go to the mountain, since there is nothing of value to be found there. In a hidden canyon halfway up Sentinelspire is the Fortress of the Old Man. This home of the Claws of the Leopard Guild of Assassin was built by the Imaskari emperor early on in the empire's history. Over time the clans loyal to the Imperial family died out and were replaced by families loyal only to each other. Now the assassins work only for themselves, and whoever buys their loyalty at the time. Even though this is the symbolic headquarters of the Black Leopards, there are many other hamlets and villages, in hidden out of the way valleys that owe their loyalty to their guild master, The Old Man. The existence of this fortress and its inhabitants is a carefully guarded secret. The fortress can only be reached from a narrow cleft in the rock. Here a passage has been cut through the solid stone to the canyon beyond. The gate is carved with a monstrous, leering face. In the passage, frightening statues are cunningly placed in shadowed spots to frighten away the curious. To guarantee results, real guardians are intermingled with the statues, should the curious probe too far. All these precautions are intended to ensure the privacy of the canyon's inhabitants—the Old Man of the Mountain and his followers. Their canyon is a beautiful garden, filled with every comfort a person could desire. Wine flows from the rock, trees bear fruit year round, beautiful hours and

handsome slaves are ready to do any bidding. For those who live here, there is no labor or want. There is, however, a price.

The assassins here are fanatics and their prices are steep. A contract once taken is followed until fulfilled or 900 days have passed, after which time the clients money is returned and the hapless assassin is beheaded for incompetence, and their head mounted on a wall of shame somewhere inside the mountain. Contracts can be taken out by leaving messages within the various temples and shrines of the Black Leopardess scattered throughout the empire. Being the Goddess of destruction, murder, change and death, she is the perfect go-between for this nefarious organization. Regicide against the emperors is rarely attempted no matter what is offered as payment for the retaliatory reaction from the other Lord Artificers is bad for business. But very rarely an emperor will come along who is so unpopular that the Old Man will arrange their demise for free.

Shalhoond

This great forest is unclaimed by any power. It is the border between the civilized South and the wild lands of the North. It is a savage place. Human settlements only penetrate the very edges of the forest. It is sometimes called the Great Wild Wood. The settlers along the forest's edge take lumber from the forest, mostly walnut, birch, and pine, and ship it to the towns on the Gbor Nor. To simplify the transport, most of the settlements are along the rivers that penetrate the forest. In addition to lumbermen, the settlements have greater than normal numbers of rangers, guides, wardens, huntsmen, and trappers. These souls bravely venture into the forest for their livelihood. The Shalhoond is noted for its animal life. Hunters from the civilized South and the savage North stalk this ground but they risk running into the forest's most dangerous inhabitants, the Shiltelquessir, or elves of the Twilight.

Located deep within the hidden valleys at the heart of the Shalhoond are several large settlements of Green Elves who speak a dialect not heard in the world since the fall of Miyeritar. Dark of skin, hair and eyes, the elves here live within giant arboreal complexes covered by craftily constructed mythals and illusions. The worship of Angharad is the primary deity worshipped here, and the name of Corellon and the other Seldarine is a distant legend filled with anger, hatred and betrayal. It is thanks to the perfidy of Angharad that these many thousands of Miyeritaran and Star Elven descendants avoided the evils of the Crown Wars and the betrayal of Corellon both.

Now Green Elves with Dark, Green and Star Elven ancestry, the many thousands of Shiltelquessir claim the entire Shalhoond and the southern slopes of the Khopetdagshan as their own. The Imaskari Artificers know of at least three Elven cities located within the forest, all covered by mighty mythals woven before humans had even discovered magic. After several disastrous border wars in which vast numbers of humans have been slain, and many hundreds of artificers layed low, the rulers of Imaskar decided wisely to leave well enough alone, and declared the forest off limits. Still the elves happily trade plantation grown timber, bows, and other forest products with the humans. A strong alliance has been maintained between the

rulers of Shalhoond and the Emirs of Katakoro and their Malviddi allies for many centuries, and many wonder if this is one of the reasons why the upper kingdom was spared the Silent Death.

Here the land is dry and rugged. The forest covers the lower slopes of the mountains, filling the steeply-angled valleys. Rivers rushing down from the peaks cut sharp, narrow valleys, each river separated from the others by knifelike ridges. As the water quickly descends to the surrounding plain, they drain away. Many actually disappear before ever leaving the confines of the forest, while others sink underground on the dry lands of the steppe or flow into the Gbor Nor.

In the Shalhoond, the winters are cold, though nowhere near as bitter as the biting chill of the north. The cold winds that sweep across the steppe from the north are moderated by warmer winds blowing from Gbor Nor and the south. The springtime enters with less violence and lasts longer. It is in summertime when the true extremes are felt. The temperature can be scorchingly hot for days on end, sometimes humid and sometimes dry. With fall the temperature once again becomes moderate. The fall season lasts for a month or more.

The principal trees here are pines, birch, and aspen along the edges with the deeper valleys filled with walnut, sycamore, trident maple and oak. There is little marshy ground and the forest floor is more open. Steppe and prairie grasses grow in the open areas. Wildlife is abundant, both game and predators. There are musk deer, wolves, mountain goats, foxes, snow leopards, porcupines, hawks, eagles, deer, badgers, and occasionally tigers. Numerous game birds either live in or migrate through the Shalhoond—ducks, geese, pheasants, and quail. Hunters from the steppe regularly pass through the Ejen Horo to bag the game of the Shalhoond.



Shalhoond Forest

Common:

Bats
Giant centipede
Huge centipede
Herd animal
Lesser nature spirit
Ogre
Elf
Owl
Black porcupine
Brown porcupine
Skunk
Huge spider
Giant spider
Large spider
Stag beetle
Wild boar
Wolf

Uncommon:

Badger
Lesser basilisk
Cockatrice
Firestar
Goblin

Black Bear

Large hawk

Rare:

Belabra
Chimera
Copper dragon
Eagle
Falcon
Giant wasp
Hill giant
Jackalwere
Greater nature spirit
Owl bear
Giant owl
Treant
Giant weasel
Dire wolf
Ama Tiger

Very Rare:

Great basilisk
Green dragon
Shan sao
Weretiger
Snow Leopard

The Gate of Iron

In a neck of the Dustwall is a narrow pass leading from the burning desert of Raurin to the edges of northern Durpar. At the very top of the pass, the way is blocked by an ancient stone battlement. Only a single gate pierces the wall, This is the famous Gate of iron. Built over four thousand years ago, the Gate of iron still stands strong and undamaged to this day. More amazing, however, is the fact that no one can open the metal valves, nor have they been opened in over three thousand years. The Gate of iron was built in the days of the Imaskar Empire. in those days this pass was the only route to the lands of present-day Durpar and Uigarth, for the Scarlet Jungle covered the easier low passes. The gate was built to halt the advance of the imaskaran armies in their march of conquest. The southerners, under the guidance of dwarvish master architects (in a time when the dwarves were more widespread) raised up the walls.

Of all the fortifications, the gate itself was the weakest part and so it was decided to cast it from iron. Iron was scarce in that southern land, and thus more valuable than gold. A subscription was placed on all the people of the land, requiring they give up all they had of the precious metal. Pots, swords, temple-bells, every bit of iron was collected and melted down. The great molds were cut and set into place.

All was ready for the final casting. There remained, however, still one problem. While the iron doors would be strong enough to resist drills, fire, and catapults, it was still vulnerable to magical attack. The best sorcerers of the land labored over the gates, searching for a way to protect from every possible attack. Finally they finished, devising a powerful conjuring, greater than any ever attempted before. So great was the spell that its casting would surely drain the very life from the caster. Bravely one of their lot volunteered to perform the ceremony. The spell was cast and the gates were forged.

The Gate of iron is immune to any type of magical attack. Indeed, this part of the enchantment is identical to the effect that created the Deadlands, the regions where magic has no power. The spell had a second effect, so that the gates could not be opened once closed. Only two people, the spell caster himself (who, of course, died in the casting) and the king of the south, knew the secret to open the Gate of iron. Today, the spell used to create the gates is lost and there is no known record of the procedures used to cast it.



Magical Items of the Empire

The Imaskar'cana

The seven Imaskar'cana are items of tremendous power, but their names are now forgotten so they are now known by this collective name instead. One of these is a tome, the Third Imaskar'cana, and can be found in the city of Deep Imaskar'cana. The fates of most of the other items are unknown, but the Purple Library in city of the Seal does hold a few tomes concerning some of them.



The First Imaskar'cana

Crafted by an ancient Lord Artificer of Inupras more than five thousand years ago, the First Imaskar'cana is a crudely wrought, crenellated crown forged from a strange, lavender-tinted metal. Though it was created for humans to wear, it also fits snugly when placed on the heads of other Medium humanoid. A blue-black star sapphire about 3 inches in diameter rests squarely at the front of the crown.

The First Imaskar'cana quickly became a symbol of the supreme authority wielded by the Imaskari emperors. Lord Artificer Yuvaraj was wearing it when he perished in battle against the manifested god Horus. The artifact is believed to lie deep under the sands in the ruins of Inupras, not far from the imperial palace.

Anyone who wears the First Imaskar'cana gains spell resistance 30 and is protected by a spell turning effect that can turn 10 levels of divine magic in a 24-hour period. Once it has reached its capacity, the First Imaskar'cana cannot turn spells again for 24 hours.

