

# TRIERZON

## OVERVIEW





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## INTRODUCTION

Harn was first published by N. Robin Crosby and Columbia Games Inc. in 1983. Over the next nine years subsequent publications significantly expanded the world of Kethira from the shores of Harn to the icy fjords of Ivinia, and eventually to the turbulent politics of Shorkyne. At the time that Shorkyne was published, a regional map of Shorkyne's great southern neighbour – Trierzon – was also released. An expansion regional module on Trierzon was due to follow.

No Trierzon regional module was ever produced. Although Robin has indicated that some work has been done on Trierzon and that Kelestia Productions may eventually publish something on the region, at the time of writing it appears unlikely that anything approaching a full description of the Trierzon region will be released in the near future.

This document fills the niche left by the absence of an official Trierzon regional module. It is modeled on the Harnworld, Ivinia, and Shorkyne regional modules produced by Robin and Columbia Games in the 1980s and early 1990s. Where there are differences, this work has followed Ivinia more closely in structure than either Harn or Shorkyne.

It is the author's hope that an account of the Trierzon region will be useful to someone besides himself. The version of Trierzon presented undoubtedly differs in many respects from that which would have been developed by Robin. Nonetheless, I have made every effort to be internally consistent, and consistent with all existing publications regarding Kethira. I will not be offended in any way if a reader chooses to disregard, change, or amend the version of Trierzon presented for their own purposes. After all, this is my Trierzon – yours can, and will, vary.

## METHODOLOGY

A great deal of care has been taken to remain as consistent with published information about Kethira, and Trierzon in particular, as possible. Nonetheless, this work was inspired by an absence of information on Trierzon, and a great deal of inference, generalization, research, and just plain invention has gone into it.

On the premise that readers are likely to want to use some bits of this work and amend others, I believe that it is useful to outline a few of the principles that were followed in producing Trierzon.

The publications of N. Robin Crosby and Columbia Games were the starting point for developing Trierzon. While it is possible that I have inadvertently omitted or contradicted some information contained in the published body of work on Kethira, I have not done so knowingly.

When published information conflicts with informal 'fanon', I have given precedence to the published work.

A great deal of effort has been expended to remain as consistent as possible with any 'fanon' work on Trierzon. Although very little has been written directly on Trierzon, a lot of information can be gleaned in passing from sources such as the Harn Religion Team. I have, however, amended, changed, or disregarded 'fanon' entirely in a number of instances. When this is the case, it is either because one bit of 'fanon' is in conflict with another bit and it is impossible to remain true to both, because I felt that the work in question was implausible in the context of the cultural models presented for western Lythia, or because I thought my interpretation was more interesting. I make no apology for the latter, but the number of such instances was relatively small. Finally, given that this is a work that took shape over several years, some of the information in it may contradict a more recently released bit of 'fanon' simply because I could not be bothered with the amount of re-writing that would be involved to incorporate the new idea.

Conal Smith  
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## EARLY HISTORY

### THE EARTHMASTERS.

The earliest inhabitants of Lythia were the enigmatic Earthmasters. Little is known of these beings. Even their basic physical form remains a mystery. The physical remains of Earthmaster structures are scattered across Lythia, but are more concentrated in some areas than in others. In Trierzon, the greatest concentration of Earthmaster ruins is in Emelrene, although there is evidence that the Earthmasters were also present in southern Trierzon. In particular, the great complex of ruins at Ekaldarin in the Cheryka Forest remains the most visible reminder of the presence of the Earthmasters in the area.

### THE LOST YEARS.

Around 15,000 BT the Earthmasters left for reasons unknown. The period after the departure of the Earthmasters but before the arrival of the first humans is known as the "Lost Years". According to the few legends of this time, it was a period of Dragons, monsters and fell beasts "harmful to the eye". During this period the Sindarin appear to have passed through Trierzon on their migration westward towards the island of Harn.. Sindarin songs recall the olive groves of Trierzon, and mention a city named Eregond in the area. It is likely that some part of the Sindarin people found Trierzon to their liking and lingered a while in the area. Eregond has long since vanished, but traces of Sindarin buildings may still be found in the Cheryka forest area.

Why the Sindarin eventually abandoned their dwellings in Trierzon is almost as much of a mystery as why they chose to linger there. Perhaps it was the coming of the first tribes of men. Whatever the reason, the Sindarin moved on in approximately 5000 BT to join their kindred in Harn or the Blessed Realm.

It was also during the lost years that the mysterious Nadami are first reported in the Nadami Mountains. A Sindarin poem makes mention of the Nadami presence in north western Trierzon.

*And among the snow capped peaks there dwell,  
Where forest clasps the rocky scree,  
Swift and silent, sure and fell,  
Wolf-kind's children wild and free.*

Whether the Sindarin found the Nadami in the mountains when they arrived, or whether the Nadami migrated into the area while the Sindarin were already present remains unclear.

### THE FIRST HUMANS.

The first humans in the Trierzon area were Jarind tribes that began to arrive in southern Trierzon around 3500 BT. The arrival of the Jarind tribes may be related to climate change, but may also be related to the departure of the Sindarin. Whatever the reason, by 3000 BT Jarind tribes had reached Emelrene, and by 2900 BT a henge building culture was flourishing in the area. The henge building culture was the most sophisticated of the early Jarind cultures. The scale and spread of henge sites indicates that the henge builders were capable of organizing themselves on a large scale. Many of the remaining henges in Emelrene are built of stone from several dozen leagues distant in the interior of the Jerinalian mountains.

The southern limit of the henge builder culture was Liguno Bay. Further east and south numerous Jarind tribes dwelt in small clan groups. Over time, these clan groups gradually developed into larger societies. The rise of farming brought much higher population densities, and by 2500 BT the southern Jarind acquired knowledge of bronze working from Azeri traders.

### THE PHARIC MIGRATIONS

By 2000 BT, the Trierzon region was a patchwork of petty kingdoms and tribal ranges. In the south Jarind population was relatively dense along the coast and river valleys. Trade with the civilizations further east was common, albeit largely in the hands of the easterners. The southern Jarind were mostly farmers, and were organized into small states. Further inland the Jarind were still largely nomadic. Few permanent settlements were to be found north of the Luinde Mountains. Most Jarind tribes in the area either practiced slash and burn agriculture, moving their settlements every few years, or were true hunter-gatherers.

This situation was disrupted in the sixteenth century BT when Pharic tribes began to arrive from the north. The Pharic migrations were more a gradual trickle of tribes and clans than a concerted conquest. Many Pharic tribes settled peacefully in uninhabited areas or merged with local Jarind tribes without conflict. However, where there was conflict, the newcomers tended to displace the Jarind. The Phari brought with them knowledge of the horse that the mainland Jarind tribes had no experience with. In the north the Jarind were largely displaced by about 1200 BT. Further south the two groups maintained more of a balance. Central Trierzon was over-run by the Phari, but Pharic heritage makes up only half to a third of central Trierzi blood. south of the Luinde Mountains the Jarind petty states were in a much better position to resist the Phari, and Pharic influence remained rather loose. The Phari never really penetrated east of the Kogamin Mountains. Here the Azeri influence was much stronger, and the local population represents a thorough mixture of Azeri and Jarind heritage.

### THE EMELA

Although the Henge culture was clearly capable of social organization on a large scale, there is no evidence that this spread to the political sphere. The predominant organizational force in the Henge culture appears to have been several pan-tribal societies of shamans. The arrival of the Pharic tribes created a need for some sort of action by these societies. Initially many of the Pharic tribes were directed away from Emela by the intervention of individual shamans, who appear to have exerted very real magical powers. However, Pharic encroachment gradually made clear the need for political organization at a level that had not previously existed.

Around 1300 BT a pan-tribal confederation formed in Emela including all the tribes between the Northern Es and the Southern Es. This confederation, although loose, proved more than adequate to the task of keeping the Phari at bay. The confederation also encouraged closer co-operation between the societies of shamans. By 1000 BT six of these societies predominated. These six groups may be the ancestors of the six convocations of the Shek P'var. It is clear that during the period of the confederation there was extensive trade between Emela and Melderyn.

## THE FIVE TRIBES

By 500 BT the Phari and Jarind in Trierzon had coalesced into five tribal peoples. None of these tribal groupings was a single political entity, but the members of the different tribes would have identified themselves culturally in reference to the five tribes. In the west, the Emela controlled the area between the two rivers Es. Immediately to the south of the Emela were the Thanema, a group of mixed Jarind and Pharic ancestry. The upper Gaden valley was the territory of the Trierzi, who remained the most primitive and “barbaric” of the five tribes. The Trierzi also had the greatest fraction of Pharic ancestry. east and south of the Trierzi dwelt the Zonari. The Zonari themselves were split into two groups, the upper Zonari (or Zonaragoas) and the lower Zonari (or Zonarloas) who dwelt on the coast. Finally, east of the Kogamin mountains was the territory of the Beroni, who were of mixed Azeri/Jarind stock.

## THE AZERYAN EMPIRE

### AZERI CONQUEST AND COLONISATION

The Beroni had developed trading links with the Azeryan peninsular during the sixth century BT. The rise of the Azeryan Empire increased the volume of trade, and by the third century TR the territory of the Beroni was home to a number of small to medium sized coastal trading towns. Further west the Zonarloas were also becoming an increasingly important trading partner for the Azeryan Empire. As ship-building technology improved and Azeri merchants became more familiar with the coast of Trierzon, towns in Zonarloas increasingly became trading rivals to the Beroni towns. In 296 TR, an alliance of Beroni towns invited the Azeri to intervene in a war between them and a coalition of Zonarloas towns. The Empire sent a force of four legions in 297 TR and campaigned as far west as the Ilas river. In winter the legions retired to Beroni territory and quartered in the Beroni towns of Kethano, Berone, Korsumis, and Tengela.

In 298 and 299 the Azeri renewed their effort and marched as far as the Gulf of Batana, largely subduing the Zonarloas. The year 300 saw the Zonaragoas send warriors into the territory of the Beroni to assist a number of Beroni tribes that were worried about the Empire’s attention. Azeri retaliation was brutal, and soon the entire Beroni people were in arms. It took the Azeri two years to subdue the revolt, but by the Winter of 302 all the lands east of the river Pados and south of the Luindar mountains were subdued. During the revolt, some of the Thanema had sent warriors to assist the Zonari. In 303 the legions crossed the Pados river to bring the Ypena valley under control, eventually pushing as far north as the Southern Es.

## TRIERZON UNDER THE EMPIRE

Under the Empire, all of southern Trierzon was incorporated into two provinces. East of the Kogamin mountains and the river Kogam was the province of Beronium. Beyond the river Kogam as far as the Southern Es, was the province of Zonora. The northern limits of Zonora were initially the Luindar mountains and the Gaden river. However, further campaigns under the soldier-emperor Reshtar between 386 and 388 incorporated the territory of the Zonargares lying east of the Degela and Chimas rivers into the empire.

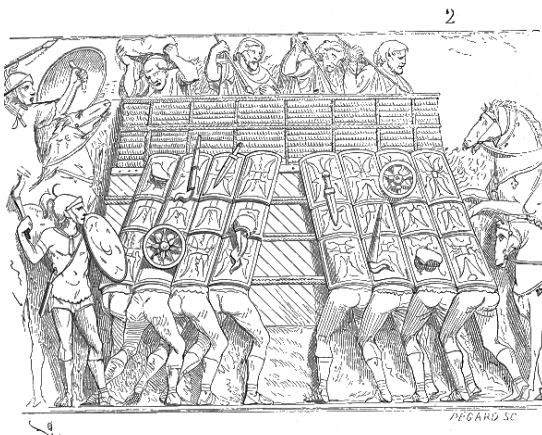
Trierzon flourished under the Empire. The two provinces (Zonarla and Beronium) had acceptable government, peace, and trade. One of the Empire’s main achievements was the network of paved highways that were built spanning southern Trierzon. The northern highway ran via Mankon and Versheme to Penetha, Darshen, and Antivel to the Emelrene border. The coastal highway ran from Korsumis to Tengela, Janora, Vedin, Areshomes, Murshel, Heldin, Astirel, and Darshen. A further military highway was built, extending into Zonargares via the military settlement of Ubarian.

The capital of Zonora was located at Vershemes. A substantial Azeri population grew up around the administrative center of the province. There was also a significant Azeri population around the major legionary bases. Six (later eight) legions were based in Trierzon. There were legionary bases at Mankon, Vershemes, Chatena, Jaleda, Murshel, Antivel, and Parahal. Once Zonargares was conquered legions were also stationed at Darimur and Reganta. Most of these towns were insignificant tribal villages before the arrival of the legions. However, the arrival of the legions involved the construction of significant stone fortifications, and the growth of an associated town to service the legion’s needs.

The population of Zonora was centered south and east of the Korgin Mountains, around Degela Bay, and along the Baden, Ilas, Degela, and Ypena river valleys. The upper Gaden valley was also relatively densely settled, but this was beyond the borders of the Empire. Here the territory was broken up into a patchwork of petty Trierzi tribal states. The northern border of the province lay along the Gadela river and the eastern Nadami Mountains. Generally speaking the border was fairly peaceful, but the Empire ensured that this remained the status quo by building a line of auxiliary forts and fortlets to watch the border.

Trade flourished under the Empire. The network of highways opened up the interior of Zonora to Azeri traders. In addition, the province of Zonora brought the Azeri into much closer contact with the Trierzi. The Gadela and Degela rivers developed into important trade routes connecting the tribes of the interior with the coast. This trade had a civilizing effect on the Trierzi and Zonara tribes, exposing them to better farming techniques, superior metalwork, and a taste for the products of civilization. Trade also flourished along the coasts. Azeri trading vessels took advantage of the friendly ports extending along the southern coast of the Trierzon region and ventured out into the Gulf of Ederwyn, and even the Gulf of Shorkyne. Trade routes connected Zonora with Emelrene, the Shorkyne region, and the Corani Empire on Harn.

Azeri colonization also reshaped the countryside. Traditionally, the Trierzi had largely lived in small villages farming the surrounding countryside in a patchwork manner. Usually over half the land around a Trierzi village would be woodland. This changed with the coming of the Azeri. Substantial numbers of



Azeri settled in Zonora during the days of the empire. These settlers generally occupied villas with the land around worked by Trierzi peasants. The villas would generally include from 3000 to 5000 acres of land, of which up to 80 or 90 percent would be cleared for crops or pasture. The villa system was much more efficient than traditional Trierzi farming methods, and an Azeryani nobility rapidly acquired much of the agricultural land in Zonora. The villa was the basic economic unit of Azeryani settlement, and provided the original basis from which the Trierzi manor later developed.

## COLONISATION OF TARKAIN

The small Tarkain archipelago had been inhabited by primitive Jarind fishing tribes since the second millennium BT. As trade with Harn and Shorkyne increased under the Azeryan empire, Tarkain became an increasingly important stopover point for traders, and also pirates. In 315, the Azeryan Imperial navy established a galley base near the village of Tarkain to suppress piracy in the islands. The presence of the Azeryan navy made Tarkain into a safe point for merchants to take on stores before heading across the Gulf of Ederwyn towards the Corani Empire. By the mid fourth century, Tarkain was a bustling trading town.

## THE EMPIRE OF EMELRENE

By 200 BT the Emela tribal states had coalesced into several petty kingdoms that traded extensively with Melderyn. The earlier tribal confederation had atrophied from lack of need, and the Emela kingdoms periodically squabbled amongst each other. The arrival of the Azeri legions in Norimar in the fourth century TR forced the petty kingdoms to adopt a more centralized form of government. Adapting the forms of government from their Azeri neighbours, Meribal of Berema was proclaimed Emperor of Emelrene in 309.

