

# Broken Nation CYOA/Civ

## Rules

Pick one from each category except where it specifically states to do otherwise.

## Setting

The Old Monarch has died, and now the Central Empire stands at the brink of Destruction. The Central Empire is the oldest still existing power in the known world, located at the center of all. It is said that it was here where the spark of civilization was first lit, and the world first knew of Fire and Metal Work, of agriculture and husbandry. But that is so far in the past as to be beyond the ken of mortal kind.

The Central Empire has existed for centuries uncountable. It is based on the ruins of even older powers, brought about after the Ghost Wars fought between the old necromancer shamans of previous ages and nations. The Central Empire has always been ruled by the same blood line, dating back to the First True Human, the First Emperor. It's laws have changed, it's technology adapted, it's people morphed. The Empire has weathered all, even as the edges of it's territory splintered off and formed nations of their own in over the centuries.

But never in all history has the Central Empire been without a leader of age, though the laws for this situation have been lain down since its foundation. The Crown Prince is to be taught and raised under the guidance of the Council of Regents, the men and women who hold the advisory positions to his parents.

## The Time Span



The Crown Prince is 12. In 4 years he will be married to any betrothed he has, cementing those alliances permanently (though he may get others after that point, and even after his coronation), in 6 years, he will be coronated, the Regalia returned to him, and his reign as the Emperor of the Central Empire begun in full, his power firmly cemented and his new ministers appointed (or old ones reaffirmed) by the power of the Seal.

## The Coronation Ceremony



When the Crown Prince turns 18, he will become the emperor of the Central Empire in full. This is usually bundled with a marriage ceremony to any betrothed he has made pacts with between now and his first wedding ceremony. The ceremony is more than just a ritual, it is a rite of passage where the Crown Prince must use each of the Regalia to their full power, and either establishing his own cabinet of advisors, or renewing the terms of the Regents, as he chooses. Finally, it is customary for the Crown Prince to tour his lands in the year leading up to the Coronation, and following it, declare some grand purpose he seeks to see fulfilled by his rule.

If the players are having fun, the game can continue past this point, especially if they are playing the Crown Prince, but normally this will be the end state of the Civ.

## Choice 1: Position

Choose a **one** of the following positions to determine where you sit on the council of regents. This determines what role you play in the Central Empire, who you can call upon, and what your responsibilities are. It can also affect choices after this, so pick carefully!

*-Pick 1 of the Following Options-*



### **General**

You are the General. You hold the vast armies of the Central Empire in your grasp, though most are mustered under other lords. You direct the wars and defenses of the Central Empire against threats both inside and out of it. You might have done this from the front lines, or through superb tactics, but whatever it is, for the duration of the last Emperor's rule, you have secured the peace.

The Empire will be seen as weak with a child monarch, and now you must work to defend it, by any means you see necessary. Will you be the Crown Prince's loyal commander, or use your control of the military to establish a new dynasty?

**+10 Military Oaths**



### **The Champion**

You are the Champion. The Champion is the Emperor's most trusted bodyguard. You lead the Imperial Blades, the Emperor's personal army whose forces are drawn from those who swear off their former loyalties to be the Emperor's sword and shield. You stood by the former Emperor's side through thick and thin, you took blows meant for him, and you put innocents to the sword without his knowledge if you thought it would better protect him.

The Emperor is dead, by some failure or design of yours, and now his child is defenseless against those who would see advantage in this situation, will you do as the man you swore loyalty to all those years ago would have wished, or do you secure the future of the Empire with your own hands?

## +10 Nobility Oaths



### High Priest

You are the High Priest. There are several religions in the Empire, but they all must answer to you, whatever creed you specifically are devoted to. You wield enormous power, and whatever your cult, you have followers not just inside of the Empire, but far beyond it, as the oldest institutions of religion are located here. The Emperor appointed you, and often consulted you in matters spiritual, even if he did not hold your faith (in which case he probably went to you for a conflicting

point of view from his own). You work closely with Archmage to educate the crown prince, and that is even more important than ever, as the Emperor is not there to guide his own heir now.