The First Imaskar'cana also holds the collected knowledge of the empire's lord artificers and can answer many questions concerning Imaskari customs, politics, and magic. It does not engage in conversation, however, and offers only the briefest answers to direct questions (+20 bonus on Knowledge [history] checks regarding Imaskar only). The crown is designed to record all of the words, deeds and decrees of Imaskar's rulers. This function continues to operate for those who can speak Roushoum and who know the command words. Any being

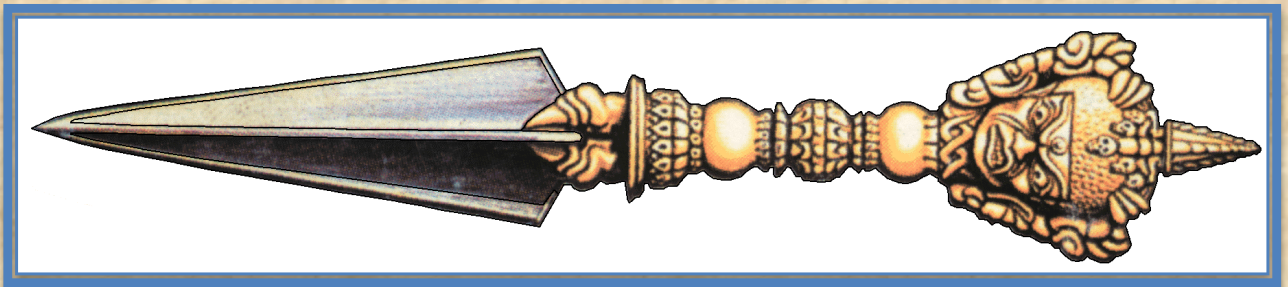
attempting to use this function without knowing the correct commands risks having their collective knowledge and their soul drawn into the crown (Will DC 20 negates).

In addition, any wearer of the crown can use the following spell-like abilities: 3/day -- antimagic aura, improved blink, legend lore (Imaskari items only), greater teleport, true seeing; 1/day -- gate. Caster level 18th.

The crown's spell resistance and spell turning abilities are always active, except as noted above. Any other power must be commanded to function as a standard action. The crown responds only to commands spoken in Roushoum, the ancient language of Imaskar. If a command is issued in any other language, the wearer instantly becomes the target of a feeblemind effect (Will DC 20 negates). Overwhelming varies; CL 18th; Weight 3 lb.

Second Imaskar'cana

Created not long after the forging of the First Imaskar'cana, is a plane looking tri-foil dagger, with a simple crudely cut image of the second emperor carved into the hilt. The blade itself is adorned with simple early Roushoumiin symbols of the smiths and is forged from shade-steel mixed with copper and tin. The dagger is a stabbing weapon and wounds from it tend to bleed uncontrollably for at least 24 hours unless magically treated.



The dagger was created to hold the secrets of the creation of the Imaskar'cana and their guardians, the Ebon Sage Statues. The dagger also holds the collective knowledge of the smiths and artificers, the mining of metals, the creation of rare alloys and the collected works on metallurgy and the forging and enchanting of metallic devices, weapons and armour. Included in this is the construction of Helmed Horrors and Shade-steel Golems. The dagger was designed to assist in the creation of new artifacts and can answer many questions concerning Imaskari mining, metallurgy, metal smithing and items creation and enchantment magic. It does not engage in conversation, however, and offers only the briefest answers to direct questions (+20 bonus on Knowledge [history] checks regarding Imaskar only).

The dagger is a dancing & ghost touch dagger of wounding, dealing triple damage to all undead and spirit like creatures. Against such foes its wounding affect lasts for 48 hours, and if the undead is reduced to 0 or less hit point in that time then they dissolve into a purple mist before fading away forever. In addition the dagger wielder is immune to all harmful effects delivered to them through contact with undead creatures.

In addition, any wielder of the dagger can use the following spell-like abilities: 3/day -- haste, create item (greater), legend lore (Imaskari items only), fly, mage sight, speak with dead;
1/day – limited wish. Caster level 18th.

The dagger responds only to commands spoken in Roushoum, the ancient language of Imaskar. If a command is issued in any other language, the wearer instantly becomes the target of a horrid wilting effect (Will DC 20 for ½ damage).

The Third Imaskar'cana

Is a massive great-tome bound in slate covers lined with blue dragon skin. Its pages vary in composition and appearance - some are raggedly cut vellum, others are the skin of humans, elves, or even tanar'ri, and still others are made of crystal that magically possesses the flexibility of paper without its weaknesses. The tome contains a history of all the blood lines of Imaskar. The life of every person of Imaskari blood, (from the original 14 clans) is recorded in fine detail within the tome. The most intimate secrets and deeds are recorded in fully illuminated colour. If knowledge is power then the possessor of this book has access to the location of all of the greatest secrets and doings of Imaskar's elite. The book has continued to record even into the modern age. A hidden power of the book is its ability to make accurate prophecies about the future with uncanny accuracy. These predictions are spoken in auld Roushoum and stated only once and often relate to the current owner of the book.

Anyone who carries the Third Imaskar'cana gains spell resistance 27. Any other power of the tome must be commanded, as a standard action, to function. The Third Imaskar'cana can't be read like a standard tome. Instead questions or commands must be posted to it in Roushoum, since it only recognizes that language. If a question or command is directed at the tome in any other language, the questioner is immediately sucked into the tome, where she becomes a fine new vellum page. (A creature so destroyed can only be returned to life by a miracle or wish spell)

Anyone who successfully communicates with the tome can use the following powers as spell-like abilities (caster lvl 18th), each once per day: dominate monster, imprisonment, meteor swarm (DC 23), and time stop. Additionally the Third Imaskar'cana can answer questions once per day, as through via commune spell.

The Fourth Imaskar'cana

A battered and patina covered bronze stylus for writing upon clay or wax tablets is the repository of the information contained in the Fourth Imaskar'cana. The stylus contains the collective knowledge of portal construction, interdimensional travel and a fairly complete encyclopedia of life and travel amongst the planes. To gain access to the knowledge a being must ask specific questions in auld roushoum and they must have ready clay tablets for the stylus to record its answers upon. When answering a question the stylus animates and begins writing in either Roushoumiin symbols or if about times after the Years of Silent Death, then the information is written down in a rustic cuneiform:

Roushoumiinsymbols or 



In addition to the above, anyone who wields the Fourth Imaskar'cana gains spell resistance 30 and can use the following spell-like abilities: 3/day – read languages & magic, tongues, true sight, clairvoyance & clairaudience, dismissal, gate, teleportation circle. Caster level 18th. Any being attempting to access the knowledge without speaking in Roushoum risks being flensed (save vs spells or be literally turned inside out resulting most often in a very messy and spectacular demise). The stylus then teleports away to a random location somewhere within the bounds of the empire.

The Fifth Imaskar'cana

Is a pitted, battered-looking scepter about 2 feet long and 2 inches in diameter. A crudely cut amethyst the size of a human fist crowns its bronze shaft. The Fifth Imaskar'cana contains the entire military history of Imaskar from –7500 DR and onward. It telepathically answers any question posed about that subject to the best of its ability [+20 bonus knowledge (history) checks regarding Imaskar's military history. Anyone who wields the Fifth Imaskar'cana gains spell resistance 26 and can use the following spell-like abilities: 3/day – charm person, crushing despair, confusion, daze monster, mind fog; 1/ day – binding, demand, geas, mass hold monster, power word stun. Caster level 18th.

The scepters spell resistance is always active. Any other power must be commanded to function as a standard action. Like the First Imaskar'cana, the scepter responds only to commands spoken in Roushoum, the ancient language of Imaskar. If a command is issued in any other language, the wielder instantly becomes the target of a disintegrate effect. (Fort DC 19 partial; self only; items carried are unaffected). Overwhelming enchantment; CL 18th; weigh 4 lb.

The Sixth Imaskar'cana

Is a much used and dented chalice of a silver grey alloy studded with rough cut gem chips around the gold lined rim and base. Many dents and scratches give this old, rather garish piece of drinking wear an rather base and neglected appearance. This belies its true power; the collective knowledge on the summoning, binding and baring of extraplanar powers, including primordials, elemental lords, devil & demon lords, planar powers, exarchs and gods.



A hidden power of the chalice is its ability to grant immortality to the drinker of a summoned extra-planar powers blood which must be poured into the cup and mixed with a crushed philosophers egg and half a pint of the cup holders own blood. It telepathically answers any question posed about that subject to the best of its ability [+20 bonus knowledge (history) checks regarding Imaskari planar summoning and binding magics. Anyone who wields the Sixthth Imaskar'cana gains spell resistance 35 and is surrounded by a protection sphere 20' in diameter and can use the following spell-like abilities: 3/day – monster summoning I to IX, teleport, banishment, tongues, dimensional lock 100' radius (Permanent); 1/ day –gate, world walk, planar binding, power word - domination, major curse. Caster level 18th.

The chalices spell resistance is always active. Any other power must be commanded to function as a standard action. Like the First Imaskar'cana, the chalice responds only to commands spoken in Roushoum, the ancient language of Imaskar. If a command is issued in any other language, the wielder instantly becomes the target of a random dispatcher. (self only; items carried are unaffected and remain behind).

The Seventh Imaskar'cana

The Seventh Imaskar'cana is an artifact that resembles a large golden key and holds the entire body of Imaskari knowledge about creating permanent extra dimensional spaces and the growing of geode into towers and citadels magically strong enough to contain the mighty enchantments that extra-dimensional magics generate. The Imaskari discovered, whilst following the ancient Batrachi teachings that the crystalline matrices of geodes are the perfect containers for advanced and highly complex spell workings expected to last for eons. The Purple Palace is built of a giant amethyst geode of enormous power and its very structure is used to contain the living essence of a sleeping god and the end of time itself. The Golden Key unlocks the dimensional prisons containing the separated remains of the very first dream sphere of Ghaunadaur – the primordial Pandorym.

Anyone who wields the Seventh Imaskar'cana gains spell resistance 85 a spell turning aura that operates continually and can use the following spell-like abilities: 3/day – blink, dimension door, greater teleport, telepathy, acid ball, dimensional lock 100' radius (Permanent); 1/ day –, world walk, power word - domination, hell ball. Caster level 18th. The Key communicates via telepathy and answers simple straight forward questions. Attempting to access its information incorrectly must save vs spells or be blasted into a pocket plane containing the imprisoned Primordial at the end of all things – located on the edge of the Plane of Nightmares.