The Empire of Emelrene was organized into eight provinces that coincided with its component petty kingdoms (Quandas, Algram, Fandalon, Malad, Alwina, Berema, Ulama, and Jerinala). Through the activities of several mysterious emissaries, Emelrene obtained favourable terms of trade with the Azeryan Empire. Indeed, the Empire of Emelrene avoided any major clashes with the Azeryan Empire, which came to think of Emelrene as a useful semi-civilised buffer state between Zonora and the real "barbarians". Records indicate, however, that Emelan "legions" did undertake more than one pacifying expedition north into the Alagon region to protect the Empire's northern borders, and possibly also to demonstrate Emelan military prowess to the Azeri.

## TRIERZI EXPANSION

The fifth century saw a rapid rise in Pharic tribal populations. Contributing factors included a period of exceptionally good weather lasting for a little over a decade, agricultural improvements, and a period of relative peace and prosperity partly resulting from trade with Zonara. When the period of good weather ended, pressure for land became intense. Shorka tribes pressed south into the Karitane Plain, putting further pressure on the Trierzi. While some Trierzi resisted the Shorka advance, many tribal leaders sought wider lands elsewhere.

At first, many Trierzi migrated into Zonora, where the Azeryan Governor allowed them to settle. In the 440s a large number of Trierzi settled in the Ypena valley, while from the 450s families, clans, and even whole tribes trickled across the Gaden and into central Zonora. The 450s also saw Trierzi expansion eastwards.

As groups and bands trickled across the Quatra river, imperial administration in Zonargares slowly eroded. There was significant Trierzi settlement as far east along the Degela valley as lake Heligath, and particularly between the Raimor and Quatra rivers.

In 457 TR the first significant armed raid by Trierzi into Zonora occurred when the chieftain Arthan led a force of 4000 horse on a raid down the Ypena valley. Arthan smashed the legions of Antivel and Parahal, and spent the summer pillaging. Autumn saw reinforcements from eastern Trierzon drive Arthan out, but thereafter the raids increased. At the same time as the first Trierzi incursions, the Azeryan Empire found itself under pressure from other quarters. In the east, pressure from a resurgent Dalkesh diverted imperial resources towards the Karejian islands. At the same time, the province of Gothmir was overrun by fierce Reksyni nomads.

Another factor that gave the Trierzi an advantage over the Azeri was a new class of mounted warriors. Trade with the Azeryan Empire had created the wealth to transform the Trierzi tribal levy into a force of mounted warriors. The new wealth had also served to heighten social distinctions, with those unable to afford the equipment of a mounted warrior reduced to serving as poorly equipped archers. Although far from the later feudal knighthood, the Trierzi mounted warrior, equipped with scale tunic, round shield, and spear, changed the nature of warfare in the west.

Also during this period Ivian raiders began to become a problem. During the early summer Ivian longships would appear off the coast of Trierzon and raid



coastal settlements. This had several effects. Firstly, it cut off the trade routes north to Emelrene, Harn, and beyond. This, in turn, caused many ports to dwindle in terms of population and wealth. This dwindling, combined with Ivian raiding, caused a drastic decrease in the population of coastal Zonora. Finally, the Ivian problem also forced scarce provincial resources to be devoted to protecting Zonora's extensive coastline. The most ambitious project of coastal defence was the chain of coastal forts erected around the Gulf of Batana from Cape Nergris to Cape Chenet.

In order to restore some semblance of order to the situation, the Azeri governor was forced to accept substantial numbers of Trierzi settlers. These were allowed to settle under their own chiefs and substantially rule themselves on the condition that they provided the governor with warriors in time of war. By 480, the number of legions in Zonora had been reduced to four, most of which were scattered across the province defending small fortresses along the border. Trierzi tribal levies made up approximately two thirds of the province's total forces, and closer to eighty percent of the governor's central reserves to repel any incursions.



## TRIERZON

### THE TRIERZI REBELLION

The increasing dominance of the Trierzi in Zonora's armed forces inevitably resulted in rebellion. In 484 TR, the commander of the provincial forces in the Ypena valley, Gerlithas, declared himself king of Zonora. The sole legion remaining in the Ypena valley had not been paid for two years, and rapidly declared its support for Gerlithas. Gerlithas marshaled his forces, and marched on Versheme. The provincial governor received news of the rebellion, and marched west to meet Gerlithas with two legions and approximately three thousand Trierzi horse. The two armies clashed at Meteni, near the Ilas river in an engagement that lasted all day. At the end of the day, the governor was dead, along with nearly half of the legionaries remaining in Zonora. The victorious Gerlithas marched unopposed into Versheme.

Meteni would have been the end of the Azeryan Empire in Zonora, had not a young Trierzi general named Torichane taken charge of the remaining legion at Mankon and the eastern Trierzi troops. Torichane was born outside the borders of Zonora in central Trierzon, and had served as a cavalry commander in the provincial forces for three years. Taking all the troops he could muster, Torichane met Gerlithas in battle at Mokuno after being shadowed by Gerlithas down the Boden river from Gelamo. Bristod of Touren recorded an incident in the battle where Torichane's son (the prince) was nearly overwhelmed:

*Early in the day some Trierzi horse and rebel legionaries had broken through the ranks of the Mankon legion commanded by the prince, and had engaged with his household troops; upon this the second cohort of Mankon troops came to the legion's aid, and it was time they did so, for otherwise the prince would have been hard pressed. The first cohort, seeing the danger they were in, sent a rider off in great haste to the king, who was posted on an eminence near an oak tree. On the rider's arrival he said, 'Sir the Mankon legion and the others who are about your son, are vigorously attacked by the rebels, and they entreat you to come to their aid with your guard. The King replied. 'Now sir, return to those that sent you, and tell them from me not to send again for me this day, nor expect that I shall come, let what will happen, as long as my son has life; and say that I command them to let the boy win his spurs.'*

Mokuno was a great victory for Torichane, and cemented his position as the greatest leader in Zonora. Although Gerlithas continued the struggle until well into 488, he was eventually forced to flee into exile in Emelrene.

In 487 TR the Emperor appointed Sagilus Hodearel, the head of a wealthy merchant family from Berone, the title of Protector of the Western Protectorate. This title combined the role of provincial governor and general for the provinces of both Zonora and Beronium. By granting Sagilus this position, the Emperor hoped to bring order to his western provinces by appointing a local leader. Sagilus was, however, not a good choice as he had closer ties to the Imperial court than to the largely Trierzi soldiers on whom his rule rested. Sagilus rarely ventured out of Berone, and left the final elimination of Gerlithas' rebellion to Torichane. This took Torichane another year, and it wasn't until 488 that the Western Protectorate was entirely back under nominal Imperial control.

In 489 Sagilus was recalled to Meokolis to face charges of corruption. Following the recall of Sagilus, many citizens of Zonora expected the successful Trierzi general Torichane to be appointed Protector. In this they reckoned without the internal politics of the Imperial court. A new Protector, Nysul Verekhan was appointed from Meokolis. Nysul lasted less than 18 months. Although a more able leader than Sagilus, he was never able to secure the loyalty of the Trierzi soldiers who had been campaigning under Torichane for more than five years. It came as little surprise to most informed residents of Zonora when Nysul was assassinated by a group of soldiers while visiting Versheme in 491.

After Nysul's assassination, Torichane didn't wait for Meokolis to appoint a new Protector. Instead, he declared himself Protector and immediately launched a campaign into the Gaden valley. Using a mixture of diplomacy and force, Torichane managed to obtain the submission of a number of key chiefs along the river valley before the winter. This provided Torichane with enough support that, in Larane of 492 he declared himself king of Trierzon, claiming all Azeryan territory as far east as the river Innus.

By abolishing the provincial name of Zonora, Torichane emphasized that he was establishing a Trierzi kingdom, and that he saw the break with Azeryan as irrevocable. Needless to say, The Emperor did not see things in the same light. The Emperor responded by assembling the strongest army he could manage and sending it west to reconquer Zonora. The Azeryani Empire, however, was under great pressure elsewhere, and the army could do little more than cling to key fortifications in Beronium.

Over the next decade Azeryan and Trierzon clashed repeatedly in Beronium. Trierzi armies dominated on the battlefield due to overwhelming numbers, but Azeryani experience in siege warfare enabled Imperial troops to hold onto a number of key fortifications. Generally speaking, the Azeryan Empire was able to hold onto those fortifications along the coast that could be supplied by sea, and that were fortified, siegecraft not being a Trierzi strong point. Inland fortifications, however, were starved out one by one. In 502 a new emperor reluctantly recognized Trierzi independence in exchange for a peace treaty.

To rule this vast area, Torichane granted various trusted chieftains tracts of land as his companions (Malnior). Each Malnior was required to defend their land grant, administer justice to the population living on it, and to provide Torichane with a fixed number of warriors for the campaigning season. This was the origin of the Trierzi feudal system.

### TORICHANE. 502-507

Torichane's reign as king of Trierzon was relatively brief. His kingdom was far from unified in 502, and the king's authority scarcely extended beyond a day's march from wherever he was staying at the time. Powerful regional lords were independent to all intents and purposes. In addition, the departure of the Azeryani from Trierzon created a new problem. The Trierzi were not sailors, and without the presence of the Azeryan navy, the coasts became extremely vulnerable to raiding Ivinians. While Ivinian raiding had been a problem under the Empire, it increased in significance rapidly once the Empire was forced out. By the time Torichane had forced the Azeryan Empire into peace, Ivinian raiding had reached epidemic proportions.

No longer involved in wars of expansion, Torichane now faced the problem of defending his realm. To provide security along

the coasts, Torichane appointed Telkior, or “leaders” to coordinate the forces of several Malnior in the defence of the realm. These Telkior, in effect, gained control of several adjacent counties on the borders of the kingdom, and were charged with regional defence.

Torichane’s quasi-feudalism succeeded in providing a measure of stability for the population, but the powerful magnates in the north were not easily persuaded that the new “kingdom” of Trierzon represented a permanent fusion of Zonora with Trierzon. In 507, Torichane was killed in battle in Ilbra.

## TARALANDIS. 507-518

Taralandis, Torichane’s younger brother, took up where Torichane left off. He completed Torichane’s campaign in the north in 507, and then began to consider his next move. Seeing that it was his ability to provide his retainers with grants of land and booty that was the basis of his power, Taralandis realized that further expansion was necessary to hold the kingdom together. north of Trierzon lay Shorkyne. Relatively removed from Azeri influence, Shorkyne was then little more than a sea of feuding villages and petty states.

Taralandis was able to easily overrun central Shorkyne in a swift campaign in 508. Resistance in the west and east continued until 511, by which time the last of the petty kingdoms had been brought under Trierzi rule. The end of the petty kingdoms, however, marked the beginning of the real resistance to Trierzon. Despite building an elaborate network of forts, Taralandis was unable to subdue the Shorka, who picked away at the occupying Trierzi forces through ambush and guerilla warfare.

In 512 Ivinian raiders in western Zonora over-wintered near the mouth of the Ypena river. The Duke of Luindar proved unable to repel the raiders, and the next year Taralandis found himself facing war in both Luindar and Shorkyne. The occupation of Shorkyne was an ongoing drain on Trierzon’s resources, and the situation in Luindar stretched the kingdom even further. The Azeryan Empire took advantage of the opportunity to retake several key fortresses inland from Berone. It was clear that something would need to be done even before Taralandis fell in battle near Quarelin.

## MIRGAEL. 518-556



Eldest son of Taralandis, Mirgael was 27 when he inherited the Crown from his father in 518. Seeing Trierzon in danger of collapse with war on three fronts, Mirgael withdrew from Shorkyne immediately. The next year he was forced to accept a humiliating peace with Bjan Ledrin. This left

only the frontier with Azeryan insecure. Beginning in 521, Mirgael began a campaign against the remaining Azeryan holdings on Trierzon’s eastern frontier. Rigeros fell to betrayal from within by Laranians sympathetic to the Trierzi king, and Chenas to a surprise assault. Dovarium, however, held out and successfully shrugged off a Trierzi siege lasting some ten months. Berone also proved too tough a nut to crack. Despite

failing at Berone and Dovarium, Mirgael succeeded in reducing all the remaining Azeryan fortresses south of the Pagon river by 524.

In addition to resolving the wars that beset Trierzon’s frontiers, Mirgael also created much of the infrastructure necessary for the Kingdom to thrive. Torichane and Taralandis, to the degree that either had actually ever had a capital city, had ruled from the old Imperial capital of Versheme. Mirgael abandoned Versheme in favour of the young and energetic town of Ubarian. Ubarian was a good choice of capital, recognizing that the center of gravity in Trierzon had shifted to the North and east since the days of Zonora. Strategically placed on the Degela river, and controlling the main road route into the Gaden valley, Ubarian was well suited to maintaining control over Mirgael’s large kingdom. On the narrow tongue of land where the Degela and Raimor rivers, Mirgael began construction of a royal castle. The castle was centered around a large square limestone tower that came to be called the White Citidel, or just the Citidel by the locals.

This tower became the symbol of the Trierzi monarchy. Mirgael also initiated the worship of Larani as the official state religion of Trierzon. This, along with Mirgael’s other great religious reform, the proscribing of Agrikanism, served to emphasize Trierzon’s independence from Azeryan. By the end of his reign, Mirgael had established a secure and prosperous kingdom.

## THE RED DEATH

In the middle of the sixth century a terrible plague spread throughout northwestern Lythia. The Red Death arrived in Trierzon from Azeryan in late 555, but winter halted its spread at the Kogamin Mountains. Next spring, however, the plague spread west. During the four years of the plague, Trierzon lost over a third of its population. One of the early victims was Mirgael, who succumbed to the plague in 556. Urban centers were particularly hard hit by the plague, many losing well over half their population. During the plague, the royal household temporarily abandoned Ubarian for the castle of Amnos, an action that did not save either of Mirgael’s two sons.

## MERELAYA. 556 – 589

With the death of both of Mirgael’s sons, Trierzon faced a succession crisis. After it became apparent that none of Trierzon’s leading noble families could gather enough support to claim the crown, a cabal of Dukes put Mirgael’s daughter on the throne as queen. It is likely that the Dukes behind Merelaya’s ascension to the throne imagined that she would simply be a stop-gap figure until she married and elevated her husband to the position of king. In this they were mistaken.

Determined and astute, Merelaya had no intention of passing her throne on to anyone. During her first few years of rule, Merelaya survived by playing off one Duke against another. As the Red Death drew to an end, it became clear that the Dukes expected Merelaya to marry. Merelaya’s response was to promise her hand to the noble who most distinguished himself against Trierzon’s enemies. Choosing Shorkyne as her target, Merelaya unchained the Trierzi nobility in the general direction of the Karetan Plain.

The first Karetan war dragged on for eight years from 560 to 567. The first six years saw Trierzi lords take fortress after fortress from the Shorkyne lords. However, with a new king Shorkyne halted the Trierzi advances in 566. In 567 the war

was ended with the Peace of Mospen. Using the eight years of the Karetan war, Merelaya had secured her position on the throne. With the end of the Karetan war there was no need for the queen to resort to any further foreign wars to ward off suitors.

Merelaya remained unmarried for the rest of her life, but her reign was active right up until her death. After the end of the Karetan War, Merelaya became a devoted convert to Peoni. Although much of the Trierzi peasantry were devotees of Peoni, few nobles paid much heed to the Lady of Virtue prior to Merelaya's reign. Merelaya donated substantial lands to the Peonian church. Although this action weakened the royal domain and was unpopular with the nobility, it earned Merelaya vast popular support. Known by the peasantry as Merelaya the Good, Trierzon's ruling queen died in 589 TR. Within a decade of her death, Merelaya had been declared a saint by the church of Peoni, and the beginnings of a vast body of myths and legends had begun to build up around her.