Do you do as your station has done for uncounted centuries, advising the leaders and being their spiritual guides? Or do you take the reigns of power as the ancient Necromancer Shamans and God Kings of old once did?

## +10 Religious Oaths



### Spymaster

You are the Spymaster. You are the Emperor's eyes and ears, or you were. You failed him, and now he's dead. It may or maynot be your fault, and it may or maynot be your doing, but either way, you have a hand in every element of the world. You draw on assets across the Empire to keep it safe from the things the General cannot simply smash with a hammer, or the Champion can't cut out with the Scalpel. You're the subtle poison: the drip in the cup, the slick on the blade, the spike in the saddle, and your network will serve you, and the empire, as it's eyes and ears both within and without. You are also the Emperor's cleaner, working closely with the Champion. The Emperor is a symbol, a righteous thing that must exist separated from the dirty work of insuring the sanctity of the Realm. Better that he never know the things you must do for him, better that he never even know such dirty things must be done at all.

Your path splits in two directions: where you continue to be a loyal but often unrewarded blade in the dark for those who stand in the light, or shall you steal the reigns of power and direct the empire as you see fit?

+10 Shadowy Oaths



### Seneschal

You are the Seneschal. Where the High Priest deals in the spiritual, you deal in the physical. You deal with commerce and trade, with the flow of money and the power of guilds. You have contacts and mercenaries at your disposal from the guilds that owe you favors, but you must work to insure prosperity and growth in the empire where you are able. While nobles and your peers may instigate efforts of infrastructure and growth independently and from their own coffers, you must insure that the royal treasury grows and that commerce flows regardless of politics.

The guilds are on the rise, the middle classes grow ever more powerful and no one sees this more than you. Will you help the Empire adapt to this change, or put yourself at the head of a revolution to destroy the peerage who stand in your way?

+10 Economic Oaths



### Grand Judge

You are the Grand Judge. You are the final authority below the Emperor himself. The Law Keeper, the Marshal, the final word in the rule of Law across the Empire in the absence of a true Emperor. The Law Keepers answer to you, the Judges reference your work, and the body of imperial law that has kept the barbarians at bay and the Empire stable is an open book to you, you've written enough case law on it. You must insure peace and order in ways that the Army,

Imperial Blades, and Spymaster simply cannot.

With the former Emperor dead, the weight of the law is born by your shoulders alone, and it is time to decide whether you shall uphold the laws as they have been written and enforced for ages uncountable, or if you shall bring the rule of law equally to all, regardless of rank, station, or race.

+10 Social Oaths



### Archmage

You are the Archmage. Magic is a fickle art, but without it, the Empire could not defend its borders, could not cure its plagues, could not operate its vast industries. Magic is found in all walks of life, from the non-human races to the ancient artifacts left behind by the first civilizations upon whose bones the Empire is built. You study and research these things, expand the breadth of knowledge of them, as well as oversee the intellectual bodies of the Empire and its centers of learning. You also work with the High Priest to educate the Crown Prince. Perhaps most importantly, it is your job to see that the Empire is safe from magical attacks, as well as to launch such attacks against the Foes of the Empire.

Now is the time to decide though: shall magic and those who wield it stand in support of the institutions of old, or perhaps it is time for those with the power to bend reality itself to rule?

+10 Magic Oaths



### Crown Prince

You are the Crown Prince. While not a member of the council of Regents, you are, in theory, the person actually in charge. Or you would be if you were older than 12, just entering adulthood. Your parents are dead, laid low by some means natural or foul you aren't sure (unless you engineered it, did you?). While you possess no actual power, you possess the one thing that truly unites the Empire together, besides your own bloodline. You alone of the various powers that be may marry multiple times, to cement bonds between the Empire and the races that make it up. These will bring powerful, if indirect, alliances to your side from which you can insure you'll actually reach the Throne.

(WARNING! THIS IS HARD MODE! YOU WILL LITERALLY START WITH NEXT TO NOTHING! No

one has made an oath to you beyond those gained from your family and your betrothed.)