Imaskari Helmed Horrors

Among the first Helmed Horrors was created by the Imaskari wizards and used to guard places or sent on fetch and delivery quests. Helmed Horrors are constructs of animated suits of plate mail, sometimes a purple light radiates between the spaces and holes of the armor. Made up of enchanted suits of bronze armour animated by the trapped souls of willing (sic) slaves, these constructs often make up the bulk of a wizards private guardians. Whole regiments of these machines have been created and buried against the day they will be called forth.

The process for creating such horrors is relatively simple, yet quite expensive; so that only the wealthiest of Lord Artificers can ever afford to make them in large numbers. Specially created suits of cataphractoi armour are made, inscribed with necromantic runes of power designed to hold the spirit and magic in place within the structure of the suit. The artificer would use the soul of a charmed slave who would 'willingly' sacrifice themselves for the eternal service to their 'master'. Once placed within the armour via special spells and rituals, the artificer would then empower the helmed horror with specific and often unique powers and defenses. Lastly the helmed horror would be told who to obey and what to do.

Once set in motion these living constructs would carry out their instructions in the most logical and intelligent manner possible. Incapable of speech, speak with dead spells or via an especially prepared command circlet or bracelet (made of bronze & shade-steel), were the only way to communicate with a helmed horror if one was not the creator or part of the original instructions and enchantments. Cataphractoi armor was made from overlapping, rounded plates of bronze or iron (varying in thickness from 4 to 6 millimeters), which had two or four holes drilled into the sides, to be threaded with a bronze wire that was then sewn onto an undergarment of leather.

Average Imaskari Helmed Horror. Str 19-22 Dex 16-18 Int 11-15 AC25 (-5) HD9d12+18 attack/damage by weapon – usually mace or scimitar, some armed with composite bows or pole axes. Immune to mind affecting magic & psionics, death magic, illusions, electricity, cold, sound based attacks, ½ damage from fire and acid. Powers: Fly 18/C, Chain Lightning 3/day (12d6+12), magic missile 3 darts every 6 rounds, dispel magic 3/day, great shout 1/day, change self (at will), hold monster 2/day, true sight (at will).

Imaskari Shade-steel Golems

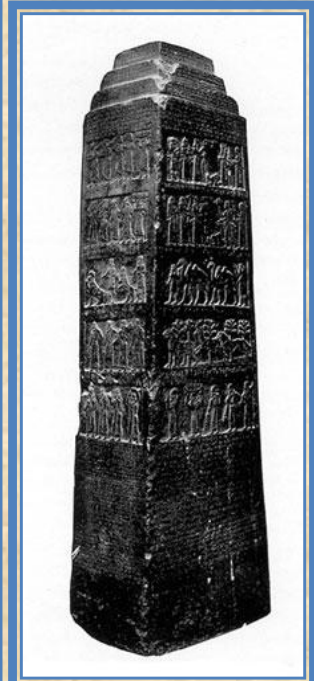
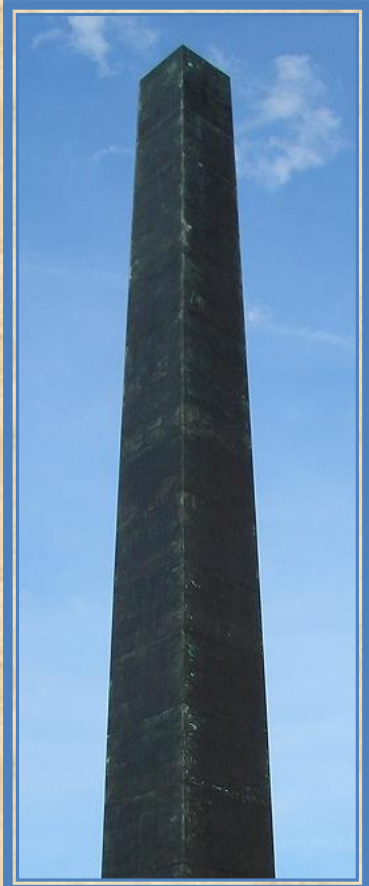
This 7-foot-tall shadowy automaton is crafted from a matte black metal that seems to absorb light. The metal itself is mined and forged entirely on the Plane of Shadow. A mist fills the hollow spaces between its skeletal frame, and its two long arms end in sharp metal claws. A dour, skull-shaped head surmounts its broad torso, but the construct has no neck to speak of. It moves slowly but silently, hovering above the ground and disturbing nothing as it pass. The human empire of Imaskari gave rise to the first shade-steel golems, which were built to guard the vast troves of Imaskar's evil wizard-kings.

The forging and construction of the golems varies from wizard to wizard, with each one resembling their creator in some way. These idiosyncratic creations serve as elite guardians of many hidden vaults, geode towers and bastions of the Lord Artificers. The animation of one follows a similar pattern to that of the Helmed Horrors, the main difference being that each golem is inhabited by the spirit of a fanatically loyal follower, who freely embraces immortality in the service of their master and the empire. A typical golem is an intelligent construct who follows almost blindly the dictates of their masters even centuries after they have turned to dust. They are not afraid to put themselves in harm's way as little can damage them. One famous golem fled with its owner's children into Ulgarth, and millennia later still serves the Imprakesh family faithfully as the nanny and chief bodyguard of the noble families children.

Typical Shade-steel Golem Str 20-24 Int 14-19 Dex 12-18 AC -5 to -10 HD 10-30 d12, at +4 to +7 to hit, 1d8+7dg to 3d10+15dg, (2 or more blows from claws per round).

Bhukaran Portal Columns

Made from a matt finished ebony coloured alloy of adamantine, gold, copper, iron and tin, portal generation columns come in matched pairs. Each is 10' to 100' in height, can be from 6 inches to 10' thick, and shaped as a cylinder, star, triangle, diamond, oval or square. Each column is covered in mystic runes inscribed in a mixture of Leshay, old Roushoum and Batrachi. The writings designate the words of power needed to activate the gates destination. Each portal is linked to at least one other location. The larger the columns the more power they hold and the more locations they can be linked to. The largest and most powerful gates link up to 20 different destinations.



A portal nexus is a plaza with at least 2 pairs of columns, but with as many as 20 pairs (located in Capital Square in downtown Inupras). These locations are major trade and travel hubs, heavily guarded by Imperial Battle Magi and Dog Soldiers. Portal Nexus are also located at major administrative centre where census takers and tax collectors abound keeping careful track of the portal traffic and its relative commercial value. Portal use is not for the very poor unless. Most users are merchants, business people, messengers & couriers, nobles and the military. Portal transport fees are steep and farmers will often group together to send their produce as a collective in one large shipment. Illegal use of the network attracts stiff fines and punishments with the worst offenders being sent to the gladiatorial pits, Imperial Mines or put straight to death.

Each portal is controlled by at least one portal lord or an apprentice of at least 8th level. They possess the keys needed to operate the portal safely. Each trip is booked in advance unless of official Imperial business, then these users take priority. Fees are payed according to the number of travellers, destination and size of the cargo. Smaller portals are designed for small wagons, chariots and horses or elephants. The largest portals transport entire armies to the nearest nexus where they can be quickly martialled for battle.

Portal operation is simple yet secret. The operator is told the desired destination, and if the portal has a link to that location, the operator inserts a specially designed bronze key. This along with the uttering of secret words of power, peculiar to that portal and location are uttered by the operator. This opens the portal so that those waiting to enter can view what is happening on the other side. Once the operator establishes that the link and destination are secure, they open up a one-way link to the exit portal. Once the travellers have

transferred to their new location the portal is sealed or redirected to its next destination. The portals are artefacts in their own right and each is highly resistant to interference and destruction. Normal portal activation and destruction spells simply do not work, without the correct portal key and invocation of the correct incantations, a portal simply will not work.



Damaged columns will still work, but they must be intact for the portal to function properly. Attempts to shut down, redirect in any way improperly interfere with a portal can invoke a dire response. Major curses, summoned monsters, bolts of lightning, blinding sunrays, withering heat, freezing cold, undead, disintegrating rays, shattering sound waves, teleportation to distant asteroids, planets, locations in the abyss or other outer planes are all penalties for attempting to disrupt an Imaskari portal. Almost all are guarded by an accomplished portal lord, their apprentices and a goodly number of Dog Soldiers, local militia and other guardians both magical and mundane.

Lore Guards

Used by Artificers as bodyguards and assassins Lore Guards are spirits of higher “undead” demonic wraiths who inhabit complex humanoid mechanical constructs. Highly psionic, each linked to the other through a collective mental nexus that allows each to know the thoughts, intentions and actions of the other. This allows for one LG to keep the other members of its ‘hive’ informed and allows the high master to direct and to an extent ‘control’ the actions of each group member. This translates in battle terms as a +1 to AC and to hit bonus per member of the hive working together, to a maximum of +5. They are known to deflect/parry/defend for each other, and are quite capable of attacking a single target en masse before moving onto the next one. Another feature is their willingness to sacrifice one or more of their number to achieve a greater goal. This is because, even with the destruction of their physical bodies, the spirits are free to return to the abyss or to a previously prepared ‘phylactery’ that stores them until a new mechanical body is readied for habitation.

Most Lore Guards use heavy weapons such as axes and great swords along with heavy spears and polearms. They excel in armed and unarmed combat, usually specializing in particular weapons and martial combat styles. They are totally fearless, incorruptible and loyal. They will follow orders intelligently and will not sacrifice themselves needlessly to satisfy the whims of an ineffective master; but for a proven purveyor of evil and dilettante of the dark arts, there is no more loyal a bodyguard/assassin. They have all of the standard undead and tannaric immunities, as well as being immune to spells of less than 5th level. The removal of limbs and the head will disable a Lore Guard but not stop it. In addition to being nearly indestructible, they have a collection of useful powers (these are just a typical selection and can be substituted). True sight & detect lie (always active), fear 15' radius (at will), mass hold monster & power word kill (1/day each), dimension door/spider climb/magic missile/wraith form 3/day each, caster level 18. Besides this Lore Guards are telepathic with psychokinetic and telepathic powers that vary from guard to guard.