*...and the death of our good queen was also attended by examples of her virtue. On her death her body lay in the chapel of the cathedral of Ubarian for 24 days as the people filed in to see her. Pure and uncorrupted her body remained, even in the full heat of summer until finally on the feast of lady, the queen's body vanished, and those around smelled a sweet essence in the air.*



LORGAEN 581-611

On Merelaya's death, the throne passed to the Merelaya's cousin Lorgaen, the eldest son of Mirgael's younger brother. Lorgaen's succession was uncontested, but the dukes, free of Merelaya's domineering personality at last, proved impossible to control. During Lorgaen's reign the power of the great regional magnates such as the duke of Trabant and the count of Melesuma increased at the expense of royal authority. This power was reflected in increasing regionalism, rather than resulting in a constitutional framework as was the case in Shorkyne. By the time of Lorgaen's death from a surfeit of

Herring in 611, the King's authority was essentially limited to the royal domain.

## KALHAMES 611-636

Although Lorgaen was a weak king, his son, Kalhames, proved to be as effective as his father was ineffectual. When Kalhames ascended to the throne in 611 he was already a renowned warrior and noted for his piety. A devout Laranian, and close confidant of the Sebrath at Tengela, Kalhames made substantial gifts to the Laranian church. As an astute politician, however, Kalhames donations served to increase the power of the king rather than decrease it.

## THE KNIGHTS OF AVARKIEL

In 606, the Sebrath instituted an order of monastic knights to be known as the Knights of Avarkiel. The primary mission of the fighting order was originally the security of Laranian (and to a lesser degree Peonian) churches on the coast of the Gulf of Batana. Along this coast the churches of both religions were subject to the depredations of Ivinian raiders, many operating from bases in Palithane. Possessing substantial wealth derived from their land holdings, those churches not located within or adjacent to a major fortification were particularly vulnerable to raiding parties.

The Knights of Avarkiel had earned the respect of Kalhames during his youth, and shortly after his coronation he granted the order significant lands in central Trierzon. In the early years of Kalhames reign, these fanatical soldier-monks captured the imagination of the Trierzi nobility, particularly in the south and west of Trierzon (areas bordering Palithane or vulnerable to Ivinian raiding). Donations, ranging from the revenues associated with small feudal privileges in an isolated manor through to entire Esuaren, flooded in. By 615 the order of the Knights of Avarkiel held some seven hundred manors scattered across Trierzon.

The increase in the power of the Knights of Avarkiel contributed directly to an increase in the power of the king. The rules of the Order freed it from all feudal obligations save those to the church and the king. Thus donations to the order effectively alienated lands from the regional nobility and brought them back within the king's sphere of influence. This enabled Kalhames to reassert royal authority to a greater degree than either of his two immediate predecessors. By 615 Kalhames was contemplating an invasion of Palithane. With the combined support of the western nobility and the Knights of Avarkiel, Kalhames hoped to have enough support to mount a major campaign in 616. Before this expedition could be mounted, however, other events intervened.

## THE TOBRAN HERESY

One area where the Knights of Avarkiel did not become firmly established, and where the king's authority remained weak was the Degela river valley. In particular, the powerful counts of Nadamia, Melesuma, and Anfaldon remained, to all intents and purposes, largely independent of Trierzon. The independence of northeastern Trierzon ran beyond political attitudes. Deep cultural divides separated the inhabitants of the upper Degela valley from the rest of Trierzon. While the border with Azeryan in the southeast of Trierzon created a hostile attitude towards the Azeri, a flourishing trade across the Degela pass encouraged relatively close links between the inhabitants of Zonargares and the Azeryan province of Lankor.

It was in this environment that the Tobran heresy arose. Tobran was a Laranian monk who lived in Lankor during the sixth century TR. Tobran's teachings were obtuse, but it is clear that he was influenced by elements of Agrikian theology and sought, to some degree, to fuse certain Agrikian ideas with Laranian theology. A key plank of the Tobran heresy was a rejection of the concept of chivalry, and an insistence that courage was evidence of divine grace. Those who demonstrated courage should be revered, and could even intercede with Larani on behalf of supplicants. These views may have been little more than an obscure phrasing of traditional Laranian beliefs, but they could also be taken as a rejection of the traditional Laranian hierarchy in place of the itinerant warrior-monk.

The Tobran heresy spread fairly rapidly through Zonargares. Although never a majority, by 610 adherents of the Tobran heresy formed a significant minority of the nobles and gilded class in the region. The spread of the Tobran heresy was a concern for the Laranian hierarchy, and beginning in 612, the Laranian church made several attempts to deal with it. When two councils on the heresy, one in Leredas in 612 and another in Gerefe in 614 failed to deal with the matter, the Serekela appealed to the king.

## THE TOBRAN INQUISITION 616-620

Kalhames saw the Tobran heresy as a chance to assert his authority in Zonargares. In 615 the king issued a decree empowering the Laranian church to *"investigate and root out heresy, simony, witchcraft and corrupt practices in the realm of Trierzon, and to put to trial such people as shall prove necessary to prosecute this writ"*. Significantly, Kalhames also provided that the fiefs of any nobles found guilty of heresy by the church would be forfeit to the Knights of Avarkiel.

The church took the opportunity provided with alacrity, and in 616 the church proclaimed an inquisition in Nadamia, Anfaldon, Faldin, and Melesuma. Local nobles initially waited to observe the outcome of the inquisition. During 616 the inquisition collected evidence, and in 618 charges were brought against forty nine leading Tobranian nobles and clergy. The trials, held in Qualnda and Tegate lasted for several months. In mid 618 all of the accused were found guilty, and seventeen who refused to recant were burned. The Knights of Avarkiel seized several manors and the keep of Syzel as a result of the trial.

In the Degela valley, the trial created an outrage among many nobles, especially those with Tobran leanings. When the inquisition began a second round of arrests, including the Baron of Sefrede, outrage flared into violence. A league of Tobran supporters assembled at Jirese and marched on Syzel. For three days the garrison of Syzel held out, before the keep was burned down around them.

The Laranian church responded to the burning of Syzel with force. An army composed of Laranian nobles and contingents of the Knights of Avarkiel concentrated at Darimur. The Tobran lords meanwhile, appealed to the count of Melesuma for support. Until the end of 618 Zonargares seemed poised on the edge of general war. Eventually, pressure from Kalhames, who was assembling an army of his own at Ubarian, forced the count to back down. In late 618 Hamonde of Tures, the count of Melesuma announced that he would not oppose the Laranian church in fulfilling their duties.

The Laranian army, led by the Serekela of Vershemes met the coalition of Tobran nobles at the battle of Dumes and defeated them. Jirese was then besieged and fell in 619. With all organized opposition to the Laranian church broken, the leading Tobranians were arrested and taken to Melesuma for trial. By choosing Melesuma for the trial, the Serekela dared Hamonde to oppose him. Hamonde, a weak and indecisive rule chose not to oppose the church. Over one hundred local clergy and nobles associated with the Tobran heresy were tried, and on the first day of Agrazhar in 620, all were burnt in Melesuma square while the on-looking crowd was kept quiescent by the presence of several companies of the Knights of Avarkiel.

The Tobran inquisition largely broke the power of Tobran heresy as a political force in Zonargares, but it did not suppress the existence of the heresy entirely. While the outcome of the inquisition asserted the central authority of the church and king over the Degela valley, it also created lasting resentment amongst a sizeable proportion of the population.

## THE SECOND KARETAN WAR 619-628

In 610 Taris Dalame succeeded to the throne of Shorkyne. A weak king, Taris's reign appeared to offer an opportunity to the dynamic Kalhames. Having used the Tobran inquisition as an opportunity to rid himself of troublesome nobles, Kalhames saw the invasion of Shorkyne as a chance to unite his vassals firmly behind him. In 619 Kalhames personally led an army into the Shorkyne county of Montivel. Kalhames' initial invasion was fairly successful, and the local Shorkyne forces were brought to battle and defeated. The capture of Montivel's key fortifications, however, proved more difficult. At the end of the summer of 620 Kalhames returned to Trierzon, leaving the conduct of the war to the Duke of Stalfore.

In the meantime, the Shorkyne parliament gradually committed greater forces to the conflict, and by 625 guerilla warfare by Shorkyne forces had cost the Trierzi most of their gains. While the war dragged on another three years, little land changed hands. Eventually a peace treaty was signed in 628 that essentially reaffirmed the status quo ante bellum.

## KALHAMES II 636-645

When Kalhames died in 636 he was succeeded by his eldest son who ruled as Kalhames II. A corpulent and gluttonous king, it was said that if it could not be found at Kalahames table, it could not be edible. Already well into middle age when he came to the throne, Kalhames II spent lavishly on feasts, hunting, and art. When Kalhames II died in 645 he left the royal exchequer completely without funds, but the reputation of the Trierzi throne at an all time high in terms of perceived wealth and prestige. Known to his subjects as Kalhames the fat, Kalhames II had nearly bankrupted the kingdom.

## DOVALIN WAR 638-640

The only foreign war fought during the reign of Kalhames the fat occurred between 638 and 639 when the Count of Magalia attacked Dovarium, the last remaining Azeryan town south of the Pagon river. Dovarium was besieged in late 638, and the siege lasted throughout the Winter until the start of spring of 639 when the town fell. The Trierzi army then advanced to besiege Beronium in late spring. The summer of 639 saw the Azeryan Empire respond by attacking Trierzi fortresses to the north of the Pagan river. Argeda was captured in Nulus of 639, followed by Anesuri and Dalglen in Larane, and Shianden in Agrazhar. At

this stage Kalhames stepped in and sent his eldest son, Dalhaga as ambassador to Beronium. A peace treaty was signed early in 640 that delineated the Pagon river as the border between Trierzon and Beronium.

## DALHAGA 645-681

When Dalhaga was crowned in 645 he faced an immediate financial crisis. The king was expected to meet the costs of running the kingdom entirely from the royal domains. Feudal obligations were viewed by the Trierzi nobility as primarily a matter of war. Few nobles paid scutage to the king during peacetime, and even military service could be difficult to obtain without the presence of a clear enemy. To make matters worse, a substantial number of estates were controlled by the Laranian and Peonian churches and the Knights of Avarkiel. These estates were largely held tax free, and while they added considerably to the military forces at the king's control, they provided little in the way of financial support.

Seeking to obtain a more reliable financial base, Dalhaga summoned a council of major landholders in Ubarian in 646. This was, in effect, Trierzon's first parliament. Although predating the Shorkyne parliament by some 28 years, the Trierzi parliament was little more than a vehicle for the king to obtain new taxes.

Trierzon's first parliament met for three weeks before agreeing to vote the king an aid of one pound per manor "*with which to arrange for the defence, order, and greater prosperity of the realm, and to maintain those bodies, corporations, and institutions necessary to carry out these said functions...*" This aid enabled Dalhaga to bring the kingdom back from the brink of bankruptcy, but did not provide a reliable source of funds. In 647 the parliament was summoned again, but declined to vote the king an aid, and in 648 the provision of an aid was conditional on Dalhaga replacing the chancellor of the exchequer with someone more to the liking of the leading nobles of the realm.

## THE THIRD KARETAN WAR. 657-659

The presence of the Azeri legions in Beronium had always forced Trierzi monarchs to keep most of their peacetime forces on the Azeryan frontier. However, in 656 the eastern provinces of the Azeryan empire fell into chaos. Reksyni nomads overran several provinces and the empire was faced with the loss of its entire eastern half. Eventually Keraklion, the general sent to deal with the Reksyni, was successful. Keraklion, however, set his sights higher than intended and after defeating the Reksyni made peace with them, ceding the lands he had just reconquered in exchange for Reksyni support in a bid for the throne.

Faced with civil war, the emperor withdrew several legions and associated provincial troops from Beronium. Freed from this distraction in the east, Dalhaga decided to reassert the Trierzi claim to Shorkyne.

In the Spring of 657 Dalhaga invaded the Shorkyne county of Montivel with 11,000 soldiers. Dalhaga was met by the Shorkyne king, Taris Dalame with an army of approximately 6000. Over the course of the Spring and Summer the two armies engaged three times, each battle resulting in a Trierzi victory. Montivel's reinforced fortifications, however, proved too strong for Dalhaga to take. Furthermore, as Dalhaga's forces moved around Montivel they found their foraging

curtailed by the Shorkyne army, which shadowed them at all times. Shorkyne longbowmen played havoc with Trierzi supply lines, further reducing the ability of the Trierzi to effectively besiege Shorkyne fortifications.

In 658 Dalhaga renewed the attack with a slightly smaller force. Taris never even offered battle, but continued to make it impossible for Trierzi forces to reduce any major Shorkyne fortifications. Late in 658 Dalhaga withdrew from Montivel as Azeryan forces began to trickle back into Beronium.

## INIELLA. 681-684

When Dalhaga died in 681 he left a prosperous kingdom with secure borders and a full treasury. Only in the southwest, where Palithane gradually encroached on Trierzi territory between the Bagre and Pados rivers was there any hint of threat. Although the kingdom was secure, Dalhaga had failed to produce a male heir. When he died, his eldest daughter, Iniella ascended to the throne.

Headstrong and proud, even arrogant, Iniella lacked the political skills of Merelaya. Although her ascent to the throne was not opposed, Iniella was unable to impose her authority effectively on the court. In particular, her cousin Arthis gradually gathered the trappings of power around himself. By the end of 683 Arthis held the position of constable of Trierzon and his followers controlled the offices of the chancellor of the exchequer and lord privy seal.

Tensions came to a head in 684 when Iniella announced her intention to marry Marego Andrevin, Duke of Trabant. A powerful noble in his own right, Marego's marriage to Iniella would have tipped the balance of power in court decisively against Arthis. Arthis acted swiftly and decisively. In a ruthless act of violence Arthis unleashed his own followers on the royal guard. Iniella was captured and imprisoned in the White Citadel. Arthis had also intended to capture the Duke of Trabant while he was in the capital, but the plan misfired and the Duke was able to escape to Murshel.

## THE CHAOS. 684-697

With the flight of the Duke of Trabant, Arthis had himself crowned king. The Duke and his supporters in the southwest raised Iniella's flag, and prepared for war. During the first few years of the war Arthis found himself hard pressed as both the northeast and southwest rebelled against him simultaneously.

By 690, however, the winds of war had swung back towards Arthis and his supporters. Duke Marego was killed while besieging Pelina in 689, and the Duke's brother sought terms with Arthis in early 690 when he found that he had difficulty bringing his own vassals into line after taking his brother's place as Duke.

From 690 to 695 Arthis campaigned in Nadamia, bringing the northeast back under his control. By 695, Arthis had most of the remaining rebel leaders holed up in the castle of Leredas. Before the castle fell, however, Arthis fell ill from a fever caught after fighting in a late night skirmish in the rain. After two weeks of illness, Arthis died. Without his leadership his army abandoned the siege, returning to Ubarian for the upcoming dispute over the throne.

Before Arthis supporters could move their army back to Ubarian, Iniella's supporters in the capital acted. Iniella was



freed and the White Citadel seized by her allies. Arthis' supporters, however, retained control of the rest of Ubarian, and Iniella found herself besieged within the White Citadel. As Arthis' supporters settled into besiege Iniella, they crowned Arthis' eight year old son king. In the mean time Iniella's allies outside the capital gathered their forces.

After some two months of stand-off in Ubarian, Duke Hugast of Trabant (Marego's brother) arrived at Ubarian with a substantial army. Hugast's forces besieged Ubarian for three months, all the while ferrying supplies to Iniella in the White Citadel by boat. Finally, Hugast's force succeeded in bringing down a section of the town wall with a mine and poured into the town. For a full day and night Hugast's forces ran wild in Ubarian, looting and pillaging. In the sack of Ubarian the eight year old king was killed, presumably with his younger brother who also disappeared at that time, although there are the inevitable rumours that the younger brother was smuggled out of the city.