## **Choice 2: Racial Relations**

There are a multitude of races in the Empire, united together during the ending years of the Ghost Wars by a single human being, the First True Human, the First Emperor, the Uniter. Each race has their own culture, bylaws, customs, and morals, and keeping these groups together and cooperating is the chief duty of the Central Empire, to preserve peace despite the differences. To do this, nobility and leadership of each race is encouraged to set up marriages between themselves and the human relatives of other races, and human exclusive families, at least amongst the nobility, are expected to diversify the marriages of their children to as many races as possible. Marriage, and the ties of blood, more than anything else are what hold the Central Empire together.

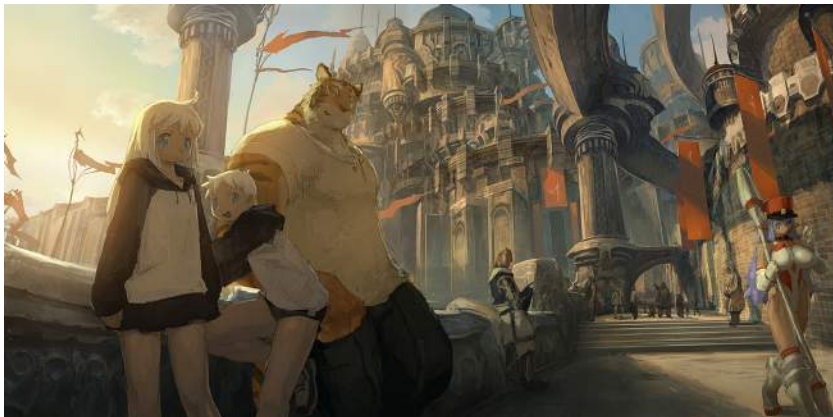
Choose a race that you are most closely linked to (The Crown Prince always starts with Human, and may choose two others). This represents either your Regent's OWN race, or the race of his spouse (or both). Either can be Human (though this doesn't necessarily give the Human link). If you chose the Crown Prince, you are always Human, though your starting two 'betrothed' would be others. You can also choose to be single, in which case this relationship represents your own race, or in the case of the Crown Prince, his mother's race, and he has only one betrothed to start.

*-If Regent: Pick 1 of the Following Options-*

*-decide if it is your race, spouse's race, or both-*

*-If Crown Prince: You get Human. Pick 2 more of the Following Options-*

*-Decide if they're both Betrothed, or if one is Betrothed and the other is your Mother-*



### **Humans**

Humans outnumber any one species in terms of population, but not making up a true majority. Humanity was born around the same time as the Empire was, created, it is said, by one mortal's wish to unite the races and end the Ghost Wars. Humans alone may

interbreed with every other mortal race, and they alone may be born to every single mortal race, and from this they have become the cement that holds the Empire together. Humanity is the youngest race, but holds dominance throughout the world to this day.

In the Central Empire, humans usually hold positions of authority or other jobs that require contact and cooperation between multiple races. They are respected, and ties to them will give a good breadth of authority and pull across the Empire, but they lack specific ties or culture linked to any other race. They are a hodgepodge species drawing from traditions of all the Elder races.

## +3 Universal Oaths



### Halflings

Making up many of the farmers and cooks throughout the empire, they are critical to the feeding of the Empire at large, and are often considered close cousins of the more elemental Dwarves. Besides their expertise in feeding people, the Halflings are also known for their utter loyalty and courage, with Halflings making up a good deal of the Imperial Blades and various other positions that require bravery and dedication to a craft.

It is said the First Emperor brought the Halflings into the Empire at the same time he brought the Goblinoids and Kobolds in, forging a peace between these two similar but disparate peoples, with the Goblinoids settling in urban centers, the Halflings in the rural areas, and Kobolds acting to connect both with infrastructure and commerce.

+1 Military Oath

+1 Social Oath

+1 Religious Oath



### Goblinoids

Normally seen as the short, green, strangely proportioned humanoids common to all of the mage cities and magi-industrial areas, the Goblinoids are divided into various castes at birth, where scrying and the application of magical tattoos to their bodies to determine if they become industrious Goblins, intelligent Hobgoblins, brutal Orcs, or animalistic Trolls.