Shadesteel Weapons (tainted)

Manufactured from iron mined in the shadow realms at great personal cost to the miners who face a very high mortality rate do to the extreme environment and the high number of predators who have developed a taste for 'warm-bloods'. The manufacture of shadesteel weapons requires the bones, flesh and blood of innocents to be mixed with the blood of demons as the sources of carbon when manufacturing the steel. Smithies must specially train to work with the metal as it is extremely hard and difficult to work.

Despite intense heat, shade steel is always cool to the touch even when glowing red with heat. Each weapon is worked by a team of smiths over several weeks, the metal folded and layered up to 12 times before the final laying out of a head, hilt, tang or blade. Other metals can be worked into shadesteel to give the alloy a golden, silver or metallic blue sheen. Almost every weapon forged using this metal retains a semi-sentient quality usually associated with pain, suffering, sadness, rage, hunger, gnawing emptiness, hatred, jealousy, desire for power and revenge.

Sample Weapons:

Blackblood Kukris: Copied from the weapons of the Rakhati mountain people, these evil looking curved bladed knives. Issued as rewards to soldiers for meritorious service they are often handed down from generation to generation as a mark of pride amongst warrior families. Highly ornate, black bladed kukris that seem to absorb light rather than reflect it are always cool to the touch. The hilts are wrapped in imported sharkskin and studded with fine jewels and metals. The standard powers of a Blackblood Kukri are: +1 to +5 to hit and damage, hurling with a range of 250' and wounding.

The more ornate and powerful ones often gain sentience after absorbing hundreds of souls. They are almost always evil in outlook and highly intelligent; most have additional powers

based upon the age of the weapon and its history. A ceremonial weapon that is only brought out on special occasions while being very old, will just be a standard Blackblood Kukri. On the other hand, a weapon used to make regular blood sacrifices to a dark demon or power such as Demogorgon will be filled with a vile and cruel malevolence thirsting for constant attention.

Arrows of Lingerin Death: +1 to +5 arrow heads on black shafts with blood red fletchings. Each arrow when it hits loses its head which continues to wound a creature until the arrowhead is removed; so usually one arrow is enough to bring down even the largest creature. The arrow head works its way to the vital organs causing 1 -5 +1d4 hp damage per hour extra until the creature expires. Living beings dying in this manner are forever dead with only a wish or miracle (or epic resurrection) being able to bring them back. These arrows are usually manufactured in batches of 10 at great cost (2000gp for each arrow), and are found in specially prepared sheafs of ornately worked, black leather, bound in shadesteel bands.

Elemental Engines: A range of shadesteel 'containers' housing captured elementals used to power a vast variety devices and machines. Examples of this are many and varied;

- Fire elementals of differing strength provide heating and hot water for homes and baths, they also provide power for lighting and the largest work as engines for some flying platforms and the like.
- Water elementals of differing strength power water craft on the lakes and rivers and provide controlled water sources for cisterns, gardens, water features, household water supplies, bath houses, sewer systems and the like.
- Air elementals provide cooling breezes, wind for sails on both ships and flying craft, fuel for air cannons (air powered catapults), air supplies for inter-dimensional travel and closed containers, rooms and complexes.
- Earth elementals provide energy to secure building foundations, secure walls against breaches by repairing them as the damage is done, are used to seal doors and openings, and are often used as guardians, released as shrapnel bombs and attacking guardians. Earth elementals are also used to power metal crawlers, as they are often forged into the very fabric of the metal through hidden arcane means.

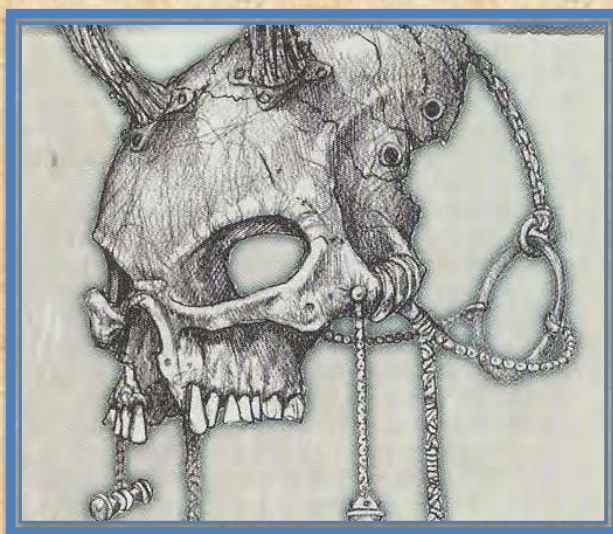
Other para-elementals used are from the shadowfell, and the planes of ash, steam, lightning, rain, salt, cinder and various metallic and gem ridden planes. Artificers are experts at trapping and tapping into the dimensional energies created by elementals for their own purposes, and their uses are limited only by the imagination of the wizard.

The Imaskirc'naar - The Masks of Madness



The seven masks of madness are part of a much larger collection of masks created by the cable of rebel artificers determined to bring down the imperial family, sieze power and remake the empire in their own twisted image. Each mask is unique as reflects the personality and class of the original creator. Anyone may wear a mask and use their powers, but only the creator or one of their direct descendants can use it without incurring the penalties attached to its use. The masks do not impede the wearers ability to speak, breath or limits the wearers perception.

Ynraev's Mask



Created by Lady Artificer Ynaerv an accomplished necromancer (Lv 23) from the skull of a slain elven paladin of Sehanine and the antlers of her white hart mount. The mask covers the upper portion of the wearers face and small cooper chains run behind the wearers head to hold it in place. The masks wearer is granted 10% magic resistance to saves vs necromantic magic and spell-like powers. An the wearer casts any necromantic spells as if they were a caster four levels higher. Once per round the mask wearer can attempt to command & control undead as a priest of 18th level. This can be done up to 8 times per day. Each day the wearer can choose to cats any three of the following spells at 18th level: vampiric touch, animate dead, create undead, create greater undead and soul bind. However each time a being puts on the mask they risk being transformed into a 'Curst', undead being. They must save vs death or be transformed. Only a limited wish, wish or miracle can restore the transformed being to life.

Dhonas's Shroud

Created by Lord Artificer Dhonas an accomplished Illusionist (Lv 21), the mask has large coloured glass plates that cover the eyes, and a wire mesh covering the mouth. The rest is made of small silver plates held together by brass bolts. A grey cloth hood lays over the back of the head and holds the mask in place.



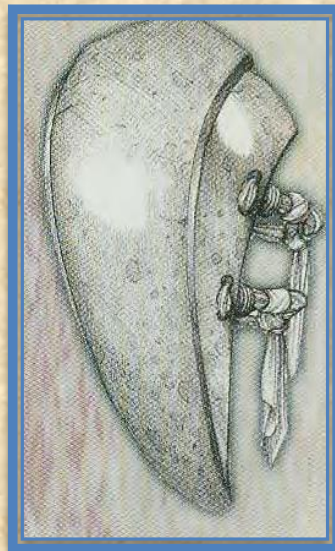
The wearer of the mask is granted 10% magic resistance against illusion spells and spell-like powers. The wearer also can cast illusion based spells as if they were a caster two levels higher, in addition victims of the catres spells make all their saving throws with a minus 2 penalty. The mask wearer can use the Mirror Image power up to 8 times per day at 18th level and the mask act like a displacer cloak so long as it is worn, providing a +2 armour class bonus and other benefits as per a displacement spell. Each day the wearer may cast any three spells from the following list as an 18th level caster: hallucinatory terrain, persistent image (permanent illusion), nightmare, veil and weird. Each time a being dons the mask there is a 20% chance the person will be forever haunted by nightmares any time they sleep. These are the equivalent to a nightmare spell of 18th level, (wearing the mask whilst sleeping gives the wearer 10% MR against this effect). A break enchantment, limited wish, miracle, wish or remove curse spell cast by a being of at least 18th level is required to remove the curse.

Mask of Aberration



Created by Lord Artificer V'rath (Tr 27) an accomplished Transmuter and vivisector, this mask is a ghastly patchwork of the skins of humanoid creatures badly altered by magic. It wraps around the wearer's head and buttons up the back. The patchworks move around randomly. The wearer of the mask is granted a 10% magic resistance against transmutation spells and magical effects & powers. They also gain a +4 bonus to their caster level when using any spell from the transmutation school. The wearer of the mask can also use the passwall power up to 8 times per day at 18th level, and they are able to spider climb at will. Each day the wearer can cast any three of the following spells at 18th level of ability: haste, polymorph other, disintegrate, polymorph self, iron body, and Tenser's transformation. Each time a being dons the mask they must save vs polymorph or become a Gibbering Mouter. This does not affect their equipment which simply drops to the floor. The wearer loses all abilities and memories of their former self and becomes a normal Gibbering Mouter. Only a miracle or wish spell cast at 18th level or above will fully restore the beings body and mind to its former state.

Shades Veil



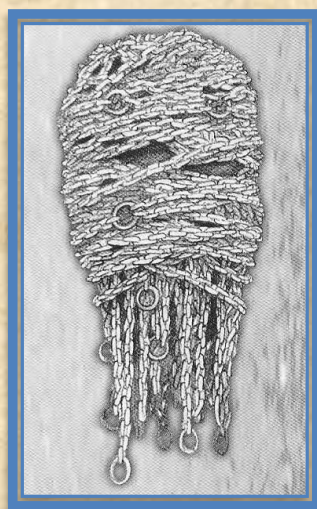
Created by an apprentice of The Ebon Flame, the Lady Artificer M'remor and accomplished shadow magic using illusionist (Shd Ill 24), the Shades Veil is a curved plate of dull, shadesteel, fitted to the wearer's head with cloth straps. It covers the wearer's entire face, hiding all her features. The wearer can see through the mask and perceive her surroundings normally. The wearer of the mask is granted 5% magic resistance against spells and powers of illusion. The mask adds +2 to the casters level when using illusion spells, whilst victims make their saves at -6. The wearer can drain 1d6 strength points by touch at will up to 8 times per day and any being reduced to 0 strength becomes a shadow under the wearers control. The mask allows the wearer to see in total darkness giving them dark-vision that functions continuously. Each day the mask allows the wearer to cast three spells at 18th level from the following list: shadow walk, project image, shadow evocation and shades. Each time a being dons the mask there is a 20% chance the wearer suffers 1d6 negative levels. After 24 hours the being must save vs death or permanently lose those levels. If they die as a result the wearer becomes a free willed shadow. Only a limited wish or wish spell will restore the cursed being to life.