## HUGAST. 698-717

Between 695 and 697 Hugast dispersed the remainder of Arthis' supporters. In 698 he obtained an annulment of his marriage to Kasrine of Duollo from the Serekela of Trabant and married Iniella. Later that same year he was crowned king of Trierzon.

Hugast's reign was largely peaceful, despite its violent origins. After the disruption of the chaos years, Hugast focused on reconciliation and rebuilding a shattered realm. In order to address concerns from other nobles that Hugast was too powerful, holding both the Duchy of Trabant and the royal domain, Hugast passed the title of Duke of Trabant to the Count of Peltane, who married Hugast's first wife, Kasrine.

## DALHAGA II. 717-720

Hugast died in 717, leaving the kingdom to his eighteen year old son named Dalhaga after his grandfather. Naming the child Dalhaga represented a conscious attempt by Hugast to strengthen the impression of a royal dynasty. Dalhaga II has yet to prove himself as a ruler. His mother, Iniella, remains the dominant figure at court. Indeed, despite Dalhaga's marriage to a Lankor princess in 719, it is still the queen mother who occupies the Queen's chambers in the White Citadel.



## EMELRENE

### THE KINGDOM OF EMELRENE

Sheltered by the Jerinalian Mountains, Emelrene was not directly affected by the Trierzi migrations of the late fifth century. However, the Empire of Emelrene outlasted the province of Zonora by only a generation. As Azeryan lost control of the Trierzi coast and Ivinian raiding increased, trade collapsed. The collapse of the international trade networks triggered a collapse in Emelrene's cash economy, and hence the loss of the ability to maintain a large professional standing army.

Without its legions, Emelrene was vulnerable itself to Ivinian raiders. Between 500 and 510 the coastal regions of Emelrene suffered heavily from the attentions of Ivinian longships. Despite the threat posed by the Ivinians, Emelrene recovered quickly. Regional lords began to organize local defences, and raiding soon became a risky venture for small groups of Ivinians. Beyond these mundane risks to raiders, Emelrene also quickly acquired a reputation for ill chance and mysterious accidents. The source of these rumours was impossible to trace, but may have owed much to the activities of skalds and runemasters of unknown origin traveling in Ivinia at the time.

### UTHRILAR I. 512-559

In 512 the last emperor of Emelrene, Dhelen II died. His son, Uthrilar Edhelen chose not to take the title emperor, but instead declared himself King. In this it is thought that Uthrilar was acting on the advice of six of his most senior advisors, all of whom had ties to various secret societies that existed under the Empire. Uthrilar confirmed the imperial governors in control of their territories, but granted them the title of Earl. Support for the regional armies from the central government was finally eliminated at this point, and the Earls were expected to provide troops for the King from the lands within their provinces.

This administrative transformation was accompanied by an equally dramatic military transformation. The Earls mostly abolished the remnants of the provincial armies rather than try to support them from a barter based regional economy. Instead, they followed the King's lead and granted land in exchange for military service. In many cases this involved little more than granting existing legionaries land to support themselves and fixing the associated military obligations.

The largest and most significant aspect of Emelrene's transformation, however, lay in the construction of a navy. Despite the ill reputation associated with Emelrene, proximity to Ivinia still made it a natural target. In 516 Uthrilar's reforms were almost brought to a premature end when a substantial Ivinian fleet landed in the Gulf of Modan and overran Alwina. The Ivinians were defeated by Uthrilar at the Gamena Crossings, but the lesson of the incursion was not lost on Emelrene's King.

Over the next few years Uthrilar focused on the development of an effective fleet based around large, high sided longships. The wisdom of this policy was demonstrated in 521 when another Ivinian fleet that had raided the coast of Quandas was driven into Mirefe Bay by a freak storm. When the storm suddenly subsided, the Ivinians were caught by Uthrilar's fleet and scattered.

## THE SIXTH CENTURY

Uthrilar's victories at the Gamena Crossings and Mirefe Bay, combined with the impact of rumours about Emelrene's sorcerous protection and easier pickings further south served to protect Emelrene from the depredations of Ivinian raiders throughout the sixth century. Indeed, Emelrene indirectly benefited from the activities of Ivinian raiders as the towns of Malad and Ornea became favoured provisioning stops for Ivinian ships bound to and from the Venerian Sea.

Throughout the sixth century Emelrene's social evolution largely paralleled that of its neighbours as Emelrene evolved into a strong feudal state. However, the legacy of Emelrene's imperial and pre-imperial past remained in the division of the kingdom into eight largely independent Earldoms. Despite the division of the kingdom into eight shires by King Dhelen in 583, Emelrene remained a relatively decentralized state. The power of the royal sheriffs was considerably exceeded by the power of the hereditary Earls. Until about the early 600s, however, this did not result in any degree of internal conflict.

## LAND TENURE AND THE FREE EMELA

As a consequence of the gradual feudalisation of Emelrene, the sixth century saw a change in the relationship between the nobility of Emelrene and the common folk. Under the Empire, most of the population had been (at least in theory) free to move about and live where they wanted. There was no class of people tied specifically to the land. This worked well with the Emela tradition of changing lifestyle between the Free Emela and the settled Emela. The feudalisation of Emelrene, however, gradually saw the extension of unfree status and serfdom over those who worked the land. Land-holders were reluctant to see families of productive serfs uproot themselves to take up a lifestyle of hunting and gathering in the hills.

In the coastal areas and central river valleys this issue was not crucial, as the coastal peoples tended to be more settled and under greater threat from Ivinian raiders (and therefore more willing to sacrifice freedom for security). As feudal practices spread further inland, however, the Emela of inland Berema, Fandalon, and particularly Jerinala became progressively more discontented. At first this manifested itself in increasing numbers adopting the free Emela lifestyle. As increasing numbers left the manor, it eventually came to threaten the incomes and lifestyle of Jerinala's nobility.

In 611 the Earl of Neoma unwisely decided to act, and forbade his subjects from leaving their lands. In doing so he ignored a direct warning from the Dheria-Isvan, a figure not normally given to interfering in the mundane politics of the Emelrene state. Shortly thereafter, a figure known only as Sedrial the Free appeared around Neoma and began gathering the local Free Emela around him. In addition to the local free Emela, Sedrial also accepted and sheltered serfs from around Neoma, an action that was to bring him into direct conflict with the Earl. The relationship between Sedrial and the Dheria-Isvan is not clear, but it is evident that Sedrial had significant spiritual authority over his followers, and that the Dheria-Isvan gave Sedrial at least tacit approval.

## SEDRIAL'S REBELLION. 611-615

During the Spring of 611 Sedrial's following grew until the Earl could no longer ignore his presence. Finally, in late Kelen, a group of the Earl's knights attacked Sedrial's camp and

scattered his followers. Sedrial, however, was not present at the time. Between 611 and 614 Jerinala fell into a state of gureilla war as Sedrial led increasing numbers of Free Emela, preaching a return to the "old ways". The conflict escalated in 614 when Sedrial's followers took first the keep of Esil, and then the castle of Neoma itself. The Earl of Neoma was stripped naked by Sedrial's followers and forced to walk to Berema.

Following on from his victory at Neoma, Sedrial soon developed into a serious threat to the integrity of Emelrene as a whole. Unable to support the large number of followers that he had attracted from local resources, Sedrial launched two raids deep into the lowlands of Emelrene along the Legama and Bise river valleys. Both raids were highly successful, and as Autumn drew to a close it appeared that Sedrial was poised on the brink of victory.

Winter, however, changed everything. Early in the Winter, Sedrial simply disappeared. At around the same time, emissaries from the King spoke with the Dheria-Isvan. What accommodation they reached is unknown, but when the King's armies marched into Jerinala and recaptured Neoma in the Spring of 615, the Dheria-Isvan did not appear to oppose the King's actions in any way. Following the fall of Neoma, the rebellion was easily dispersed. The Earl of Neoma did not, however, return to his seat, nor was the keep of Esil rebuilt. Furthermore, no effort was made to re-introduce feudal land-tenure in Jerinala in the wake of the rebellion. With the exception of the lands round Neoma, which became the shire moot and seat of the royal sheriff, the entire shire of Jerinala was essentially left to the free Emela.

## THE SEVENTH CENTURY.

During the seventh century Emelrene pursued a policy of strengthening its links abroad. In particular, Alagon, Chelemb, Shorkyne, and Palithane were drawn into varying degrees of alliance through diplomacy, trade, and a policy of fostering marital links with royal houses. The effect of this policy was twofold. First, it created a loose alliance of southern powers to deter Harbaalese and Ivinian ambitions in the south. Although there was never any military alliance between the southern powers as such, the strong links between the countries denied the Ivinians suitable bases for further expansion into the region. The second effect of Emelrene's southern alliance was to make the southern sea-lanes safer and hence make trade more profitable. For the first time since the loss of the Azeryan province of Zonora, trade routes between the Venerian Sea and the west once more became generally open. Although Ivinian pirates remained a problem along the sea-lanes off the coast of Palithane and in the Gulf of Shorkyne, this was offset by the fact that the Ivinians themselves increasingly became carriers of trade rather than (or as well as) pirates and raiders.

The re-establishment of trade with the east, however, was to have far greater impacts on Emelrene society than could have been foreseen. In the early seventh century, the shires of Alwina and Malad began to produce linen of a much higher quality than had been previously produced. The emergence of this industry can be traced to a number of factors, including fortuitous technical improvements and Emelrene's position astride the major trade routes between north and south. Regardless of the origins of the techniques, Ivinian traders passing through the straights of Emelrene soon discovered that Emelrene linens fetched a high price in the markets of the Venarian Sea.

During the second half of the seventh century the linen trade expanded hugely. The result was a radical change in the economy of Emelrene, with increasing areas of land given over to the growing of flax, and an associated growth in urban populations. In particular, the towns of Alwina, Raleth, Malad, and Aregan experienced rapid growth as centers for processing linen.

While the increase in the significance of the linen trade strengthened the Emelrene crown financially, it also altered the balance of power between the nobility and the mangai. The Clothier's guild, the Tentmaker's guild, and the Mercantylers' guild, are particularly wealthy and influential in all four of the major towns involved in the linen trade, and exert considerable influence throughout the rest of the kingdom.

The increasing wealth and power of the mangai has resulted in tension between the guilds and the nobility. Alwina and Malad are both freetowns, and are aggressively attempting to extend their rights over the surrounding territories. Raleth and Alegen, although not free towns have been lobbying for Freetown status since the late 670s.

## QUEEN YOLANDA. 709 – PRESENT.

When Osric Edhelen died in 709, he left only one surviving child, his daughter Yolanda Edhelen. Yolanda had no difficulty being acclaimed ruling queen, and has ruled Emelrene with a light hand through to the present day. Although nominally the head of Government, Yolanda allows her senior advisors relatively free rein in terms of the day to day functioning of the kingdom. Under Yolanda's rule, Emelrene has continued its traditional policy of maintaining strong ties with Melderyn, as well as fostering links with Chelemby, Palithane, and Shorkyne (especially Alagon).

A key concern of Emelrene policy since the rape of Thay has been to contain Harbaal and Orbaal. A particular concern is that Harbaal may attempt to unify the two crowns, something that it easily has the strength to do should the Pendragon choose to. While such an action would probably not represent a direct threat to the integrity of the Emelrene crown, it would render western Harn extremely vulnerable to the Harbaalese behemoth and would threaten to upset the entire balance of Harnic politics.

Another issue that may have to be addressed in the near future is the status of the towns associated with the linen trade. Increasingly assertive and confident, the urban population of the towns represents a threat in the long term to Emelrene's internal balance of power. In particular, there is a risk that political factions could coalesce around the divide between the largely rural nobility and the commercial strength of the towns. Change, however, is something that the ineluctable kingdom of Emelrene has always managed to deal with in the past. Although the needs of politics continue to draw Emelrene into the realm of regional diplomacy, there seems little indication that the mysterious kingdom will prove less adequate in dealing with this change than it has any in the past.



## PALITHANE

### ORIGINS

Ivinian raiding had been an ongoing problem in Luindar since the middle of the fifth century. However, in the early sixth century the raiders began coming in ever larger fleets. In 512 TR, Bjan Ledrin, an Ivinian chieftain from Seldenbaal led a fleet of some hundred and fifty ships to the mouth of the Ypena river. After a bloody assault, the town of Ypenres fell to Bjan.

*The Ivinian leader took his ships under the Yepnres bridge and wound cables around the stakes which supported the bridge, and taking the cables, they rowed the ships downstream as hard as ever they could. The stakes were dragged along the bottom until they were loosed under the bridge, and the bridge came crashing down. Now when the citizens saw that the River Ypena was won, so they could no longer prevent the ships from pressing up inland, they were stricken with great terror at the advance of the ships and gave up the city.*

During the winter of 512, Bjan sent messengers north. The messengers sought out allies in Ivinia and Harbaal, and in the spring of 513 reinforcements swelled Bjan's forces. Land hungry clans, including the Pelanby's of Harbaal sent dozens of ships south. With extra warriors, Bjan began the conquest of western Trierzon. Tied up in Shorkyne, the Trierzi were unable to mount an effective response.

The coastal towns fell first, and the Bjan's forces moved inland along the river valleys. Despite a setback in 516 when Bjan suffered a major defeat at the Bagre river, the Trierzi fortresses fell one by one. In 518 Bjan managed a major coup by detaching the loyalty of the Count of Athamas from the Trierzi Crown. Count Clayr of Athamas joined Bjan in a successful campaign the following year that brought all of the County of Tammanias under the Count's, and hence Bjan's control.

Taralandis' successor on the throne of Trierzon, Mirgael sought peace with Bjan. Having conquered as much as he could reasonably hope to defend, Bjan agreed to a meeting. In 519, the two leaders met in the middle of the bridge across the Gaden river that joined the towns of Walden and Galishenes. Despite the fact that both leaders urgently needed peace, each was loath to yield any advantage to the other. For six days the two leaders returned each morning to the middle of the bridge for further negotiations. Finally an agreement was reached whereby Bjan was recognized as "lord and master" of the "Domain of Palithane". The Treaty of Gaden deliberately left the status of Palithane vague in terms of its relationship with Trierzon. Bjan, however, took the title king, and Trierzon was in no position to pursue the issue further.

### PALITHANE IN THE SIXTH CENTURY

After signing the Treaty of Gaden, Bjan Ledrin spent the rest of his life trying to forge a kingdom out of a patchwork of independently conquered and fractious fiefs. This proved to be a heroic, and ultimately thankless task. Without the immediate threat of Trierzi invasion, the Valhakars each went their own way and fiercely resisted the imposition of any central authority. By the time Bjan died in 532, he had almost succeeded in bringing Palithane under a unified rule.

However, following Bjan's death most of the regional lords rebelled, and Bjan's successor, Hajan Ledrin failed completely to impose his authority over the various greatclans of Palithane.



Indeed, the Ledrin's were able to count only Norimar, Liguno, and Gavas as even nominally under their control. The count of Athamas vigorously expanded his holdings, fighting private wars along both his Trierzi frontier and with the Earls of Luindar and Liguno. Among the various greatclans of Palithane the situation was even more confused. Clans vied with each other for territory and power, and the Valahakars of many greatclans styled themselves as king. Indeed, during the second half of the sixth century more clans paid tribute to kings in Ivinia than to the so-called king of Palithane in Parahal.

This period of Palithane's history saw gradual Trierzi encroachment along the Batana border. Indeed, the only thing that prevented Palithane being reabsorbed by Trierzon was the fact the main Trierzi focus was to the north and east towards Shorkyne and Azeryan rather than towards the squabbling lords of Palithane. However, during this period, the Ivinians in Palithane gradually adopted many of the hallmarks of Trierzi culture. Regional warfare provided the impetus for the construction of fortifications, while fighting with the Trierzi (both from Trierzon proper and Athamas) led to the gradual adoption of feudal modes of warfare. By the start of the seventh century the Ivinians were essentially a class of feudal nobility differing from the nobility of neighbouring states only their ethnic origins.