All Goblinoids see each other as kin, regardless of shape, though they are immensely distrustful of other races, having been the founders of one of the ancient Empires of Old, only



to have it torn down and their people scattered to the winds until the Central Empire was founded.

+1 Magic Oath  
+1 Economic Oath  
+1 Criminal Oath



## Dwarves

The Dwarves are perhaps the oldest of the elder races, though they never founded great empires nor were known for their vast achievements except on an individual level. Dwarves are closely linked to the place they live in, taking on the nature of that place. Dwarves have many appearances, but are unified by their short, stout stature, and their love and skill in craftsmanship of personal items and tools.

They tend to be quite clannish and distrustful of those that move around too much, but have been loyal supporters of the Empire ever since it was founded and brought them under its aegis.

+2 Social Oaths  
+1 Economic Oath

## Fae



Where the Goblinoids might have invented modern civilized magic, the Fae embody magic in its raw form. Their subraces are numerous and uncountable, from the infinite kinds of elves, to the pixies, nixies, fauns, and uncountable others. They are united in psychology and their ability to use wild magic, sorcery, if nothing else. Fae are creatures more of magic than logic, and they act accordingly, only bound by contracts and pacts formed between their highest powers and the Empire at it's founding.

They are often seen as criminals or at least bad omens in most civilized areas, but their own towns are welcoming provided one keeps an eye on what promises, even by implication, they make to the Fae. More than anything else, Fae seem to be bound to their nature as a Fae, a Faun acts like a Faun, and a Nixie

like a Nixie, with variations on a theme defining each individual.

+2 Magic Oaths

+1 Nobility Oath



## Beastkin

They are diverse in number, from harpies to minotaurs to merfolk and numerous other races a mix of 'human' and animal. The Beastkin are a massive collection of subraces that all other races are probably descended from. Humanity, at the very least, owes more to the Beastkin than any other race, and so there is much conflicted feelings between the Beastkin and Humans.

Beastkin are bound by their laws of familial bloodlines, and their laws and customs make up the majority of the body of original

laws founding the Empire. That said, they are primarily a nomadic race, each tribe moving with the seasons in the vast wild areas between towns and cities in the Empire. They disdain civilization as practiced by humans and the other races, and actively avoid it except in the short term. Those of their kind who try to blend with 'normal' civilization (Such as the Crow and Rat Tribes) are seen as worse than trash by most other Beastkin. All beastkin can interbreed with all other beastkin, regardless of what animals they resemble, cross breeds always resemble one parent or the other.

+1 Military Oath

+1 Shadowy Oaths

+1 Nobility Oath



## Kobolds

These industrious folk set up some of the first empires alongside the Goblinoids, or at least they are descended from the Dragons who did. Like the Dragons who came before, Kobolds are masters of architecture and geomancy, the manipulation of terrain and setting to create effects.

The Empire's roads, walls, castles, and buildings are largely based upon Kobold handicraft. Kobolds also act as messengers and traders supreme, and it is a common phrase that Kobolds, more than any other race, form the lifeblood of the Central Empire through maintaining its infrastructure and trade networks.

+2 Social Oaths

+1 Religious Oath



## Nephilim

Said to be descended from demons, more sane scholars and historians cite them as yet another experiment of the ancient dragons. The Nephilim are a race of terrifyingly mutated and strange beings who make an art of war like no other race in the world, due to the fact they feed on fresh blood. No race fought the unification of the Empire so hard as the Nephilim. While some elements of the Nephilim wish for a return for the Ghost Wars, by and large the Nephilim have found a place in the Central Empire in her armies, her policing forces, and in the less savory parts of commerce that must necessarily be filled despite the law keepers best efforts.

+2 Military Oaths

+1 Shadowy Oath



## Other

A smattering of other races occupy the Empire, and by no means should the above list be considered comprehensive. Suggest a race, describe what they're specialty is and their psychology.

"Other" races only get 2 Oaths (declare them now) due to low population compared to the primary races.

### **Choice 3: Religion**

Religion is important in the Empire, and there are quite a few. Here are the most prominent ones both in the Empire and beyond it. If you are the High Priest, you are considered to be the head of this particular religion over all, and have great sway with all of them. All of these have magics related to them, but they are secrets to each particular cult.