Mask of Shun



Created by Lord Artificer Shun the All Seeing & All Knowing, an accomplished Diviner (Dvr 30), the mask is crafted from hundreds of copper coins fused together, each with a death's head stamped on both sides. The largest portion of the mask covers the wearer's upper face, or jaw. Leather straps hold the mask on the wearer's head. The wearer of the mask possesses powerful second sight. The ability works just like true seeing, except that it extends to the wearer's normal vision and functions continuously. The wearer can comprehend languages at all times. Each day the wearer can use 5 spells from the list below at 18th level of ability: detect thoughts, true strike, clairaudience/clairvoyance, discern lies, discern location, identify, legend lore, and foresight. Every time the mask is worn the wearer is assaulted by visions of the past and future. The wearer must save vs spells to resist attempting to make sense of the visions or stand helpless for 5 rounds and suffer 1 point of permanent wisdom drain. Beings who try to make sense of the visions are often fooled into believing they know the future. A remove curse spell cast on the wearer during the visions will help prevent the wisdom drain.

The Facade



Created by a mysterious Lady Artificer known simply as Lady Moon Shadow, an accomplished Enchantress (Enc22), the mask is very strange in appearance; chains wrap around the wearers head like gauze, hiding the wearers features with only the eyes revealed. The wearer of the mask is granted 10% magic resistance against spells and spell like abilities of the enchantment/charm school. The wearer casts spells of the enchantment/charm school as if they were a caster 4 levels higher. Those that come within 15 feet of the wearer of the mask must make a save vs spells or be charmed. Each day the wearer can use 5 spells from the list below at 18th level of ability; suggestion, emotion, tasha's hideous laughter, mass charm, dominate monster, sleep. Every time the mask is worn there is a chance the wearer is overcome by paranoia and low self esteem. The wearer must save vs spells or stand cowering in fear for 5 rounds and lose 1 point of charisma permanently. A remove curse or limited wish spell cast on the wearer whilst they are gripped with fear will restore their charisma and break the hold on them that the mask has.

The Master's Face



Created by the head of the cabal of rebels, an Artificer known simply as "The Master", the mask is made of cast iron, has humanoid features and sports thirteen short horns. It covers the wearer's face entirely. The wearer of the mask gains a 10% magic resistance against spells and powers of the conjuration/summoning school. The wearer can cast spells of the conjuration school as if they are a caster 4 levels higher. Summoned and called creatures must save vs spells when attempting to strike the mask wearer. If the creature succeeds, the summoned creature can attack normally. If the save fails the creature can't follow through with the attack and that part of the creatures action is lost. Each day the mask wearer can use three spells from the list below at 18th level of ability; planar binding, gate, summon monster VI, summon swarm, and mount. Each time someone dons the mask there is a cumulative 20% chance the wearer is cursed to be hated by summoned and called creatures. Creatures summoned or called by the wearer are automatically hostile toward the caster. A limited wish, wish or remove curse cast at 18th level or above is needed to remove the curse.

The Black Sword

A lawful neutral obsidian bastard sword +3/+6 against emperors, this is a truly magnificent weapon and a truly dangerous one to wield. Its other properties:

Intelligence 17, communicates telepathically and through speech (but only in Imaskari); dispel magic three times per day as 15th-level wizard, darkness, 15' radius at will, silence, 15' radius at will. It was created at the height of the Imaskari Empire to overthrow the emperor, and has been the weapon behind dozens of regicides since that time.

The Black Bow

Whenever a character draws this bow, he automatically hits his target (provided the target is visible and within a range of one mile). The shot inflicts the maximum damage according to the type of arrow fired, so this weapon will be truly devastating if The Black Quiver is found. Unfortunately, every time the bow is drawn, it permanently drains one point of Constitution (the PC doesn't realize this until after he has fired the first shot).

The Black Quiver

This quiver contains one black arrow +3, which is replaced whenever it is used. After a hit is made, roll 1d4 to determine the arrow's effect: 1. death (save vs. death for 3d10 damage); 2. magic drain (victim's magic armour becomes normal armour, ability to cast spells is lost for 24 hours); 3. victim paralysed for 1d10 turns; 4. victim explodes (save vs. death for 5d10 fire damage). Unfortunately, every time one of these arrows is fired, the archer's hand blackens and withers slightly, reducing his Dexterity by one point permanently.

The Black Mace

This mace +5 renders the wielder invisible to undead and spirits. The wielder does not become visible to undead upon attacking. In addition, a successful hit is treated as a turn undead attempt as if by a 10th-level priest.

The Shadow Stone (The Stone of Madryoch)

A fist-sized cabochon cut deep purple-black crystal that gives off a warm purple glow yet is bitterly cold to the touch. This gem created by a compact between the Artificer Shade Madryoch of the Ebon Flame and the Goddess Shar. A glossy black shadesteel chain setting

attached to the sharp end of this tear drop shaped gem allows it to be worn as a pendant. The stone suppresses all weave magic within a ½ mile and allows all those adept in tapping its internal energies the ability to use it to cast spells using the Shadow Weave. In addition to its power to suppress weave magic the wearer is also immune to all weave based attacks entering the gems field of influence.

The Shadowstone also has a rather debilitating effect on creatures in tune with the weave. If a weave using creature attempts to, or is already using a weave based power whilst within the gems field then they must save vs spells or die becoming a shadow under the gem wielders control. If they save they are reduced to 1d4 hit points and are unable to access or use any weave based magic, powers or items for 1d4+1 years. Non weave using creatures are slain outright by the gems presence unless they save vs spells. If a save is made they simply flee for 1d4+1 hours and never approach the gem or its wielder ever again, (as is affected by a permanent repulsion spell).



Shades and creatures from the Planes of Shadow add 1d10 HD/levels to their abilities, caster levels, and hit points whilst under the influence of the gem. Shadow Weave magic users and worshippers of Shar are immune to the gems' effects unless Shar removes this protection.

Lastly the gem has the following powers usable 1/10 day: Legend Lore, True Sight, Mage Sight, Commune, Dimensional Lock, Gate, Plane Shift, Teleport W/O Error, Discern Location.

The Grand Staff of Omanond

The Grand Staff is an 86 inch long staff of white ash that seems twisted and knotted (as in tied, not covered in knots). At the top of the staff, the twists become one big whorl, leaving a cavity through which four gems spin and float. These are not ioun stones but something different as their shapes and colors shift depending on the time of day, depth beneath the earth, and the presence of certain types of magics and extraplanar creatures. This series magic item was created by the Batrachi at the height of their powers during the heady days of the Kolophoon Empire. It came to Lord Artificer Omanond as a gift from his Batrachi mentors in the ruins of old Bilbalanongrapp, deep beneath the city of Inupras.



The staff itself taps into the magical powers of many different dimensions thus being outside anything to do with the weave. In fact its very nature means that the staff exists on more than one plane and in more than one dimension at a time. The staff is made up of 9 parts that when combined make it more powerful than any staff wielded by those who walk the Realms Above or Below.

The four knotted white ash rods are in reality a Staff of Wizardry, rods of Absorption & Cancellation and a staff of Thunder and Lightning. The four gems each hold the powers as greater elemental rings, with each being able to store 4 spells of any level as determined by the caster.

The enclosed metallic tip piece acts like a cubic gate and the butt plate holds the powers of a ring of teleportation (self +50 pounds per level). The staff has the power to manipulate reality so that when used in its fully combined state it contains all known portal spells and transportation powers. It has the ability to create and shape extra dimensional spaces linking them via keyed portals to other such spaces. Specific Powers used 3/day at 25th level are:

Plane Shift, Astral Flight, Gate, Duo-Dimension, Astral Projection, Dimension Door, Probability Travel, Create Extra-Dimensional Space (100 cubic feet per level), Weave (shadow weave) Magic Reflection, Dimensional Trigger, Dimensional Vortex, Dimensional Lock, Summon Elemental Creature (all 101 known elemental types available), Reweave,

Barrier Reaver and Dimensional Barrier. There are many other unknown powers that are discovered the longer the wielder has the staff in their possession.

Spells cast from the staff draw upon powers outside any power connected with Faerun, how this happens is a mystery lost with the ancient Batrachi magi. Any magic launched from the staff ignores any magical defences or prohibitions based upon weave/shadow weave based magic. So +4 elf chain is simple elf chain, a ring of spell turning is useless. Thus only anti-magic shells, where all magic is negated are any real defence against the powers of the staff.

Lord Omanond linked it to the seven Imaskarcana so that the wielder of the staff can find each if it is ever lost, but only if the bearer is of Imaskari royal blood.



Spells & Rituals of the Artificers

Name: Eagles Feather

Level: 1

School: Conjunction/Summoning

Components: vsm

Casting Time: 1

Range: 10'+5' per level

Target/Area of Effect: 1 person/object up to 50 pounds per caster level.

Duration: 1 round per level

Save: none

Description: This simple little spell allows a spell caster to arrest the fall of an object and direct its fall to a limited degree so that the caster can make the most of wind gusts, air currents and thermals. The object weighs as much as an eagle feather and falls slowly but the caster can direct where the object/being falls guiding a 2' change in any direction for every 10' fallen.