## RAGNALD LEDRIN. 612 – 643.

In 612 Lobar Ledrin died leaving no clear heir apart from a fifteen year old illegitimate son, Ragnald. Despite significant threats to his position from within the clan, Ragnald's uncle Irlon Ledrin claimed the position of Valahakar for the youth with himself as regent. Irlon's regency was unremarkable and resulted in the Ledrin's power and prestige sinking to a new low as the count of Athamas brought much of Liguno into his own sphere of influence. In 615 Lobar was assassinated by members of the Ledrin thrangaad, leaving Ragnald alone and surrounded by enemies.

Ragnald, however, proved to be a ruthless and decisive leader. Collecting the members of his household guard who he could trust, Ragnald called a meeting of the Ledrin thrangaad. When the thrangaad was assembled, Ragnald's huscarls slaughtered a dozen of his most influential opponents. Demanding oaths of fealty from the remainder, Ragnald secured himself the leadership of clan Ledrin. Over the next two years Ragnald focused on bringing the Ledrin's lands under his control, and returning the core territories of Palithane to royal control. By 617 he had established control over Norimar, Gavas, and much of Liguno. However, Ragnald has also earned the enmity of the powerful Earls of Luindar, Skagia, Batana and Degau.

In 618 Ragnald secured his northern flank by marrying Chelva Clayr, the daughter of the count of Athamas. This brought Athamas and Tammanias back into Palithane's orbit, and gained the Ledrin's the remainder of Liguno as a dowry. The count of Athamas' control of the upper Ypena river allowed Ragnald to take the war to the eastern Earls. In 619 he met a coalition of the eastern Earls at Cembion field and scattered them.

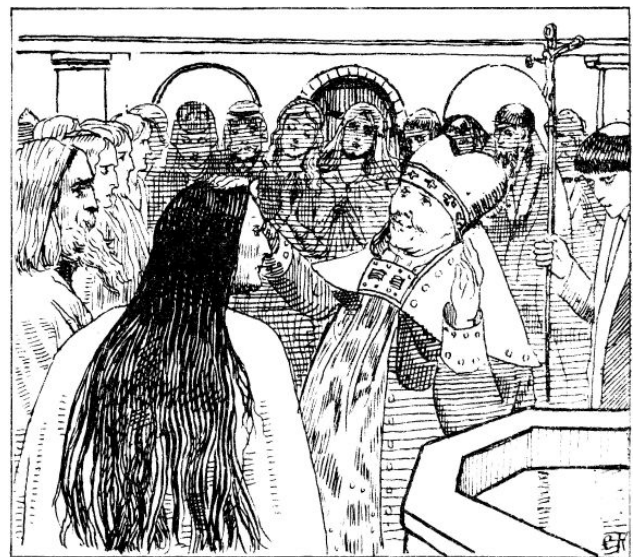
Cembion left Ragnald undisputed master of Palithane. Ragnald was not willing to risk further rebellion, and granted large extents of land taken from the rebellious Earls to loyal clans from western Palithane.

Ragnald died and was buried as a follower of Sarajin, but he had subtly encouraged the spread of the Laranian faith among the

nobility of Palithane during the latter part of his reign. The tenets of the Laranian faith encouraged loyalty to feudal superiors, a fact that made the religion attractive to a king trying to weld a stable kingdom out of warring domains.

## LIAD LEDRIN. 643 – 654.

The support of the Laranian church was instrumental in Ragnald's eldest son, Liad, obtaining the throne with little difficulty after his father died. Liad officially converted to Laranianism, and provided the church with royal patronage. Although there was some disapproval from die-hard worshippers of the Grey Slayer, the fact was that much of Palithane's nobility had either already adopted Laranianism or were sympathetic towards it. In the century and a quarter since the Ivinian conquest, the victorious Ivinian clans had largely adopted the lifestyle and values of the feudal nobility. Increasingly the great clans fought mounted and thought of themselves as knights rather than Ivinian warriors. Palithane thus proved a fertile environment for Laranian ideas.



Only along the Gulf of Batana was there significant resistance to the spread of Laranian ideals. Here, many of the Ivinian great clans stuck more closely to a traditional way of life in which piracy on the Gulf featured prominently. Where Ivinian lifestyles and values remained strongest, so too did adherence to the Ljarl and traditional Ivinian religious beliefs.

## ROHN LEDRIN. 654 – 705.

In 705 Liad Ledrin died from an infected wound acquired while hunting and was succeeded by his younger brother Rohn. An intelligent man, Rohn capitalized on his brother's moves towards Laranianism by marrying a princess from Emelrene. This astute act secured Rohn's northern border, and enabled him to focus his attention on strengthening the state.

Despite Ragnald's successes in the first half of the seventh century, Palithane remained a weak kingdom compared to its neighbours. Trierzon continued to eat away at Palithane's eastern border, and the king's control over the nobility of Gavas, Skagia, and Batana remained limited.

Increasing trade, however, benefited the throne. As the volume of trade between the Venarian Sea and the Gulf of Shorkyne increased again, following the nadir of the sixth century, the

ports of Mengovik, Parahal, and Cabra prospered. The urban prosperity created wealth for the king, and when Trierzon was engulfed by war from 684 to 697, Palithane was well positioned to take advantage of the situation.

Rohn allied himself loosely with the usurper Arthis, who was eager for an ally to draw off the strength of the Duke of Trabant. In a series of campaigns lasting from 686 to 688, the power of the count of Palama was broken and much of western Palama was absorbed into the earldom of Batana.

RAGNALD II. 705 – 714.

Ragnald II inherited the throne from his father at the age of 49. Not as brilliant as his namesake, Ragnald's reign was undermined by rivalry with his younger brother. Rohn's will gave Ragnald the throne, but split the royal domain with Ragnald's younger brother, Aaren receiving the earldom of Liguno. Aaren promptly married his second cousin, the daughter of the count of Athamas securing an alliance that made him significantly more powerful than his brother in real terms.

The eastern earls, however, relished the idea of a weak throne and lent Ragnald enough power to prevent Aaren from ever moving to seize the crown. Ragnald died in his bed in 714, leaving the throne on to his eldest son.

BRAEN. 714 – PRESENT

To the surprise of most, Braen succeeded to the throne with little opposition. He was strongly supported by the Laranian church, and many of the eastern earls also supported him, hoping that he would continue the relatively ineffectual rule of his father.

In many ways, however, Braen is more like his grandfather than his father. Currently unmarried, he is actively pursuing marriage opportunities with Trierzon as well as Emelrene and Shorkyne. A marriage to a powerful Trierzi noble family would help reinforce Palithane's legitimacy in Trierzi eyes and would be a significant diplomatic coup.

Although a competent diplomat and ruler, Braen is also a devout Laranian and quite idealistic. He is planning a pilgrimage to Tengela in 721, and is encouraging other leading nobles to escort him. Should the trip go ahead it would be one of the more significant diplomatic events of the decade. He is also seriously considering sponsoring a new Laranian fighting order centered in Palithane.

Earl Aaren plots against his nephew, and would welcome the chance to advance his own family's claim to the Palithanian crown. He has, however, no sons so an advantageous marriage for his eldest daughter is essential, and it is not clear that he has much support among the other earls.

Despite Braen's overtures to Trierzon, Palithane's larger neighbour remains a significant threat. The powerful duke of Trabant has so far been content to let the count of Palama's lands slowly get eroded by earl of Batana. Should he decide to intervene, however, Trabant's armies alone would constitute a serious threat to Palithane.



## CHRONOLOGY

20000	BT	Earthmasters arrive in Trierzon region
15000	BT	Earthmasters depart (The Lost Years)
10000	BT	Sindarin reach Trierzon
5000	BT	Last Sindarin depart Trierzon for Harn
3500	BT	First Jarind tribes arrive in Trierzon area
3000	BT	Jarind Tribes settle Emelrene
2900	BT	Henge culture flourishes in Emelrene
2500	BT	Bronze age in southern Trierzon
1600	BT	Pharic tribes begin to arrive in Trierzon
1300	BT	Emela form pan-tribal confederation
1200	BT	Pharic migration largely ended
297	TR	Azeryan Empire invades Zonora
302	TR	Zonoraloas, Beroni, and Thanema conquered
309	TR	Founding of the Emelrene empire
315	TR	Azeri naval base established at Tarkain
386	TR	Trierzon invades Zonoragares
440	TR	Trierzi settlement in Azeri Trierzon commences
457	TR	Arthan raids the Ypena valley
484	TR	Trierzi rebellion commences
		Battle of Meteni
		Battle of Mokuno
487	TR	Creation of the Western Protectorate under Sagilus
489	TR	Sagilus recalled to be replaced by Nysul
491	TR	Nysul assassinated
		Torchane declares himself governor of the Western Protectorate
492	TR	Torchane declared King of Trierzon
508	TR	Taralandis invades Shorkyne
512	TR	Uthrilar I declared King of Emelrene
		Bjan Ledrin conquers Ypenres
515	TR	Suryeyn Kvaldemar conquers Tarkain
516	TR	Battle of the Gamena Crossings
		Battle of the Bagre River
519	TR	Treaty of Gaden recognizes conquest of Palithane
521	TR	Battle of Mirefe Bay
555	TR	Red Death arrives in Trierzon
560	TR	First Karetan War begins
567	TR	First Karetan War ends
583	TR	Shires Edict in Emelrene
606	TR	Knights of Avarkiel founded
611	TR	Sedrial's Rebellion commences in Emelrene
612	TR	Council of Leredes on the Tobran heresy
614	TR	Council of Gerefe on the Tobran heresy
615	TR	End of Sedrial's Rebellion
616	TR	Tobran Inquisition proclaimed
618	TR	Battle of Dumes
619	TR	Battle of Cembion Field
620	TR	Executions at Melesuma, Tobran Inquisition ends
619	TR	Second Karetan War commences
628	TR	Second Karetan War ends
638	TR	Dovalin War commences
639	TR	Dovarum falls to Trierzon
640	TR	Dovalin War ends
646	TR	First Trierzi Parliament
657	TR	Third Karetan War commences
659	TR	Third Karetan War ends
684	TR	Arthis usurps Trierzi throne
		Start of The Chaos in Trierzon
695	TR	Arthis dies at Leredas
		Inella's supporters take Ubarian
697	TR	End of The Chaos
720	TR	The present

## THE CULTURAL MODEL

Western Lythia is relatively culturally homogenous, due in part to strong international institutions such as the Mangai and the College of Heraldry. As such, the same general cultural model that applies for Harn may also be used to some degree for Trierzon. The Trierzon region also draws, to some degree, on elements of continental European culture – particularly France and Spain – between the 9<sup>th</sup> and 14<sup>th</sup> centuries.

### THE EMELA

While most Emela dwell in Emelrene, where they form the ethnic majority, about 30 percent live in and around the mountains of Shorkyne and Trierzon – particularly the Jerinalian, Luinde, and Nadami mountains. Although a tribal people, the Emela are not pure hunter gatherers. Rather, they follow a dual lifestyle: “settled” Emela farm and raise livestock, while “free” Emela live a nomadic lifestyle. Individuals and families change freely between modes. Because of this dual lifestyle, Emela population numbers are higher than would be the case for pure hunter-gatherers. There are perhaps 200,000 Emela living in the Jerinalian mountains, with another 60,000 in the Luinde mountains and 100,000 in the Nadami mountains.

### THE BERONI

While most of the Beroni are settled peoples living in the Azeryan province of Beronium or in southwestern Trierzon, the mountain Beroni remain stubbornly apart in their mountain villages paying little heed to their nominal overlords. Clannish and hostile to outsiders, there are approximately 110,000 mountain Beroni living in the Kogamin mountains between Azeryan and Trierzon.

### THE NADI

The Nadami mountains on Trierzon’s northern border are the home to the only non-human civilized society in the Trierzon region – the reclusive and secretive Nadi. Vaguely canine in appearance, the Nadi are few in number and trade only with a handful of trusted contacts.

### HUMAN KINGDOMS

There are three large and one small human kingdoms on the Trierzon regional map, and parts of two others. In addition, part of the kingdom of Emelrene lies on the Shorkyne regional map. The Trierzon regional map is much more densely populated than areas further north and west, and has a total population more than twice that of Harn, Ivinia, and the Shorkyne regions combined.

Kingdom	Population	Royal Clan	Royal Seat
Emelrene	843,000	Edhelen	Berema
Palithane	1,057,000	Ledrin	Parahal
Trierzon	7,400,000	Andrevin	Ubarian
Tarkain	18,000	Kveldemar	Tarkain
Beronium	464,000	Urvaen	Berone

The populations listed are only approximate as no kingdom has a formal census, and all kingdoms include some proportion of tribal Emela or Beroni who are difficult to monitor accurately. The royal seat is the formal location of the court, but most kings make a point of moving their court around the households of their major vassals, which both reduces the cost of the court and helps keep powerful vassals in line.

Beronium is a province of the Azeryan Empire. The population given for are for the province of Beronium only, and include about 14,000 people dwelling off the Trierzon regional map to the east.

## TRIERZI FEUDALISM

Trierzi feudalism evolved out of the need by early Trierzi monarchs to govern the vast realm they inherited after throwing off the rule of the Azeryan Empire. Without the Empire’s bureaucratic resources, the Trierzi monarchs solved the problem of government by devolving local power to trusted subordinates and granting them land in return for service.

Because of the brief period during the sixth century when Trierzon ruled, not just modern Trierzon, but also much of modern Palithane and Shorkyne, western Lythian feudal practices in general owe much to the Trierzi model.

### KING

The basis of Trierzi feudalism is the king’s role as ultimate owner of all land in the kingdom. The king grants land (fiefs) to trusted magnates to rule in return for certain specific services. These services typically include advice and council, the collection of taxes, the administration of justice, assistance and hospitality to the king and his envoys, and military service. Feudal land grants are inheritable and, although the monarch can theoretically revoke them, an attempt to do so will almost always result in armed conflict.

Compared to other neighbouring realms, Trierzi kings are reasonably strong relative to their vassals. Most importantly, the royal estates of the Trierzi Crown make the Trierzi royal clan the largest and wealthiest landholder in the kingdom. This has, paradoxically, led to Trierzon having a relatively uncomplicated form of royal government. Trierzi kings have not needed to institute a system of royal shires as is the case in Harn and Emelrene, nor have they needed to delegate much authority to a parliament. Although Trierzon does have a parliament, the institution is relatively weak, and is seen by Trierzi kings as more of a way to obtain a limited amount of additional taxation than a fundamental tool in running the country.



## DUKE

The highest feudal noble title in Trierzon. Trierzi dukes control two or more counties, and are often more powerful than kings elsewhere. The title of duke owes its origins to king Torichane's attempts to defend the realm he had won for himself in the early sixth century. Early Trierzon faced challenges on many fronts simultaneously, and the king could not be in all places at once. Given that some of these threats were beyond the resources of a single county to deal with, Torichane created dukes, responsible for two or more counties, to co-ordinate the defense of particular areas.

The title duke has since evolved into an inheritable noble title. While a duchy must always comprise more than one county, the mere fact of holding more than one county does not make one a duke. The title of duke – and the creation of a duchy – are the prerogatives of the king.

## COUNT

Count is a feudal noble title ranking above baron and below duke. A count governs a county and is almost always a tenant in chief of the king. Although counts, in theory, hold their land from the king, the most powerful counts are de-facto rulers of their own domains. A county is divided into baronies, some of which will be controlled by the clan of the ruling count, and some of which will be held by the count's vassals. In some cases the most powerful of a count's vassal barons may rival the power of the count.