It is important to know that while 'arcane' magic is common throughout the empire, it is an industrial skill, requiring reagents, materials, hard work, and/or time, in order to function. For a wizard to cast fireballs or to summon elementals at will takes a lot of preparation in advance, either in terms of materials used or time expended, by concentrating natural magical energies out of the environment around it. There is also the magic of the Fae, Sorcery, which requires no preparation and is equally powerful, but is known to be wild and unpredictable in relation to the power of the spells.

Divine Magic, and by extension Religion, circumvents both the time and unpredictability aspects. By calling on the power of beings beyond the scope of mortal ken, a divine magic practitioners is able call down power in proportion to their faith and dedication to their divine patron, instantly and without anything unexpected happening. Divine magic is however very limited in it's scope and power, unable to be used beyond certain purposes or in certain ways. Finally, there is the practice of "Miracles" which combines the best aspects of all forms of magic with none of the drawbacks. The First Emperor was able to use Miracles.

*-Pick One of the Following Options-*



#### **Church of the Uniter**

This is worship of the First Emperor, and considers the Emperor's Bloodline to be Divine in nature, born of a wish so powerful to end the ancient Ghost Wars that it created an entire new race. While this is the most common religion in the Empire itself, it has been on the wane for centuries now, and is rare outside of the Empire, even in it's old holdings. Though interpretations of this religion

outside of the Central Empire hold that as long as people follow the example of the Uniter, then they are loyal to 'His Empire' even if they are loyal to another polity. Beyond this, the Church of the Uniter promotes lawfulness and unity throughout the Empire, and holds to the belief that no single individual is more important than the whole. While the orthodox sect holds that this applies even to the Emperor him, or herself, there are fanatical sects that hold the Imperial Bloodline is sacrosanct, for they embody 'everyone'.

Their magic revolves around inspiration, group effects, diplomacy, and battle.

- +2 Religious Oaths
- +1 Social Oath
- +1 Nobility Oath



### Styxian Cult

This cult is basically a formalized ancestor worship cult, and was at one time the most common religion in all the world. In the ages between the fall of the ancient empires of Dragons and Goblinoids, the Styxian Cult (which grew out of the Beastkin, Halfling, and Dwarvish ancestor worship) took power and began the Ghost Wars, summoning ancestral spirits and the dead to fight alongside the living, with great Necromancer Shamans leading entire tribes to their deaths. The “Old” Styxian

Cult was supposedly wiped out by the Uniter, who personally sought out the Necromancer Shamans of Old and put them to the sword and the flame. Even today, the Reformed Styxian Cult is mistrusted by and large, but they perform a critical role in the lives of every person, seeing to it that graveyards and places closely linked to death are tended to, that necromancers are rooted out, and that restless dead are kept trapped on the banks of the river Styx.

Their magic revolves around interactions with and manipulation of the spirits and corpses of the dead.

- +3 Religious Oaths
- +1 Shadowy Oath



### The Iron God

This new god has only seen rise in recent centuries, and is growing in popularity even as human populations begin to rise and grow. It is quite popular in the island nations to the south of the Central Empire. The Iron God holds that all was crafted in the industries of coal, fire, and steel, and only now can he make his will known. The Iron God holds that it created humanity as the purest distillation of mortal virtue out of the dross of the other races, and the first ‘sinner’ was the First True Human, the First Emperor, who

perverted his gifts and turned them to side with the perverse and flawed 'elder races'. A lesser version of the Iron God's religion has begun to take root in the Empire in the past century, and it is on the growth.

Their magic revolves around industry, craftsmanship, fire, and metal. (If chosen after choosing the High Priest, then a really REALLY good explanation needs to be given.)