Name: Portal Chime

Level: 1

School: Divination

Components: vsm

Casting Time: 1

Range: 1 portal within 20'

Target/Area of Effect: 1 portal

Duration: permanent

Spell Resistance/Save: none

Description: A simple spell inscribed into a portals surface with a mithral or adamantite stylus. The spell causes the carved rune to glow and chime a distinct note just before a portal is about to open. Different runes denote different origin portals so that in a portal nexus a person familiar with the different portal runes can tell where the inbound portal connection originates from. Likewise these runes need to be activated on the entry portal so as to notify the destination portal of the traveller's imminent arrival.

Name: Door Bane

Level: 2

School: Abjuration

Components: vsm

Casting Time: 1 turn

Range: 10' / level

Target/Area of Effect: 1 doorway/entrance up to 50' across.

Duration: permanent

Spell Resistance/Save: None/ Resist

Description: Simply this spell hits any being attempting to pass through it without the correct authorisation with a simple sleep spell. The spell is designed to prevent slaves/vermin from enter un authorised areas. Upon awakening the offending creature bares an indelible glowing wizard mark that lasts for 2d4 days before fading.

Name: Dimensional Measure

Level: 2
School: Divination
Components: vs
Casting Time: 1
Range: unlimited
Target/Area of Effect: 1 dimensional space
Duration: instantaneous
Spell Resistance/Save: none

Description: This spell is used by artificers to measure the internal space of an enclosure, the spell sends out a magical echo (like sonar), which instantaneously feeds back to the mage tell her just how much volume a space contains. They often use the spell inside extra-dimensional spaces to determine how big a growing space is and how much further they need to grow it to meet their current requirements. This spell is popular with geomancers and dimensional architects.

Name: Dimensional Box

Level: 3
School: conjuration/alteration
Components: vsm
Casting Time: 5
Range: 20' + 10 yards per level
Target/Area of Effect: 1 small container up to 5 cubic feet per level.
Duration: permanent
Spell Resistance/Save: none

Description: Artificers use this spell to create small extra-dimensional spaces inside bags, chests, boxes etc. Specially prepared vessels are enchanted to hold an extra dimensional space using a small piece of the astral plain to hold the excess volume within a dimensional holding field. Bags of holding, djinn bottles, chests & wardrobes, clothing with dimensional pockets are all possible with this spell. Storage space becomes easy to contain within small areas with the use of this spell. The space available is limited only by the quality of the container and the strength of the person casting the spell.

Name: Astral Bolt

Level: 3
School: Invocation
Components: vs

Casting Time: 1
Range: 150 yards +10 yards/level
Target/Area of Effect: 5' wide x 50' long bolt of energy
Duration: instantaneous
Spell Resistance/Save: ½ damage

Description: Drawing upon the roiling energies of multiple dimensions the spell calls forth a spinning bolt of extradimensional energy (similar to positive planar energy) that causes destructive cellular damage to all that it touches. Living beings and those creations animated by arcane energies take 1d6 hp damage per level up to 15d6 hp dg. Elementals and undead take double damage, and those beings from the outer planes triple damage, if the spell can get past their spell resistance.

Name: Dimensional Room

Level: 4
School: conjuration/alteration
Components: vsm
Casting Time: 1 turn
Range: 10 yards + 10 yards / level
Target/Area of Effect: 1 room up to 500 cubic feet per level
Duration: permanent
Spell Resistance/Save: none

Description:

This spell is used by artificers (usually more than one) to create dimensional chambers within specially prepared rooms or small buildings. In all other ways the spell is just like the third level version. The caster must designate the volume required before casting begins but is free to shape the pocket to make the dimensional chamber fit within the enclosure that will contain it. Portable holes, Tiny Huts, Small Fortress are all created in part using this spell.

Name: Portal Shear

Level: 5
School: conjuration summoning
Components:vsm
Range: 20 yards + 20 yards/level
Target: 1 portal
Duration: instantaneous/permanent
Casting Time: 6
Save: to avoid

Simply put this spell is designed to sever the links between two existing portals so that any being attempting to pass through an affected portal is instead dumped into the astral plane with no way back. A creature entering the portal gets one chance to avoid the trap save vs

spells (will) or be duped and lost. The portal shear is one way but does not prevent a being from returning normally via plane shift, astral travel etc. A portal appears normal to analyse portal spells and the like and if it has the ability to connect to different locations, only the nominated destination is affected unless multiple castings are made. Dispel magic can temporarily deaden this effect, but a greater dispelling is needed to remove it permanently from a portal. An erase spell to remove the affected destination runes will work but this also prevents the portal from reaching that destination too.

Name: Omanonds Relocater

Level: 6

School: conjuration/abjuration

Components: vsm

Casting Time: 9

Range: 50 yards + 20 yards per level

Target: 1portal

Duration: 1 discharge per level until complete

Save: avoid

Description: This spell was developed by Lord Artificer Omanond to stop thieves and spies from using his portals against him. The spell sits inside a portal undetectable until someone tries to scry through or actually use the portal in question. The trap operates a number of times equal to the level of the spell caster plus 1d6 times. If a being activates the portal and then attempts to scry or cast another spell through the portal, the Relocater reuses this energy attempting to literally suck in the being using the portal. The caster gets one chance to avoid being randomly dispatched to one of the outer planes either above or below, or an elemental of para-elemental plane randomly selected by the spell.

The second more insidious use of the spell gives no chance to avoid the trap. Any step through an active 7 trapped portal is automatically sent to a random plane. The transport is one way, but does not prevent the being returning via other means such as teleport w/o error, or plane shift so long as they survive their initial encounter with an alien environment.

A being with the proper pass-key or the original caster of the spell will be unaffected unless someone of a higher level can reweave the spell against the original casters intent.

Name: Dimensional Stabilisation

Level: 6

School: conjuration/transmutation

Components: vsm

Casting Time: 1 minute per plane face

Range: 150 yards + 20 yards per level

Target: 1 planar face per level

Duration: permanent

Save: special

Description: One of the main problems with creating and working with extra-dimensional spaces is their inherently unstable nature. To overcome some of these hazards this spell was developed early on by artificers to make handling multiple dimensional spaces easier. Essentially the spell works to knit together two dimensional spaces regardless of their actual size (Imagine joining two soap bubbles of differing sizes together without popping them). Once the two faces of the different dimensional spaces are joined a portal/doorway can be opened between them. In the case where two real rooms contain dimensionally larger environments. The use of this spell is essential to avoid having the two spaces implode when the second adjoining space is first created. The spell only physically links the two extra dimensional spaces it does not create a doorway between them. Once the link is made the caster must make a saving throw against their intelligence or the link between the two facets becomes unstable in 1d4 hours before collapsing in a violent chain reaction...

Name: Permanent Dimensional Door

Level: 7

School: conjuration/transmutation

Components: vsm

Casting Time: 5

Range: 150 yards + 20 yards per level

Target: 1 dimensional interface

Duration: permanent

Save: special

Description: This spell creates a permanent dimensional door between two extra-dimensional spaces without the spatial disorientation that usually comes from passing through a regular dimensional doorway. The link is permanent and can be placed within an actual doorway/gateway when two adjoining rooms have adjacent dimensional spaces. This spell is usually used along with Dimensional Stabilisation and can be used to make doorways to any number of different dimensional spaces so long as their facets are joined. Once the doorway is created the caster must save against their intelligence or the doorway becomes unstable in 1d4 hours and can collapse then either sealing the link or creating a rupture in reality...

Name: Construct Disjunction

Level: 7

School: alteration

Components: vs

Casting Time: 1

Range: 100 yards +20 yards per level

Target/Area of Effect: 1 living construct

Duration: instantaneous

Save: none

This simple yet powerful spell of unbinding releases the animating spirit from 1 living construct within range. This then de-animates the golem, battle horror etc causing it to become inert and useless. The construct gets no saving throw other than any innate spell or magic resistance. The bound spirit is banished back to whatever plane it came from and cannot be recalled for 101 days.

Name: Dimensional Implosion

Level: 8
School: Conjunction/alteration
Components: vsm
Casting Time: 1
Range: 100 yards + 50 yards/level
Target/Area of Effect: 1 dimensional space
Duration: Instantaneous
Save: none

This powerfully simple spell is designed to collapse an extra-dimensional space of any size that is created by anything less than epic magic. The dimensional Implosion caster rolls against the level of the creator or 18th level if unknown. The dimensional space, and any others connected with it implodes violently. Living beings must save against their constitutions to avoid dying from concussive shock. Regardless everything within the space is ejected into the astral plane. The spell collapses any nearby portals stranding those surviving the implosion but not preventing them from returning via other means. The vessels containing the dimensional spaces must save vs crushing blow or be rent apart by the force of the blast.

Name: Elemental Soul Bind

Level: 8
School: Conjunction/Summoning
Components: vsm
Casting Time: 1
Range: 10' + 10'/level
Target/Area of Effect: 1 greater elemental being
Duration: permanent
Save: none

Using a specially prepared summoning circle and specially manufactured construct body, the caster uses a complex ritual to summon a djinn, efreet, marid or other higher elemental being and enslaves their spirit within the construct to serve as the intelligent animating force. The elemental gets one save to avoid being trapped for eternity within the golem, helm horror etc. If the caster knows the beings true name then the save is made at -6. If failed the elemental spirit will obey intelligently the orders of its new master. It is 100%

loyal but its base elemental nature determines just how it interprets and carries out its instructions. A variation of this spell is used to summon and bind baser elementals & para-elementals into elemental engines used for day to day uses throughout the empire. The elementals remain enslaved until the construct that contains them is destroyed.

Name: Portal Prison

Level: 9
School: Conjuraton/Summoning
Components: vsm
Casting Time: 1
Range: 10yards + 10 yards/level
Target/Area of Effect: 1 portal per level
Duration: permanent until dispelled/ 1 use per level.
Save: special

This insidious spell sets a series of traps inside an established portal network without users being aware of its existence until it is too late. The spell can operate in two ways. The first simply redirects a portals destination into a specially prepared dimensional space containing a magic dead zone with no viable exits. The caster can affect as many linked portals as she has levels via a magical virus, and can stipulate for whom the portal works for and against thus setting this insidious trap. The second, more vicious use subjects those entering a trapped portal to a prismatic spray affect that hits the portal user as they are 'between' one portal and the next, so that the individual has just a 1 in 8 chance of emerging at the other end unscathed if at all. This affect only works for a number of times equal to the casters level.