The position of count owes its origins to Torichane's attempt to put a new governance structure in place for Trierzon following the Trierzi rebellion. Lacking the sophisticated Azeryan bureaucracy, Torichane responded by making government a function of personal ties between himself and trusted followers – the counts – who were placed in charge of regional government.

## EARL

A feudal noble title used in Emelrene and Palithane, roughly equivalent to count. In Palithane, despite the best efforts of the Crown to alter the situation, most earls possess considerable independence. In Emelrene, the Crown has instituted a system of royal shires which cut across the domains of the great earls and provides a counter-balance to their power.

## BARON

A baron is the holder of a feudal fief, usually of 10 to 30 naloren grouped around a keep or castle. In Trierzon and Palithane all barons hold their fiefs directly from an earl, count, or duke. In Emelrene some barons are tenants in chief of the queen. Due to dynastic marriages over the years, some clans have been able to combine several baronies together. Thus, the notion of a baron controlling a single keep or castle and its adjacent manors does not always hold – particularly in Trierzon. Some of the more powerful baronial families rival counts in power.

## NALOR

A Nalor is the title given to the feudal noble holding a single naloren (manor). A nalor will usually be a knight, and always owes military service to their lord (usually a baron) in exchange for rights over the land. While feudal arrangements are personal and vary from place to place, the holder of a naloren is typically required to provide a lance of 5 men (one knight, one squire, one

man at arms and two light foot) to serve for ninety days each year.

In the south of Trierzon, particularly the areas that used to be Zonaraloas or part of Beronium, feudal arrangements are typically somewhat different. In these areas scutage is normally paid, and is often institutionalized to the degree that a lord cannot request soldiers in place of cash. Instead, barons and counts maintain an armed force or 'mesne' supported by a regular stream of cash revenues. This may include knights with a 'cash fief' or pension.

## HERITABILITY

All feudal titles are heritable. Typically a meeting of all adult clan members occurs after the death of the clan head to select a new clan head. The new clan head can be anyone (and can even be adopted into the clan), and is then presented to the feudal overlord to take their oath of homage. The feudal lord does not legally have any say in clan succession and most usually accept the proposed successor. However, conflicts where the feudal lord refuses to accept a proposed successor are not unheard of. The result can vary from armed conflict to an meek acquiescence depending on the relationship between the various parties. Disputes of this sort are often appealed to the court of the lord's feudal superior. For example, a dispute over succession between a nalor clan and a baron might be appealed to the court of a count, possibly providing the grounds for conflict between the baron and the count if the baron dislikes the count's adjudication.

## ROYAL GOVERNMENT

Although Trierzon is a highly decentralized feudal kingdom, the Trierzi Crown has built an extensive royal bureaucracy to assist it in the government of the realm. Some institutions in the Trierzi bureaucracy have their origins in the Azeryan provincial administration while others have evolved subsequently.

Because of the strength of the Trierzi royal clan compared to other major land holding nobles in the kingdom, there has been less emphasis in Trierzon on developing a complex royal bureaucracy as a counterbalance to the power of the nobility. Instead, the bureaucracy has grown around those functions that either cannot be carried out in a decentralized way or where Trierzon inherited infrastructure from Azeryan.



## CHAMBER

The office of the royal chamber is run by the Royal Chamberlain. This office is responsible for the king's agenda and the day to day running of the royal household. As such it is a powerful position in that it controls access to the king. The Royal Chamberlain of Trierzon is Gares Isylda, an urbane man of 40 who owes his position due to his extreme competence more than his clans position as a noble family of some power in Ubai.

## CHANCERY

Administered by the Lord Chancellor, the Chancery is the office responsible for the government of the realm as a whole. When the king is unavailable it is the Lord Chancellor who functions effectively as a sort of deputy king. The Chancery is also responsible for the judiciary of the kingdom and the Chancery court is the highest court in the realm. The current Lord Chancellor is Anre Wyclin, a loyal but unimaginative man of 56. Anre was a close friend of King Hugast, the current king's father.

## EXCHEQUER

The Chancellor of the Exchequer is responsible for the royal budget. This includes the collection of royal revenues, administering the royal mint, and operating the treasury. The current Chancellor of the Exchequer is Ilene Toreo, the daughter of the countess of Jaleda. Ilene is an intelligent woman and good at her job. She is currently unmarried and the sole heir to the county of Jaleda.

## PRIVATE OFFICE

The private office is the department of the Lord Privy Seal who functions as the king's private secretary. In addition to helping the king manage his day, the Lord Privy Seal oversees the royal archives and plays an extensive role in formulating policy. The current Lord Privy Seal of Trierzon is Evastin Orsyl, baron of Elprin. Elprin is cunning to the point of deviousness and (apparently) extremely loyal to the king.

## ROYAL NAVY

In the aftermath of the Trierzi rebellion, the nascent kingdom of Trierzon inherited those elements of the Azeryan fleet that had been based in Zonora. The modern Trierzi navy grew out of these ships, and is still based on the Azeri model.

Unlike the navies of some northern countries, which are essentially arrangements for conscripting merchant vessels, Trierzon maintains a standing navy of dedicated warships. These are based in a number of naval depots at strategic points from the Gulf of Batana to the Azeryan border. For historical reasons the Trierzi navy is comprised entirely of Laru. Most are relatively small coastal craft in the 60 to 90 foot range.

Although Trierzi naval arrangements are relatively advanced compared to some feudal states, they are grossly inadequate compared to the task faced by them. The Azeryan Empire has near complete naval dominance off Trierzon's eastern seaboard, and the Gulf of Batana is dominated by the Palithanian earls of Skagia and Batana. The current Lord Admiral, Eran Andrevin is the king's cousin. An uncomplicated young knight of 24, Eran is a close friend of the king and a poor choice of admiral.

## ROYAL ARMY

Where the Royal Navy benefits from being based on its Azeryan predecessor, the Trierzi Royal Army is a more recent creation. For the first century of its existence Trieron depended almost entirely on feudal troops for its defense. Over time, however, Trierzi monarchs have found it prudent to maintain a standing army.

The Trierzi royal army is paid for largely out of the revenues of the royal domain, and comprises 7 cohorts of mixed light and medium foot under the command of the Marshall of Trierzon, Korasta Ebestan. Korasta, who is also the baron of Anlides, is proud to the point of arrogance, and would likely be a disaster in wartime.

## EMELRENE AND PALITHANE

The general structure of government in Palithane and Emelrene is similar to that in Trierzon with a few exceptions. Neither country maintains a standing navy along the Trierzi model. Emelrene maintains a fleet on a quasi-feudal basis with the major port towns each required to provide a number of ships available on 5 and 30 days notice for the Crown. Palithane, while a significant naval power itself, has no royal navy. Rather, several earls maintain powerful personal fleets – particularly the earl of Skagia.

Emelrene also differs substantially from Trierzon in that it is divided into eight shires. The shires are judicial districts and are administered by a royal sheriff. The sheriff is responsible for administering royal justice and collecting taxes within the shire. The sheriff typically has at his disposal a military force on a par with that of most earls, and serves as an important counterbalance to the power of the earls.

In both Emelrene and Palithane there is no Private Office. Instead, the Lord Privy Seal is part of the Chancery.

## LAW

Although a feudal state, Trierzon's prior history as a province of the Azeryan Empire means that its legal system is somewhat different to that of most neighbouring states. In the west and north of the country feudal law dominates, while in the south and east – particularly in towns – Azeryan civil law dominates.

Feudal law holds the feudal lord responsible for justice in their fiefs. This is administered through feudal courts, which are often irregular and informal. There is a natural hierarchy of such courts ranging from the nolor up to the Royal court. Tenants with a grievance may appear before their lord to argue their case. If unsatisfied a free tenant can appeal to the next lord up in the hierarchy, but this option is not open for unfree tenants. Justice is based heavily on local custom, tradition, and the personal edicts of the feudal lord in question.

Azeryan civil law is fundamentally different from feudal law in that it is formal and codified. The law centres round the notion of the citizen, defined as the head of a free household. Free citizens are able to bring cases to a court, and have a responsibility to bring any crimes of which they are aware to the attention of the court whether they are personally involved or not. Sufficiently complex to support a Litigant's Guild, Azeryan civil law forms the basis for much legal thinking and training in western Lythia, even outside areas where it dominates.

In practice, only major settlements are governed fully under civil law. In rural areas, even Azeri speaking parts of Trierzon, feudal law dominates. However, in some areas it is accepted that a free person has the right to appeal against their feudal lord's justice in a civil court. In other parts of Trierzon, particularly the north and west, this right is heavily disputed. The Lord Chancellor has shown some interest in persuading the king to give some version of Azeryan civil law the status of royal law. This would resolve some of the disputes that occur when feudal and civil law conflict, but would be strongly opposed by many noble lords.

## NALOREN

### THE TRIERZI NALOREN

The naloren (manor) is the basic economic and social unit of Trierzi society. Over 90 percent of Trierzon's population live on naloren, and much of the economic activity of the kingdom takes place within the confines of the naloren. The Trierzi naloren evolved from the Azeryan nalari or villa. This refers not just to a building with attached lands, but to a social and economic structures attached to it. Since the founding of the kingdom of Trierzon, the naloren has become the fundamental unit of feudal obligation.

Typically a naloren constitutes about 3000 acres and has a population of 350 to 400 people. About a fifth of the land will be given over to woods, with the remaining land split between crops and pasture. Trierzon's warm climate means that wheat is the dominant cereal crop, although barley is also grown



extensively and rice is grown in eastern Trierzon. Tenants will grow vegetables – particularly peas and beans on their own lands. The proportion of the naloren held directly by the lord for his or her own use is referred to as demesne. In

addition to cereal crops and vegetables, fruit and cash crops will often be grown here. In northern Trierzon this will include apples, pears, stone fruit, and grapes, while in southern Trierzon grapes, citrus fruit, and especially olives play a major commercial role.

The majority of the population on the naloren are unfree serfs possessing few legal rights. Trierzi serfs are bound to the land and lord, and cannot leave without their lord's permission. They are entitled to their lord's protection and justice, and can expect some assistance from their lord in times of economic hardship (if for no other reason than that they are a valuable economic resource). A much smaller proportion are freeholders, who rent the land they work, and guilded craftsmen. Trierzi lords sometimes also grant land to yeomen in return for military service, but this is less prevalent than elsewhere. Instead, it is more common for Trierzi lords to retain a larger retinue of men at arms on the villa supported off surplus demesne production.

## REGIONAL VARIATIONS

In Palithane the naloren is very similar to Trierzon, reflecting a shared Azeryan origin. The chief difference is in the presence of an ethnically distinct ruling class in Palithane. Although the Ivinian ruling class of Palithane has gradually become assimilated and "Palithanian" over time, the ethnic differences has to some degree resulted in a harsher tone in lord/tenant relationships than is the case in Trierzon.

In Emelrene the average manor size is a lot smaller at around 1500 acres and are associated with a somewhat reduced military obligation on average. An Emelan manor lord typically owes the service of a similar number of troops to their Trierzi counterpart, but for a shorter period of time (45 or 60 days).

## TOWNS AND CITIES

There are 77 substantial walled towns in the Trierzon region, not counting several in Shorkyne's border territories, and numerous smaller towns associated with keeps and castles. The largest settlement in Trierzon is Ubarian, with a population of 35,900 followed closely by Janora (28,400) and then Berone (26,600), Berema (23,800), Engaritane (15,200), Tengela (14,900), Parahal (14,800), and Perna (14,300). In total, just over 11 percent of the population live in urban areas.

### TOWN GOVERNMENT

There are two types of town in Trierzon – the feudal town and the Freetown. A feudal town is a settlement managed directly by a feudal lord, and legally is no different to any other settlement. A Freetown, however, is a distinct legal entity governed under a charter of rights.

In practice, the differences between the two types of town are minimal. Both exist where there is sufficient economic activity to justify their existence, and both types of town usually elect a number of aldermen and/or a mayor. The main difference is that in a Freetown the aldermen and/or mayor govern freely under the king, where in a feudal town their role is at the pleasure of their feudal lord.

The institutions of many Trierzi towns pre-date the founding of the kingdom of Trierzon, and in some cases give some insight into the nature of the early settlement. In particular, towns with 8 aldermen are often places where the church of Agrik was an important influence under the Azeryan Empire, while those with 13 aldermen tend to be places where the church of Morgath was significant. Towns with 7 aldermen often reflect an important Halean influence.

All freetowns, and a surprising number of feudal towns are subject to Azeryan civil law, simply because the formal codified nature of the legal system makes it a more predictable and reliable basis for trade and the enforcement of contracts.

### THE GUILDS

The main activity of towns is trade, and trade throughout Trierzon is the province of the guilds. Lythia's guild system is well established in Trierzon, and the Guilds collectively control virtually every activity of economic importance outside of agriculture.

The most important guild institution is the Mangai, which is an association of all the Guilds. The Mangai settles disputes



between guilds, organizes markets and fairs, and works to protect guild rights and privileges. Although it exercises enormous economic power, the mangai tends to tread very warily around political issues.

### LANGUAGE, ARTS, AND LEARNING

Five main languages dominate the Trierzon region. In the northern part of the region, controlled by the kingdom of Shorkyne, Shorka is spoken. Emela is spoken in the kingdom of Emelrene, and also by the tribal Emela peoples dwelling in the Nadami, Luinde, and Jerinalian mountains. Palithanian has its origins in a creole of Ivinian and Trierzi, but has evolved into a language of its own. The ongoing status of Palithanian is unclear, as Palithane's Ivinian nobility are only a very small proportion of the total population, and it is likely that Palithanian will continue to evolve away from its Ivinian roots.

Trierzi is the dominant language of the region, spoken throughout Trierzon and also in parts of Palithane and (to a lesser degree) Shorkyne. There are distinct regional dialects of Trierzi, most noticeably those associated with the Zonoragares in the upper Degela valley, the central dialect, spoken in the upper Gaden valley, the Zonoraloas dialect spoken west of the Boden river, as well as "standard" Trierzi spoken in and around Ubarian and Degela Bay. The Thanema dialect of Trierzi is still spoken around Kirisone, but is increasingly evolving in line with Palithanian. All of the dialects of Trierzi are mutually intelligible.

Although Trierzi is spoken by the nobility throughout Trierzon, much of the population of eastern Trierzon is Beroni in origin and speak a dialect of Low Azeryani. A related dialect is spoken by the Mountain Beroni.

### TROUBADOURS

In Trierzon, as with the rest of western Lythia the Harper plays a crucial role as entertainer and bringer of news. In the last generation, however, a new phenomenon has emerged in Trierzon – the troubadour. In theory, a troubadour is a master Harper of noble birth. In practice, not all noble troubadours have completed training at a Harper's Hall, and some of the best Master Harpers are accepted as troubadours even though they are not of noble birth. Troubadours are commonly used as messengers and propagandists by the great lords of Trierzon.

### THE COLLEGES

A recent innovation in Ubarian has been the formation of a number of public schools or "colleges" – so called from the college of masters that run them. These colleges represent a fundamental break with traditional Lythian attitudes to knowledge which is to hoard and protect information rather than spread it. While the curriculum is relatively narrow, and focuses on grammar, geometry, theology, and history, students have been drawn to Ubarian in increasing numbers.

Groups in Areshomes and Berema are considering following Ubarian's initiative and founding colleges in these towns also. Within the Guild of Arcane Law the subject of colleges is of some debate. Generally speaking, the Guild has taken a negative view of the widespread diffusion of knowledge, but it is also a relatively weak institution and makes relatively little attempt to control the activities of most members. Given that the masters of the colleges are Guild members, it is not clear what grounds the Guild would have to act against them.

### RELIGION

Under the Azeryan Empire, Trierzon enjoyed almost complete religious freedom. This tolerance is, however, a thing of the past. Trierzon is the seat of both the Laranian and Peonian pontiffs. Generations of warfare with the legions of the Azeryan Empire – in which the followers of Agrik are prominent – and with Ivinian raiders – who largely worship Sarajin – has left Trierzon with a strong antipathy towards "foreign" gods.

