

THE WORLD OF ERISA

AKKAR

The holy city of Akkar, called Akkar the Golden, is dedicated to The celestial family of Roneth, God of the Skies, his wife Aviva, Goddess of oceans, and their daughter Oram, goddess of rivers. The city is famous for its beautiful and elaborate system of fountains, park lined lakes and ponds, public wells and bathhouses. The fertile region surrounding the city is fed by the Masar River and produces an abundance of grains and exotic fruits. Akkar is an extremely orderly and well run city; however, this comes at a price, individual freedoms are severely curtailed and any actions that lie beyond the acceptable norms sanctioned by the theocratic rulers are frowned upon.

AL-KHALID

Al-Khalid is a major trading city of the southern continent. It's located between the Great Sea and the Drujistan Mountains. Raids from Jaga and Morgal tribesmen in the mountains are plaguing the city's spice farms. Al-Khalid is governed by a council of senior guildsmen. Spices and exotic opiates are the main exports of the city. There is a fairly large slave trade because of the proximity to the jungles to the west. Slavers from Al-Khalid often brave the large jungle and raid villages in the interior for slaves.

ALBENA

Albena is one of the four cities that make up the Free Cities League. It was once a major port. But, following a crushing defeat by the fleet of Radu, its power in the area has been broken. The city of Albena is a shadow of its former self. The government is barely functioning. Lawlessness and banditry are rampant in the city and surrounding countryside. The other cities in the league send support but it doesn't seem to be doing much good. The people left in the city appear to be simply waiting for the invading fleets from Radu to come and finish the job.

ARAGOS

Aragos is the second oldest city in the Kingdom of Tyros. It is a city of grand traditions and culture. The Baron of Aragos can trace his lineage back to the four founding families of Tyros

(the royal family being the only other house that can make such a claim). During the great Sikkar invasion Aragos was sacked. Although the city was rescued by King Bron, the terror of those days is still recalled vividly and has left an indelible stamp on the psyche of the city and its people.

BELSA

Belsa is a large and prosperous province of the Kingdom of Tyros situated in a temperate valley. Belsa's harvests are more than enough to feed the province and much of the rest of the kingdom. This prosperity, however, is tempered with the fact that the King's tax collectors take a huge portion of each years harvest to meet the needs of the rest of the kingdom. A great deal of revenue is lost feeding the legions in the north and filling the king's coffers. The Baron of Belsa and the grain merchants of the city realize this and there are rumors that the city may soon declare itself independent of Tyros. Coincidentally, large numbers of mercenaries have been arriving in the city and the majority of this year's trade with Hogar has been Belsa grain for Hogar steel.

BOSKAR

Boskar is called the "city of thieves" by many. It is located just inside the Sikkar Plains, in the foothills that separate the High Mountains and the Druss mountain ranges. This is another city founded by adventurers (see Hogar) who happened to be in the right place at the right time. It began as a trading post established by a group of merchant-adventurers from Teve who secured permission to establish a trading settlement from the local tribe of Sikkar. This Trading post soon grew to a decent sized town as the free cities of the coast began acquiring an appetite for Sikkar Bison. A profitable trade in livestock was going on when a group of settlers came down from the nearby hills with huge gold nuggets. Boskar's main industry went from livestock to mining overnight.

BROAQ-NOHAR

This powerful city-state was once the easternmost city in the Kingdom of Tyros. It broke from the Old Kingdom a generation ago and, with "aid" from the island nation of Yar, has since grown considerably in strength. Broaq-Nohar is

governed by a military council. The people of Broaq-Nohar (Noharians) are said to make the finest soldiers in the world. Their bravery and iron discipline is legendary and it was a major blow to the Kingdom of Tyros when they seceded.

CRASCIA

Located between Dalan's forest and the mineral rich Red Hills, Crascia is a vibrant and powerful city. Trade abounds here as river traffic from the mighty river Tros and overland trade from the Kings Road passes through Crascia massive bronze gates. In Crascia, commerce is king. The Council of Guilds and the powerful Walmar hold the true reigns of power and direct the Baron and his court of sycophants.

EMESA

The southernmost member of the Free Cities League, Emesa has avoided much of the depredations caused by the Pirates of Radu. Emesa is a beautiful city with "broad streets and temples that kiss the sky." Its bustling port is filled with ships plying the coast of the Southern Sea. The renowned University of Alcides is located in Emesa. Students from all over the world come here to study at the feet of some of the most learned sages and scholars in the land, making Emesa a truly cosmopolitan city.