Name: Dimensional Transfer

Level: 9
School: Conjuraton/Summoning
Components: vsm
Casting Time: 9
Range: unlimited
Target/Area of Effect: 1 dimensional space
Duration: permanent
Save: none

This spell allows the caster to teleport a dimensional space across unlimited distances to another specially prepared location within the same plane. Size is not an issue but the greater the distance the more gems needed to power the spell. To send the space to another plane requires additional castings and even more gems. 10000gp worth per plane away from the spaces original location is needed to power the spell and these are consumed in as part of the casting. Everything within the space both living and dead is relocated regardless of their wants or desires. Any portals leading to or from the space remain sealed against hostile environments but air supplies unless provided for are limited.

Kits & Classes of the Empire

Imaskari Artificer

(<http://rumkin.com/reference/dnd/artificer.html>)

The Artificer is a creator of magical items and devices. Unlike the abilities of other spellcasters, the Artificer is a master of magical creation superior to all magic-wielding characters. Although their roots lie in either arcane or divine magic, their talents lie in embedding such magic into useful tools, weapons, and especially their magical constructs and clockwork machines whose operation lies in the manipulation and containment of powerful magic.

- **Hit Die:** d4

Requirements

To qualify to become an Artificer, a character must fulfill all of the following criteria.

- **Intelligence:** 14
- **Dexterity:** 14
- **Spells:** Can cast 3rd level spells.
- **Knowledge (Arcana):** 5 ranks.
- **Knowledge (Engineering):** 5 ranks.
- **Spellcraft:** 5 ranks.
- **Craft (Any) or Alchemy:** 5 ranks.
- **Feats:** Craft Wonderous Item.

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Spells	Special
1 st	+0	+0	+0	+2	+1 level of existing class	Animate Object
2 nd	+1	+0	+0	+3	+1 level of existing class	
3 rd	+1	+1	+1	+3	+1 level of existing class	Efficient Progress 10%
4 th	+2	+1	+1	+4	+1 level of existing class	Bonus Feat
5 th	+2	+1	+1	+4	+1 level of existing class	
6 th	+3	+2	+2	+5	+1 level of existing class	Efficient Progress 20%
7 th	+3	+2	+2	+5	+1 level of existing	Bonus Feat

					class	
8 th	+4	+2	+2	+6	+1 level of existing class	Efficient Progress 30%
9 th	+4	+3	+3	+6	+1 level of existing class	Imbue with Intelligence
10 th	+5	+3	+3	+7	+1 level of existing class	Mastery of Creation, Efficient Progress 40%

Bonus Feat Choices: Bonus feats attained must be either an item creation feat or Construct Familiar (Dragon #280).

Class Skills

The Artificer's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Craft (Clockmaking) (Dex) [*], Craft (Int), Knowledge (Arcana) (Int), Knowledge (Engineering) (Int), Knowledge (Blacksmithing) (Int), Spellcraft (Int).

[*] This skill cannot be self-taught initially. The character must find a craftsman and be taught this skill (which can be in the character's background if this skill is taken at character creation). Gnomes gain a +2 racial circumstance bonus for any Craft (Clockwork Device) skill checks.

Skill points at Each Level: 3 + Int modifier. One point must be used in a Knowledge or Craft skill.

Class Features

All of the following are features of the Artificer prestige class.

Weapon and Armor Proficiency: Artificers gain no new weapon or armor proficiencies.

Spells: The artificer continues study of magic as well as in her field of research. This, when a new Artificer level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of Artificer to the level of some other spellcasting class the character has, then determines spells per day.

For spells, feats, and other things that require a caster level, it is the level of Artificer added to the level of some other spellcasting class the character already had.

When progressing in Artificer, the character must determine which prior spellcasting class gets the bonus, and the bonus can't then be changed to another class later on. For instance, Ginny is a level 3 sorcerer and a level 5 wizard. When she obtains her next level, she applies the Artificer's +1 spell level bonus to her sorcerer class, so she now gains a second level sorcerer spell slot. Later on, she levels again and adds her bonus to her wizard class. She is

now a level 3 sorcerer, level 5 wizard, and a level 2 Artificer. She can cast as though she was a level 4 sorcerer and a level 6 wizard. She cannot later change the Artificer bonus so she could cast spells as a level 3 sorcerer and a level 7 wizard.

Animate Object: The Artificer can animate objects as a spell-like ability. The total cubic feet of material affected is based on the character's total number of caster levels, plus any levels of Artificer. This ability can be used once per day per class level. Otherwise, this spell is identical to the Priest spell of the same name.

Efficient Progress: Due to her knowledge of magic items and the workings of constructing them, the Artificer reduces the time, XP, and materials cost by the listed amount. This bonus does not apply to Brew Potion or Scribe Scroll.

Imbue with Intelligence: Throughout her career, the arcane crafter delves constantly into the nature of magic item construction. She is fascinated by the interaction between cold, inanimate matter and the fire of pure magic. Finally, she masters the ultimate art in the craft of magic item creation. She can control awakening the intelligence within a magic item.

In game terms, the Artificer rolls on table 8-31 of Core Rulebook 2. To this roll she adds her primary casting attribute (Wis for Clerics, Rangers and Paladins; Int for Wizards; Cha for Sorcerers and Bards). From this point on, the Artificer directs the process to create an item of specific purpose and powers rather than rolling randomly on the tables. The Artificer follows the standard rules for intelligent item creation as outlined in Core Rulebook II, applying her normal cost reductions for Efficient Progress. The item must be specifically created for the purpose of imbuing it with intelligence -- this may not be done with an item already crafted.

Mastery of Creation: When the Artificer reaches 10th level, she is considered to be a master of construct creation. At this point, the Artificer is capable of creating any of the monsters listed in the Monster Manual as constructs. Creation time, costs, and other information is listed in the Encyclopaedia Arcane: Constructs.

The Artificer is also no longer limited to the number of feats and skills embedded in a clockwork construct. Her only limit is the expense of such creations and their size.

The Artificer can now also create minor artifacts, although attempting such an undertaking should take no less than one year. In addition, the DM should assign some sort of quest to acquire costly spell components, etc. Examples of minor artifacts appear in the Core Rulebook II. An Artificer ideally should not be able to create more than one or two artifacts in a lifetime, and not without great cost to herself.

PORTAL LORD by Ed Bonny

Absolute mastery over extradimensional space and instant teleportation magic was hailed as the highest achievement of an artificer in Imaskari society. Their cities and even their homes were interconnected with innumerable portals and filled with permanent extradimensional spaces that expanded even the smallest of buildings into tremendous places on the inside. The portal lord is the last practitioner of this lost and forgotten Imaskari art. Few know these esoteric secrets. Key to the underpinnings of Imaskari society, teleportation and extradimensional space were like the mythallar of Netheril and the mythals of the elves. They were instrumental to maintaining a certain magical-assisted lifestyle.

As he advances in level, a portal lord becomes more attuned to the nature of such magic, gaining greater insights on how to better manipulate and control such forces.

Hit Dice: d4

Requirements: To become a portal lord, a character must fulfill the following criteria:

Skills: Knowledge (arcane) 8 ranks, Knowledge (History - Imaskar) 8 ranks, Spellcraft 8 ranks

Feats: Craft Wondrous Items, Portal Master, any two metamagic feat

Spellcasting: Must be able to cast 3rd level arcane spells

Class Skills: Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (arcana)(Int), Knowledge (history)(Int), Knowledge (Geography)(Int), Spellcraft (Int)

Class Features

The following are features of the portal lord prestige class.

Weapons and Armor Proficiency: Portal lords gain no proficiency with any weapon or armor.

Spells per day: At each portal lord level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class level.

CLASS

LEVEL BAB Fort Ref Will Special Spells per day

1 +0 +0 +0 +2 Warp Shield +1 level arcane

2 +1 +0 +0 +3 Prolonged Artifice +1 level arcane

3 +1 +1 +1 +3 Spatial Fluency +1 level arcane

4 +2 +1 +1 +4 Improved Warp Shield -

5 +2 +1 +1 +4 Reject Anchoring +1 level arcane

6 +3 +2 +2 +5 Dimensional Touch +1 level arcane

7 +3 +2 +2 +5 Greater Warp Shield +1 level arcane

8 +4 +2 +2 +6 Permanent Insight +1 level arcane

9 +4 +3 +3 +6 Command Portal +1 level arcane

10 +5 +3 +3 +7 Superior Warp Shield +1 level arcane

Warp Shield (Su): 1/day call forth an invisible cocoon of teleportation magic that has a 20%

of redirecting any magical, melee or ranged attacks upon the portal lord. Attacks made upon the portal lord that are affected by the warp shield instead strike an area adjacent to the portal lord (use random grenade for area that is struck). Creatures standing in the space where an attack is redirected risk being subject to that attack. A warp shield lasts for 1 round/portal lord level.

Prolonged Artifice (Su): Conjunction spells of the teleportation subschool and spells that create extradimensional spaces (roper trick, Mordekainen's magnificent mansion) are affected as if modified by the Extend Spell feat. This is automatic and does not increase the spell slot requirements when preparing a spell.

Spatial Fluency (Ex): Metamagic feats applied to any conjunction spells from the teleportation subschool use up a spell slot one less than what the feat requires. This can never reduce the spell slot requirement to less than 1.

Improved Warp Shield (Su): The portal lord's warp shield now has a 50% chance of intercepting and redirecting magical and physical attacks.

Reject Anchoring (Su): The portal lord becomes immune to spells and effects such as *dimensional anchor* and *dimensional lock*.

Dimensional Touch (Su): A portal lord can use touch spells on targets up to 30 feet away. If the spell requires a melee touch attack, the portal lord must make a ranged touch attack instead.