The majority of Trierzi nobility are Laranians, and the Laranian church is exempt from tax and holds significant endowments in land (not least being the county of Tengela). A smaller number of nobles worship Save K'nor or Peoni, but these are a distinct minority.

The common folk by and large worship Peoni, although there is also a small but not insignificant minority of Ilvirans scattered throughout the region. Amongst the guilded class the worship of Halea and Save K'nor are more common, although Peoni still commands the majority of worshippers.

All major walled towns boast either a major Laranian or Peonian church, and the largest town in a county will typically have a cathedral for each.

Agrik, Morgath, Naveh, and Sarajin are proscribed in Trierzon, and the worship of any of these gods is punishable (in theory) by death. How severely these penalties are enforced varies from area to area. Followers of Sarajin are ignored in many parts of the realm provided they are not too overt about their religion. In some counties the worship of Ilvir is also proscribed, but this varies a lot by region and with the personality of individual lords.

The religious climate in Emelrene is generally not too dissimilar to Trierzon, with a few points of difference. The most obvious difference is in the status of the church of Save K'nor. Berema, in Emelrene, is the seat of the pontiff of the church of Save K'nor, and the Edhelen dynasty have traditionally been followers of the sage of the gods. As a result of this, the church of Save K'nor has tax exempt status and a significant following among both the nobility and the guilded class. The worship of both Ilvir and Sarajin is legal in Emelrene, although neither religion is encouraged. Agrik, Morgath, and Naveh are proscribed.

Palithane has traditionally had a relatively tolerant religious climate. The original generation of Ivinian conquerors were followers of Sarajin, and they had little interest in the religious beliefs of their subjects. As a result, the worship of Agrik, Morgath and Naveh remained technically legal in Palithane up until 639. Since the mid-seventh century the kings of Palithane have increasingly worked in co-operation with the Laranian church to convert Palithane into a standard Laranian/Peonian kingdom along the lines of Shorkyne and Trierzon. While this project has met with some success, Sarajin still has a hold on a significant part of the nobility and both Ilvir and Halea are more popular among the common folk than is the case in neighbouring kingdoms.

## AZERYAN CULTURE

### THE CLAN

The clan is the fundamental unit of Azeryan society, and is the focus of the majority of social and economic activity. A clan is formed from a number of families, linked by a common real or mythical ancestor. The clan head is responsible for all clan members, and makes all major economic decisions for the clan. In this, the he or she is assisted by a council comprising the heads of important families within the clan. The clan head is usually elected by the clan council, and holds the position for life. Admission to a clan is by birth or adoption, with the latter being not unusual.

Azeryan is dominated by a number of powerful patron clans that own most of the land and run the government. Outside of the family and clan, the patron-client relationship is the most important social relationship that a person has. The patron uses their wealth and influence to assist their client in return for support either in labour, kind, or a share of the client's revenues. Most patrons will, in turn, be clients of another wealthier and more powerful patron. Azeryan society is fundamentally a network of patron-client relationships stretching all the way up to the Emperor.

### THE NALARI

About 85 percent of Azeryan's population is rural, dwelling on large estates known as Nalari.. A typical Nalari is about 3000 acres in size and owned by a patron clan but worked by a number of client clans. At the centre of the Nalari is the villa of the patron clan. Unlike the western Lythian manor, Nalari are typically not fortified, and do not serve a military function. Taxes are assessed on the basis of the Nalari and typically paid in kind. A Nalari will provide foodstuffs, raw materials, finished goods, and even manpower to the Azeryan government based on tax records held and updated by the bureaucracy.

### GOVERNMENT

The Azeryan Empire is an authoritarian bureaucracy. The power of the Emperor is absolute, and his word is final. However, the scale of the Empire and the scope of the challenges faced by it mean that the Emperor is supported by a large and complex bureaucracy.

The Empire is divided into 26 administrative provinces, each overseen by a civilian provincial governor (Kemalras). The office of Seneshelen (a title that roughly corresponds to General) is head of the provincial military forces. The Seneshalen is not subject to the authority of the Kemalras, who is more correctly head of the provincial bureaucracy than governor per-se.

Each province is, in turn, divided into a number of administrative districts, responsible, in theory, for supporting one cohort through taxes. The civilian head of a district is a Vishras.

### THE BUREAUCRACY

Following the loss in the 6<sup>th</sup> century of Trierzon, Gothmir, and many of the Empire's outer provinces, the Azeryan government experienced a severe fiscal crisis, and the Empire had great trouble even paying its soldiers. The solution to this was to move from a cash-based system of taxation to one based primarily on taxation in kind. This move was effective in that it

allowed the Empire to hold onto its core provinces and pay the army, but it also generated a huge bureaucracy to estimate, collect, and distribute the resources required for running a large and complex state.

The bureaucracy is organized into a number of departments, each headed by a powerful noble. Positions are not hereditary, and competition for senior positions in the bureaucracy is occasionally lethal. Lower positions in the bureaucracy are treated, to a large degree, as sinecures to be distributed by whoever heads the department in question. A senior position in the bureaucracy thus creates the opportunity for extensive patronage.

### THE ARMY

The Azeryan Empire differs from its western neighbours in that it has no professional military class. Instead, Azeryan has a quasi-professional army employed by the state. Personnel for the army are levied from major clans as part of general taxation and, while it is not uncommon for child to follow parent into military service, it is the clan head who decides who the clan will send to the legions. The bearing of arms is confined, in theory and under Azeryan law, to soldiers only. In practice, however, exceptions are easily obtained with the right connections. Arms production is another state monopoly, largely carried out in major state run arms factories.

The Azeryan army was originally organized into legions of about 1600 soldiers, consisting of a balanced mix of horse and foot. During the 6<sup>th</sup> century, however, the standards of the Azeryan legions declined as the fortunes of the Empire turned down. Those legions on the frontiers or backing the wrong contender for the throne were allowed to decline in quality and strength, while successful Imperial candidates jealously protected their remaining professional units.

In 720 TR the Azeryan army consists of four broad classes of troops. The Court Legions are full time trained professionals, typically well equipped and including a significant, although varying, proportion of cavalry. Held well back from the frontiers and largely under the direct control of the Imperial household, the Court Legions form a mobile reserve for the Empire and spearhead any aggressive campaigns.

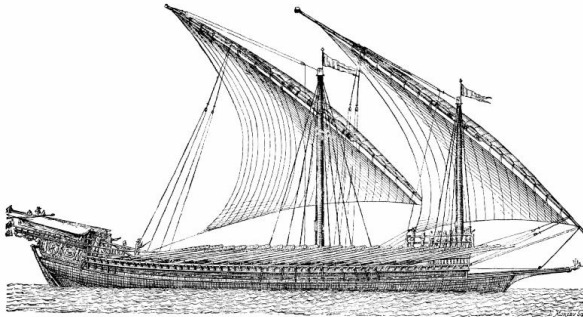


The borders of the Empire are largely garrisoned by the Provincial Legions. These units consist of a small professional core and a larger body of part-time soldiers provided from local clans. The morale and skill of the Provincial Legions varies from region to region, but the almost without exception the Provincial Legions are predominantly light infantry.

In many areas the need for a cavalry force on the border and under the control of the Seneshelen has led to the raising of a provincial guard. These are mostly mounted and vary in quality and size.



The recent resurgence in the fortunes of the Empire has seen a need for more high quality troops than the Court Legions can provide. As a result of this, the Imperial court now maintains several mercenary contingents recruited from foreigners. These “legions” do not follow standard legionary organization and largely fight in the manner of their homeland. The two most notable are the Ivinian Guard, recruited from Ivinian mercenaries and the Gothmir Legion, which consists entirely of mercenary Reksyni cavalry.



### THE NAVY

The Azeryan Empire maintains a large standing navy comprising largely of Laru. At one time the dominant naval power of the Venarian Sea, the Azeryan Imperial navy is no longer the power that it once was. The navy is organized into fleets based on an area of operations ranging from a single province to a group of provinces, depending on military and commercial needs. A fleet is typically under the control of a Makelen, and is organized into squadrons of 2 to 6 ships. The large crew complement of a Laru requires the navy to maintain a series of naval depots to support the fleet ashore.

### LAW

The Azeryani legal system is complex and highly formalized compared to feudal law. A clear distinction is made between civil and criminal cases, with many subtle variations which are opaque to the outsider. Fully seventeen grades of civil suit are recognized based on the relative status of the complainants and the type of dispute. Criminal law is similarly complex. This has resulted in a thriving litigant's guild. As Azeryani society is extremely litigious, litigants can earn substantial wealth and are frequently widely known with strong reputations.

Civil suits are settled by a panel of five jurists, and awards are usually monetary. The loser is expected to pay for the expenses of the trial as well as whatever award the jury imposes. Criminal cases are settled by a panel of three jurists and punishments are normally harsh. In addition, convicted criminals or their patron must pay the expense of the trial.

Jurists are selected from among the more respected litigants in the city. After serving with distinction for at least 20 years, any litigant is a candidate for being designated a jurist. Which litigants serve as jurists on which case is determined by the litigants handling the case. In civil cases each side chooses two jurists and the state chooses the fifth. In criminal cases two jurists are chosen by the litigant hired by the state and one by the defendant.

### RELIGION

Azeryan's religious climate is, perhaps, the most tolerant in western Lythia. The only religion to face significant restrictions is the worship of Naveh. This is due largely to the history of ongoing conflict between the Azeryan Empire and Dalkesh, where the worship of Naveh is centred.

The bulk of the Azeryan population worship Peoni (in the north and west) or Halea (in the south and east), but neither goddess commands an absolute majority in either area. The worship of Agrik dominates the province of Lysara, and is firmly entrenched in the legions. Larani is less popular, at least in part because the centre of the religion lies further west in Trierzon which is hostile to the Empire. Nonetheless, the Laranian faith is popular among some great clans in the north and west and along the east coast of the Azeryan peninsula.

The worship of Morgath is centred on Meokolis and is the primary cult of the Imperial Family. This gives the religion a lot more political power than it has elsewhere, although not a lot more popularity. Other religions are less significant within the Empire. Sarajin is worshiped by Ivinian merchants passing through, and is also popular with the Ivinian Guard. There are a sprinkling of Ilviran's across the Empire, mostly concentrated in specific rural clans.



## PRICES AND INCOMES

Prices and incomes in the Trierzon region are much the same as in the rest of western Lythia, with a few regional differences reflecting local surpluses and shortages. The biggest change compared to regions to the west and north is a relative shortage of good timber, particularly in the south. This is reflected in the prices of wooden items, which are generally 10% to 20% more expensive in southern Trierzon than might be the case in other areas.

Trierzon's larger population density and greater trade volumes also affect prices. In particular, worked metal tends to be a little cheaper in Trierzon, again by a margin of 10% to 20% on average. Goods imported from eastern Lythia are also cheaper in Trierzon than further west. This includes silk, many dyes and spices, and cotton cloth.

In overall terms, the bulk of the population of Trierzon is not much better off than is the case in Shorkyne or Harn. A greater population base means less of a labour shortage, and hence less incentive for lords to strike relatively generous agreements with their tenants.

Although the bulk of the population are no better off than further north and west, Trierzon's greater population density and position astride major trade routes means that the wealthiest in Trierzon are much wealthier than is the norm on, say, Harn. This applies equally to nobles and to the most successful guilded clans. Indeed, the wealthiest mercantylers of Chedilo or Janora have a greater money income than any Harnic king. A few of the largest mercantylers function effectively as bankers to Lythia's kings. This is risky, since mercantylers have no good way to enforce contracts on royalty who default, but is also very profitable.

## THE MONEY ECONOMY

In rural areas, particularly away from the main trade routes, barter predominates. Even in relatively urbanized areas, barter remains a common form of exchange. However, the needs of a commercial economy mean that money is not as uncommon as it might be elsewhere. The kingdoms of Emelrene, Trierzon, and Palithane all mint coins, as does the Azeryan Empire. While coins from Emelrene, Trierzon, and Palithane tend to be discounted by 10% to 20% when used outside their own territory, custom and widespread use mean that Azeryan coins can be redeemed for full face value almost anywhere in the Trierzon region.

Neither Trierzon nor Palithane are particularly rich in precious metals, and both make do with a currency based on the silver penny. Azeryan mints a gold Crown that is widely accepted, although not at quite the same premium as the Khuzan Crown of Azadmere. Recent discoveries of gold in northern Emelrene have convinced the chancellor of the exchequer to investigate minting a local gold Crown in that kingdom.



## TAXES AND TOLLS

Government toll houses exist along most of the paved highways in Trierzon, Emelrene, and the Azeryan Empire. Most major landholders in Trierzon, Emelrene, and Palithane also impose

their own tolls wherever an opportunity presents itself. Bridges, keeps, and castles often require a toll to pass. Fortifications controlling access along a major waterway also often impose tolls on passing river traffic. Typical tolls are:

Per Person (afoot)	1f
Per Horse	3f
Cart/Wagon	1f per wheel
Per Ox/Sheep etc	1f
Boat	1f per foot length

## TRADE

Generally speaking, most settlements in the Trierzon region are largely self sufficient, and the bulk of the population spends its time in subsistence activities. However, some commodities cannot be produced locally, and there are some goods that of sufficient quality or quantity to sell elsewhere. This generates trade.

Trade is primarily an urban concern. It is trade that generates the surplus that supports towns, and most commercial activity takes place within the town. The smaller rural towns may exist primarily to serve the needs of the local region, but the larger towns are important primarily for their role in Lythia's major trade routes.

## TRADE ROUTES

The Trierzon region prospers from trade, partly because it sits astride the major trade route between the eastern half of the Venarian Sea (and hence all of eastern Lythia) and those countries around the Gulf of Shorkyne and the Sea of Ivae. This trade route sees dyes (Tazach Purple, Dragon's Blood, Indigo, and Saffron), spices (bdellum, cinnamon, frankincense, ginger, myrrh, nutmeg, pepper, nard, and lashu powder), and textiles (cotton and silk) going west. In exchange, Emelrene linen, furs, amber, glasswares, whale oil, woolen cloth, and exotic creatures go east.

The most important trade route is the ocean route taken by the Karejian Larun. This route hugs the coast of the Azeryan peninsula, before crossing the western Venarian Sea to Degela Bay and Janora. From there the route follows the coast of Trierzon before cutting across the Gulf of Batana to Parahal, Emelrene, and Cherafir in Melderyn. A second important sea route links the heartland of the Azeryan Empire with Trierzon following the coast of Beronium, before joining the main east-west trade route at the island of Ilona.

In addition to the Karejjians, who dominate trade in the eastern Venarian Sea, Ivinian traders can commonly be found as far east as Janora or Ilona on the Trierzi coast. Using Tarkain as a stopping point on the way south, Ivinian traders also range further east via Menema and the Hepekerian coast as far as Goris.

Although the Trierzon region has a good network of highways, inland trade is still dominated by water. Most long distance trade follows the great rivers of Trierzon. In particular, the Degela River system carries a large volume of trade upstream from Janora to Ubarian, and thence on to Engaritane and Shorkyne via the Gaden River. Although not quite as significant as the Gaden, the upper Degela River also carries a high volume of trade, linking Lankor and the interior of Quarphor with Trierzon and the Venarian Sea.

## BIRTHPLACE

There are a number of reasons why one might wish to randomly generate a place on the Trierzon Regional Map. Determining the birthplace of a character is one, but one might also wish to know the place at which a particular event takes place, or the origin of some item. The birthplace generation tables give a way of randomly assigning the place of an event based on the proportion of the Trierzon Region's population living in that area.