HOGAR

A Member of the "Free Cities League," Hogar is located high in the mountains. Hogar's main industry comes from timber, mining, and metal smithing. The armorers and weapon smiths of Hogar produce the finest swords and mail in the known world. They also benefit from overland trade with the City of Belsa across the mountain pass. The city is ruled by a self appointed Duke (actually a wily and brave mercenary captain, who just happened to be in the right place at the right time). "The Duke" is a man of the people, he keeps the people of Hogar and the outlying settlements warm, fed, and safe--what more can one ask of a ruler?

JANDAHAR

Jandahar is the smallest, poorest, and most remote of the "Southern Kingdoms." The land is filled with feuding tribes, roaming bandits, vine-covered ruins, mysterious statues, haunted temples, and monolithic stone carvings. Centuries ago, the lands of Jandahar were rich and known

for their exceptional vineyards. But their king, in a gambit for power, unleashed demonic powers beyond his control. The king died horribly and the land was cursed with plague and pestilence. Since then, Jandahar has limped along. The lands are ruled by a loose council of Tribal chiefs and weak warlords. The city is ruled by a supposed Prince, but his authority ends at the gates of his palace. The true power in Jandahar belongs to a group of assassins known as the Shades of Hala. The "Shades" are a religious death cult that specializes in quick and silent assassinations. None of the cult's members have ever been taken alive. Their high priestess is rumored to be the avatar of the death goddess herself.

KOBAR

Kobar is also called The City of Stone. It is located in the heart of a remote region of the Drujistan mountain range. Kobar's days of glory are long past. Some of the residents claim to be remnants of the ancient Juna peoples whose empire stretched the length of the Drujistan Mountains. The city is ruled by an Emir known as "Rosan of Kobar" he is a sorcerer of some power, said to be able to command the demons of the earth. Once a large horde of Morgal warriors attacked the city. The Emir is said to have animated the 20 foot tall statues that surrounded the city walls. These golems of stone smashed and scattered the attacking horde and saved the city.

KUMAR

One of the major Southern Kingdoms, Kumar's wealth comes from its many gold and gem mines. Kumar is often in armed conflict with Padjistan over the control of border mines and other territorial issues. As such, there is steady employment for mercenaries in Kumar. The beautiful Queen Sybillia of Kumar is obsessed with defeating Padjistan and having Kumar become the dominant power in the south. It is whispered that she has even gone so far as to entertain an alliance with Priest-Kings of Yar in order to gain an advantage that will break the military stalemate with Padjistan. Queen Sybillia rules with an iron fist. She is personally involved and has the final say in any major policy decisions.

PADJISTAN

A southern Emirate built on the wealth of its mines, Padjistan is in a constant state of conflict

with Kumar over mining rights. The Emir of Padjistan is a collector of oddities. His palace is reportedly the most magnificent in the known world. He will spare no expense to attain any wonder or artifact for his collection. (He recently heard reports of a sorcerer in the north who raises dragons--now he wants a dragon.) The Emir is the actual head of state but most day-to-day business is conducted by a dizzying collection of ministers.

PYRANI

Pyrani is a major port city on the shores of the southern sea. It is ruled by a Governor-Regent appointed by the King of Tyros. Economically, Pyrani is vital to the Kingdom of Tyros, which is why the king appointed his brother, Prince Crixus, as Governor-Regent rather than trusting one of his Barons to rule there. He also gave his brother two well equipped legions with which to maintain trade and defend the city.

RADU

Radu, also known as the Dark City, is not part of the Free Cities League. It is a nest of outlaws, pirates, beast-men, barbarians, and priests of forbidden gods. Radu is reportedly ruled by a powerful sorcerer from Yar known only as Shen-Ka. In a recent battle with the City-State of Albena, it's said the sorcerer summoned several dragons to set the enemy ships afire.

TAURUS

Taurus is the westernmost city in the Old Kingdom. The region Taurus oversees is an untamed wilderness bordering the Deathlands Swamp. Taurus is sparsely populated by settlers taking advantage of the large land grants offered by the crown to develop these wild lands for lumber and farming. Other cities in the kingdom see Taurus as a rough and uncultured oversized village (still protected by a wooden stockade) and the men of Taurus as simple bumpkins. The truth is that the men and women of Taurus are of hardy stock, used to defending their homes at a moments notice from enemies, both human and monstrous, that emerge from the Deathlands Swamp. As such they have little time for entertainment or gossip. Even amongst the local nobility, the intrigues and niceties of "court" are a world away from their daily reality.