Greater Warp Shield (Su): The portal lord's warp shield now allows the portal to redirect a spell effect where the portal lord is the target. The spell must be affected by the warp shield to be redirected. The portal lord must ready this action (as if attempting to counterspell). On a successful Spellcraft check (DC 15 + the spell's level), the portal lord as a standard action successfully teleports the spell to another target within the portal lord's sight. The spell's new target must be within the spell's original range and be an appropriate target.

Permanent Insight (Ex): A portal lord can make the following spells permanent using the permanency spell. The portal lord does not have to research the use of permanency on these spells. The knowledge of how teleportation and extradimensional space magic works grants this knowledge automatically.

Rope Trick - 1,000XP

Mordekainen's magnificent mansion - 3,500XP

guards and wards - 3,000XP

maze - 4,000XP

refuge - 4,500XP

Command Portal (Su): A portal lord can force a portal to submit to his will. On a successful Spellcraft check (DC 25), the portal lord can command a portal to do one of the following:

> Portal becomes transparent

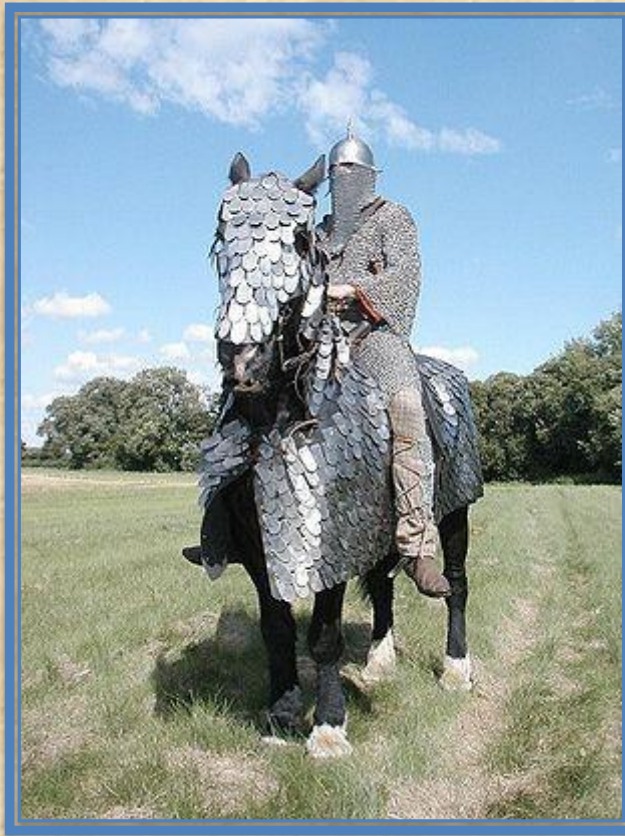
> Lockdown - portal is shut down preventing it from functioning.

> Access - The portal grants access to anyone whom the portal lord designates.

Each commanded effect is temporary and lasts for 1 rd/portal lord level. A portal lord can attempt to command a portal a number of times per day equal to his portal lord level.

Superior Warp Shield (Su): The portal lord's warp shield now has a 75% chance to intercept and redirect attacks against the portal lord.

Cataphractoi (adapted from <http://en.wikipedia.org/wiki/Cataphract> for all versions of D&D)



A cataphract is a form of heavy cavalry utilising a very heavily armoured horseman, with both the rider and steed draped from head-to-toe in scale armour, while typically wielding lance as their weapon. Cataphracts are clad in some form of scale armour which is flexible enough to give the rider and horse a good degree of motion but strong enough to resist the immense impact of a thunderous charge into infantry formations. Scale armour is made from overlapping, rounded plates of bronze or iron which has two or four holes drilled into the sides, to be threaded with a bronze wire that is then sewn onto an undergarment of leather or animal hide, worn by the horse. A close-fitting helmet that covered the head and neck is worn by the rider and a small buckler or shield is worn on the off-side forearm.

Cataphracts are equipped with an additional side-arm such as a sword or mace, for use in the melee that often followed a charge as well as a long dagger and a horsebow for use against distant targets beyond the range of a charging formation. Cataphract lances are 12 to 14 feet in length with a capped point made of tempered iron or bronze wielded with both hands. All have a chain attached to the horse's neck and at the end by a fastening attached to the horse's hind leg, which supports the use of the lance by transferring the full momentum of a horse's gallop to the thrust of the charge. It is quite common for a Cataphracts long spear to skewer up to 3 fully armoured infantry in close formation.

Cataphractoï are the heavy assault acting as "shock troops" to deliver the bulk of an offensive manoeuvre, while being supported by various forms of infantry and archers (both mounted and unmounted)

They make up a very distinct class of heavy cavalry with certain connotations of prestige, nobility and Esprit de corps attached to them. This reflects upon the caste system or Imaskar, as only the wealthiest people of noble birth can afford the full gear of the cataphract, not to mention the costs of supporting several war horses and ample amounts of weaponry and armour.

Fire support is deemed particularly important for the proper deployment of Cataphractoï; archer fire is concentrated to loosen enemy formations in order to present a wider target area for the cavalry. This then makes them fatally susceptible to a massed cataphract charge. The end result is a far smaller force of Cataphracts and Horse Archers is able to wipe out an enemy formation many times their size due to a combination of fire and movement, which pins the enemy down, wears them out and leaves them vulnerable to a concluding deathblow.

Dog Soldier

The standard infantry soldier of the army Dog Soldiers are noted as both highly aggressive and effective combatants. One tradition states that in battle they would "pin" themselves to a "chosen" piece of ground and not leave that ground until ordered to or dead. They each have a song which only the members of their legion can sing, and only in the face of death. Considered single minded savages, these highly disciplined troops were greatly feared by their enemies. After defeating an enemy they cut off the arms and the legs and heads of the enemies that they have killed, and impale them on a spear, to send a message to the gods that they are fearless. The Dog Soldier has a saying, "*I will come back with my enemies weapons or I will not come back at all.*" This reflects their often fearless and at times foolhardy courage.

Each Dog Soldier was dressed in lamellar cuirasses made up of two layers of boiled leather overlaying strips of toughened linen strong enough to stop an arrow at all but point blank range. Below this is a similar kirtle of overlapping bronze plates sewn onto toughened leather. Completing this array are a set of bronze greaves and wrist bracers, a neck covering full head helmet with liftable cheek flaps topped by a horse tail crest. All carry oval shields that cover shin to shoulder. Each legion has its heraldic symbol painted on its shields and sown into their cloaks.

Dog Soldiers are armed with a bronze or tempered iron falchion, a secondary mace or axe, a kris, long spear, composite short bow and 3 iron tipped javelins each attached to a wrist rope for dismounting passing cavalry.

The legions are raised from the common folk of the empire and are seen as a quick and secure means of social advancement. They may not own property or slaves and anything they take as plunder must be divided evenly amongst all unit members and put aside for when they leave the army or to be given to their families if they die. So whilst plundering and pillaging is encouraged, there is a definite social benefit from it for the dependents of a Dog Soldier. Dog soldiers showing any form of magical talent are immediately tested and sent to the artificers college for training in one of the elite colleges found in Raudor, Inupras or Jorhat. These elite spellblades are known as Snow Wolves and act as elite bodyguards and assassins for the empire.

Army Structures

The empire supports 42 legions of Cataphractoi and Dog Soldiers each one supported by auxiliary units of scouts, guides, skirmishers & archers. The navy is made up of some 70 Triremes & Biremes with 7 legions of maritime Dog Soldiers at their disposal. The Average Dog Soldier Legion is made up of approximately 5000 persons of all ranks. Each led by an artificer Spellblade known as the Lord Legionaire.

1 Dog Legion (5000 Troops) = 5 Skadata (1000 troops each) = 10 Hadarash (500 troops each) = 50 Cantata (100 troops each) = 500 Alari (10 troops each).

1 Cataphractoi Legion (3500 Troops) = 7 Hostaliir (500 troopers each) = 35 Hastaniir (100 troopers each) = 70 Squaratiir (50 trooper each) = 350 Alaron (10 troopers each).

Each trooper is required to serve at least 18 years (2 as an apprentice in training) and then they are given the option of signing on for an additional 7 years to qualify for a land grant of 5 acres, 3 slaves, a house and tools, seed and a yearly pension.

The Cataphractoi are required to sign up for 10 years and have to supply their own horse and armour. Upon completion of their hitch they can retire with a knighthood (setiira) and an annual stipend for life and a leg up the social ladder with a career in local politics before them. For re-upping for an additional 10 years they will gain a command somewhere in the legions with a noble title, lands and all the political entitlements that go with it. The talented few can rise to the exalted position of Legion Lord, or even as the Argor'setiir – the Grand Marshal of all the Legions and head of the Emperors Personal Legion and Guard.



Resources Used

Compiled notes on Imaskar by Daniel Rosenquist
A plethora of Lore including Portal Lords by Ed Bonny
The Horde Boxed Set
Kara-Tur Boxed Set
The Shining South
Shining South
Old Empires
Faiths & Avatars
Demi-Human Deities
Power & Pantheons
Kara-Tur Trail Map
AD&D 1st Edition Manual of the Planes
Kara-Tur Monsters Compendium
Forgotten Realms Campaign Settings 1st -4th Editions
Lost Empires
Volo's Guide to All Things Magical
Various Dragon Articles (DRG 213 Series Magic, DRG 349 Horde Lands, DRG 218 Faces of Magic, DRG 376 Sarifal
Unapproachable East
The Underdark
The Mahasarpa Campaign (Oriental Adventures)
Elder Evils
Dragons of Faerun
Complete Arcane
Races of Faerun
Horde Campaign Modules – Storm Riders, Black Courser, Blood Charge – Troy Denning
The Shadow Stone by Richard Baker
Monsters of Faerûn
Elminster's Ecology
Monster Manual III
Lost Empires of Faerûn WE; Secrets of Imaskar