Because of the number of settlements located on the Trierzon Regional Map, the birthplace tables below do not go down to the particular settlement in which a character was born. Instead, they provide the county, earldom, province, or kingdom that is the character's point of origin. In some cases – such as with some events – this may be a sufficient level of detail. In other cases, the referee may wish to assign a settlement from within the appropriate area.

### State/Subregion

1d100	State/Subregion
01-72	Trierzon
73-80	Emelrene
81-90	Palithane
91-94	Beronium
95	Tarkain
96-99	Emela
100	Beroni

### Trierzon

1d100	Trierzon	Roll	Trierzon
1-3	Agelos	46-47	Korun
4	Amesuma	48-49	Latima
5-8	Anfaldon	50	Magalia
9-12	Areshomes	51-52	Malagos
13-15	Baldeme	53-54	Manas
16-17	Bodima	55-58	Mankonia
18-19	Bomedus	59-63	Melesuma
20	Chimas	64-66	Nadamia
21-22	Devai	67	Omegen
23-24	Dovalin	68-69	Palama
25-26	Enala	70-71	Peltane
27-28	Faldin	72-74	Perna
29	Faleo	75-76	Rindi
30-32	Gelamo	77-79	Senedalo
33	Halmo	80-82	Stalfore
34	Hedames	83-84	Tamala
35-37	Ilaska	85	Tashones
38-40	Ilbra	86-88	Tengela
41	Ilona	89-93	Trabant
42-43	Jaleda	94-96	Ubai
44	Janora	97-98	Vedin
45	Kogamin	99-100	Zhoren

The procedure is relatively simple. First roll 1d100 to determine the general subregion within which the character was born. In most cases a second roll of 1d100 is then required on the relevant table for the sub-region to determine exactly which county/earldom the character was born in. Tarkain and Beronium do not have their own sub-table, and the referee will need to decide where within these regions the character is born if this is important.

The Trierzon Regional Table also sometimes indicates that the character is "Emela" or "Beroni". In each case, this indicates that the character is born a member of the indicated tribal people, living largely outside the authority of any settled state. The Beroni live in the Korgin Mountains, while the Emela live in the Jerinalian, Nadami, and Luinde Mountains.

### Emelrene

1d100	Emelrene
1-11	Algram
12-29	Alwina
30-41	Berema
42-53	Fandalon
54-66	Jerinala
67-79	Malad
80-89	Quandas
90-100	Ulama

### Palithane

1d100	Palithane
1-15	Athamas
16-25	Batana
26-34	Gavas
35-52	Liguno
53-60	Luindar
61-78	Norimar
79-90	Skagia
91-100	Tamanias



# TRIERZON REGIONAL MAP 1

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## VEGETATION

Vegetation is indicated by colours and shades as shown on the map key. Brief descriptions are given below, focusing particularly on where vegetation in the Trierzon region differs from its more northerly equivalents.

### ICE, SNOW, ROCKFIELD

Regions of permanent mountain snowpack, glaciers, and steep rocky cliffs. The warming influence of the Venarian Sea and a generally warmer climate means that the snowline is considerably higher in southern Trierzon than further north.

### ALPINE VEGETATION

Found above the tree line, alpine vegetation is dominated by short rooted plants such as grasses, mosses, and sedges. In midsummer the plants flower for a few weeks creating a carpet of colour.

### NEEDLELEAF FOREST

Forest dominated by tall straight-trunked evergreen trees. Undergrowth tends to be sparse due to year round shade. Needleleaf forest tends to occur at an altitude of 4,500 feet and above.

### MIXED FOREST

Mixed forest contains a range of needleleaf evergreens, broad leaf evergreens, and broad leaf deciduous trees with a canopy covering more than 50% of the land area. South of the Luine and Kogamin mountains, a high proportion of trees will be broad leaf evergreen hardwoods such as the evergreen Venarian Oak, Cork Oak, Holly Oak, Carob, wild Olive, and Juniper, and on higher ground Stone Pine and Hacherdad Pine.

### MIXED WOODLAND

Areas where the tree canopy shades between 15% and 50% of the ground are considered woodland. Along the shores of the Venarian Sea much woodland is naturally occurring. Much of the "open" spaces will in fact be areas of low lying fragrant evergreen scrub including Lavender, Sage, Rosemary, Thyme, Myrtle, and Juniper (Maquis).

### HEATH

True heathland is rare in the Trierzon region, being confined to a relatively limited area on Emelrene's western coast. Much of southern Trierzon's woodland, however, is actually Maquis shrubland and presents a similar appearance to heathland (albeit somewhat drier).

### CROPLAND AND PASTURE

Cropland is dotted with naloren and nalari not shown on the regional map, and is woven through with small tracks and roads. About a third of the land will be cropland under cultivation, producing mainly wheat, while another third will be fallow. In many areas olives, grapes, fruit, and nuts are also important crops.

## TOPOGRAPHY

Generally speaking the topography of the Trierzon region does not differ significantly from other parts of western Lythia. The warmer climate of regions bordering on the Venarian sea means that mountainous areas, in particular, tend to have a different distribution of vegetation to more northerly peaks.

## SETTLEMENT PATTERNS

The only settlements shown on the regional map are major fortified settlements: keeps, castles, and walled towns. Generally speaking a keep consists of a central tower or donjon with, at most, a low curtain wall of stone or a wooden palisade. A castle is distinguished from a keep by one or more major stone curtain walls, usually accompanied by towers. Walled towns usually incorporate one or more castles, acting as quarters for the town guard and the focal point for the defense of the town.

In addition to the settlements marked on the regional map, each major settlement will be surrounded by 10 to 40 naloren, each accompanied by a small village. Some of the better fortified naloren may be almost as defensible as a small keep.

### AZERYAN

Settlement patterns in Azeryan differ considerably from Trierzon and other western feudal states. Azeryan culture is both more urban and tends to involve less scope for private fortifications than is the case for feudal culture.

Smaller Azeryan fortresses, equivalent to a keep, rarely possess an actual keep. Instead, they typically have a low stone curtain wall with bastions or towers surrounding an inner courtyard containing a well and accommodations for the garrison. Fortresses of this size will typically be held by only a couple of companies and are intended as defended bases that an invader must either lose time by assaulting or leave in their rear area able to harass foraging parties and supply trains.

Bigger fortresses (castles) still lack a distinctive keep, but are larger and may have an inner wall or a distinct citadel that is, in effect, a smaller fortress within the main fortress. Large fortresses function as defended supply depots and have repair facilities to address most military needs. Some large fortresses function as cohort headquarters, and are important to the civil as well as military bureaucracy. A large fortress will typically be garrisoned by several companies, possibly an entire cohort for a particularly important fortification. Walled towns in Azeryan are more similar to feudal towns, but are more often major administrative and military centres. There are no Azeryan freetowns.

### THE HIGHWAYS

The Azeryan Empire maintains a system of Imperial Highways, primarily to assist the movement of Imperial officials and troops around the Empire. Compared to paved roads in neighbouring kingdoms, Azeryan's highways are of superior quality and well maintained. They consist of a broad road paved in stone built over a base of broken stone and rubble, sloping gently sideways to allow water to run off. The main road is broad enough for 5 to march comfortably abreast. Priority is given to military and official traffic on the main road by law. On either side of the main road are broad dirt roads used by merchant traffic and other travelers when the main road is in use for official purposes.

## CLIMATE ZONES

The Trierzon region is divided into two general climate zones. To the north and west a cool maritime- temperate climate predominates. There is adequate precipitation all year round, and the prevailing wind is a southwesterly off the Gulf of Ederwyn. Snowfalls in winter are not uncommon and at higher altitudes and in inland areas snow remains on the ground until early spring.

The south and east of the Trierzon region are covered by the Venarian climate zone. This is similar to Earth's Mediterranean climate zone, with hot dry summers and a short, but much cooler and wetter winter. The prevailing wind is from the north in winter and from the south in summer.

## WEATHER TABLES

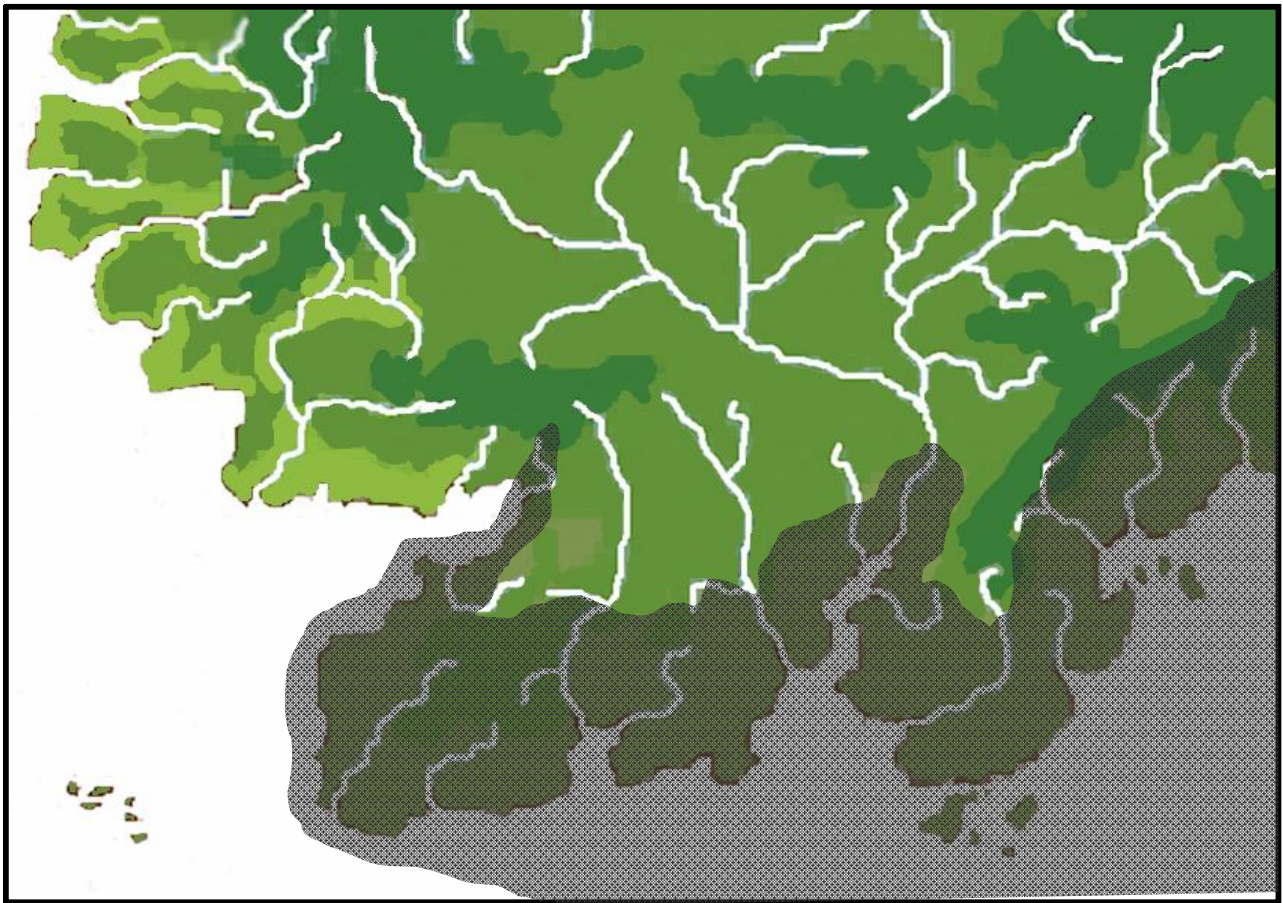
The standard weather table from Harnworld can be used to generate weather in Trierzon's cool temperate zone, but this will not be suitable for the Venarian zone.

An additional weather table for the Venarian weather zone is presented on the next page. This table can also be used to generate weather for other parts of the Venarian Sea.

## CLIMATE ZONE MAP

The map below gives a rough outline of the areas affected on the Trierzon Regional Map by each of the two main weather zones. Obviously the map is only a general guide – it is impossible to draw a precise line separating two climate zones. The referee's discretion must be used when deciding which zone applies.

The greyed out zone indicates the areas where the Venarian climate zone applies and the Venarian weather table should usually be used.



	SPRING	SUMMER	AUTUMN	WINTER
1	WARM N: 0-2	HOT S: 0-2	COOL N: 0-2	COOL (COLD) N: 0-2
2	WARM NE: 0-2	HOT SW: 0-2	COOL N: 0-2	COOL NW: 0-2
3	HOT SE: 0-2	HOT NW: 0-2	COOL (COLD) NE: 0-2	COLD (FRZG) NE: 0-2
4	WARM SW: 0-2	HOT N: 0-2	COOL SE: 0-2	COOL N: 0-2
5	WARM NW: 1-3	HOT NE: 0-2	COOL S: 0-2	COOL (COLD) NE: 0-2
6	WARM SW: 1-3	HOT N: 0-2	WARM SW: 0-2	COOL SW: 0-2
7	WARM SW: 1-3	HOT NE: 1-3	WARM NW: 0-2	COOL SW: 0-2
8	WARM SW: 0-2	HOT SE: 2-4	WARM SW: 0-2	COOL NW 0-2
9	WARM NW: 0-2	HOT NE: 1-3	COOL NW: 1-3	COOL N: 0-2
10	COOL N: 0-2	HOT SE: 1-3	COOL NW: 1-3	COOL NW: 1-3
11	WARM N: 0-2	HOT S: 0-2	COOL N: 1-3	COOL N: 2-4
12	WARM NE: 0-2	HOT SW: 0-2	WARM NE: 0-2	COOL (FRZG) NE: 1-3
13	WARM SE: 0-2	HOT NW: 0-2	WARM SE: 0-2	WARM NE: 1-3
14	HOT S: 0-2	V HOT N: 0-2	WARM S: 0-2	COOL SE: 0-2
15	HOT SW: 0-2	HOT NE: 0-2	WARM SW: 1-3	WARM S: 0-2
16	WARM NW: 0-2	HOT NE: 1-3	WARM S: 0-2	WARM SW: 1-3
17	WARM SW: 1-3	HOT NE: 1-3	WARM SW: 1-3	WARM NW: 1-3
18	WARM SW: 2-4	HOT NE: 1-3	WARM NW: 2-4	WARM SW: 2-4
19	WARM NW: 1-3	HOT NE: 1-3	WARM SW: 1-3	COOL SW: 1-3
20	WARM NW: 1-3	WARM SE: 0-2	COOL NW: 1-3	COOL NW: 0-2

## PROCEDURE

Roll 1d20 and place a marker in the numbered box on the table for the relevant season. Weather is adjusted each watch. At the beginning of each watch roll 1d10 and move the marker as indicated. If the marker moves off the table, it re-enters at the other end.

### ROLL

1  
2-7  
8-9  
10

### CHANGE

Up 1  
No Change  
Down 1  
Down 2

## CLOUD COVER



**OVERCAST** (80% cloud or more)



**CLOUDY** (20% to 80% cloud)



**CLEAR** (20% cloud or less)

## TEMPERATURE

Temperatures are subjective, and do not take into account windchill factors. If alternative temperatures are given in brackets this applies during night watches. Adjust the temperature down by at least one band if above the tree line. Temperatures are VERY HOT, HOT, WARM, COOL, COLD, FREEZING.

## WIND FORCE

The letter indicates the direction from which the wind will blow, on average, over the watch. The number range indicates the strength of the wind (as per the *Pilot's Almanac*). The actual wind strength can be determined by using 1d3. However, sheltered locales will tend to be less windy and particularly exposed locales more so.

## PRECIPITATION



**RAIN SHOWERS**



**STEADY OR HEAVY RAIN**



**STEADY SNOW/SLEET**



**LIGHT SNOW/SLEET FLURRIES**



**THUNDERSTORM** – 10% chance



**FOG/MIST** – if Windforce is 0 (calm)



**HAIL** – 10% chance of Hail Shower