TEVE

The city-state of Teve is controlled by the

War-Priests of Kesh and the resulting religious fervor is strangling the city. What started as an answer to the threat of Radu has quickly turned into a full blown coup led by the Priests of Kesh. Martial law has been declared and every able bodied person has been pressed into service. The War-Priests control the government, the military, and the granaries. Any protest is treated as treason or, worse yet, blasphemy.

TYROS

Also known as The Old Kingdom, Tyros is the largest realm in the known world. The nation is ruled by a hereditary king and a council of Barons. The Barons are responsible for keeping order and providing taxes to the king. In exchange, the King maintains the legions for the defense of the realm and regulates trade throughout the land. The central government of the king has become despotic and corrupt. More and more of the Barons are becoming unhappy with the situation. Unfortunately, they have yet to unite and spend most of their time squabbling amongst themselves--raiding each others villages and nursing blood feuds. But even if they unify, civil war is out of the question. There is the constant threat of the Sikkar tribes from up north. At the first sign of internal strife, hordes of bloodthirsty barbarian tribesmen will overrun Waylander's Pass and invade Tyros. It was over fifty winters when last the Sikkar hordes swept down from their cold plains and laid waste to much of Tyros, only the Hero-King, Bron "The Hammer," was able to lead the knights of Tyros and turn the hordes in time to save the kingdom. Ever since then, a great deal of gold has been spent on fortifying the mountain passes through the plains and keeping the garrisons manned and fed.

UMBRIA

Umbria is a large island kingdom south of Yar and to the east of Broaq-Nohar. It had been a long standing free monarchy; a decade ago there was a coup by a group of Nobleman and Military officers led by Marshall Jagan. King Tarn Ironhawk III and the rest of the royal family were assassinated in their sleep. After several battles with loyalist forces the usurpers (with considerable aid by Noharian forces) were victorious. Martial law was immediately declared and the new government headed by Marshall Jagan allied itself

with Yar and the city-state of Broaq-Nohar.

YAR

To the east lies Yar, a mysterious island kingdom. Few have ventured there. Fewer yet have ever returned. The bleak island kingdom of Yar is the last vestige of an ancient empire that once stretched from across the Broken Lands, past the Moors of the Witch-Queen, and down to the Desert of Skulls. The people of Yar are the descendents of that once great race. They brood on their cold island plotting, communing with their Demon-Gods, and waiting for an opportunity to regain their former glory. The people of Yar are distinctive in that they consider body hair filthy; the priesthood and nobility especially go to great pains to rid themselves of all growth. The government of Yar is a highly structured Theocracy consisting of followers of the Demon-Prince, Yago.

ZANDARA

Known as “The City of Golden Chains,” Zandara is the nexus of the slave trade in the southern lands. Kumar and Padjistan have a constant need for strong backs to work the mines, and the slave masters of Zandara are more than willing to meet their demands. In addition to slaves for labor, Zandara also provides exotic slaves from all the known lands to fulfill any desire or vice, from expertly trained gladiators to amply endowed pleasure slaves. Slave Raiders from Zandara are feared throughout the lands of the known world. Zandara is governed by a

council of merchants who elect one of their number to act as Prime Minister for a ten year period.

GODS OF ERISA

Ashar: Goddess of thieves and the night
Aviva: Goddess of the oceans and seas
Bol-Vy: God of strength and of the Sikkar
Hala: Death goddess
Heldar: God of light, the dawn, duty and oaths
Honir: God of nature, beasts, and hunters
Grun: God of the common man, the laborer, the slave.
Inisa: Fire goddess
Jeris: Goddess of lovers, passion, lust and vengeance
Kai-na: Goddess of fortune
Kesh: God of battles
Obar: God of honor and perfection
Obra-Irca: God of travelers, scholars, knowledge.
Oram: Goddess of rivers daughter of Aviva
Na-Ko: God of the earth, mountains and desert folk, also known as The Scorpion God
Nohar: God of war and victory
Nogar-Sai: Evil, undead
Ranni: Goddess of secrets.
Roneth: God of the sky, rains, and crops
St. Raphine: Demigoddess of righteous vengeance and the protector of children.
Yago: Demigod of violent death, murder, and chaos.