+1 Religious Oath

+2 Economic Oaths

+1 Magic Oath



### The Draconic Kings

Before even the Styxian Cult, the Draconic Kings were the first founders of Civilization, and eventually arose, it is said, into Godhood. All the races (barring the Dwarves, Halflings, some Beastkin, and the Fae) bent knee and called patronage to one of the ancient Dragon Kings when they created the first civilizations. Later, once they disappeared (or underwent

apotheosis as this religion would have you believe), they were worshipped as Gods by their former subjects. Even now, even following the Ghost Wars, they hold a significant place in the homes and culture of all peoples, with prayers offered to them for luck, bounty, or any number of things.

Each Dragon King is said to rule over a different aspect of reality now, and their magic is strictly regimented and based around sacrifice of valuables, but is very diverse.

+2 Religious Oaths

+2 Military Oaths



### The Lords of Faerie

The universal religion of the Fae, strictly based upon a series of codes and practices which define "Reality" according to the Fae, and for them it might actually be true. The religion is as old as the Fae themselves, and is supposedly enforced directly by the Lords of Faerie, supernaturally powerful Fae who ruled the world before the rise of the Dragon Kings. Now the Lords of Faerie rule absolutely in a few places it is said, beyond the Northern Crags, and inside of the places of the Empire accorded them by the pacts they made with the First

Emperor. It is rare for any but the Fae to worship the Lords of Faerie, but it is not unheard of, especially in settlements that border their lands.

Their magic is based around pacts, accords, wordplay, riddles, and reality alteration.

+1 Religious Oath

+2 Magic Oaths

+1 Social Oath



### The Godless

Growing in popularity amongst natural philosophers and practitioners of arcane magic. The Godless admit to the existence of higher powers, but refuse to acknowledge their superiority or the need to give them worship. Rather, they hold to the belief that ANYONE with enough effort and magical skill and knowledge may undergo Apotheosis, citing the Dragon Kings of old and the

First Emperor as master magicians who simply underwent a transfiguration of substance.

They have no particular magical capability, but being this often opens doors for you in some of the most powerful and esoteric arcane magical organizations.

+3 Magic Oaths



### Other

Suggest something. What are its basic practices and beliefs, and what form of divine magic does it grant?

+1 Religious Oath, and declare 1 more oath related to your religion. Only 2 oaths total due to the vastly lower population of other religions in the world.

## **Choice 4: The Regalia**

The Emperor (or Empress as the case might be) is not simply a ceremonial or leadership based rank. It is one marked by 7 artifacts of immense power and arcane might. Originally created from gifts given to the first Emperor by his 7 retainers, each of these is given to one of the Regents for safe keeping until they can be given to the Crown Prince. The Crown Prince may not select any of these, but upon assuming the Throne he will find all 7 in his possession.

You must be the Crown Prince to choose Blood of the First Emperor, and you may not choose any other Regalia.

The First Emperor's Blood runs through all of the major royal houses, so in theory, any of the Regents, if they're willing to risk the ire of the Empire at large, should be able to activate and wield the full power of the Regalia.

*-If Regent: Pick 1 of the Following Choices-*

*-You may not take Blood of the First Emperor-*

*-If Crown Prince: You start with Blood of the First Emperor-*



### **The Crown**

Representing the Emperor's Wisdom. Given to the First Emperor by his first Seneschal, the great dwarven craftsman of the mountains now known as the Mountain King.

Wearing this without being the Emperor would be a massive offense, should ANYONE ever know of it. Of all the Emperor's Regalia, this is considered to be the most important. It is said that whoever wears it will see through any falsehood and see into the hearts of all arguments.

While the one bearing the Blood of the First Emperor wears it, then they may see the truth of all things in the Empire by linking him directly to the Land itself, simply by willing it, though such knowledge taxes the body, mind, and soul immensely.



### **The Glaive**

Representing the Emperor's Might. Given to the First Emperor by his own Beastkin brother, his General, when he swore himself to the First Emperor's cause.

The Glaive, of all the Emperor's tools, is the one expected to be used, regardless of who does so, and throughout history it has been given to generals and champions alike in defense of the Empire when the Emperor could not take to the field himself. The Glaive is both sword and lance, both blade and spear. It will never shatter, and can never be torn from the grasp of the one wielding it, it will even return after being thrown unless the wielder intends to stop using it.



Those of the First Emperor's Blood who wield it are said to unlock tremendous and unspecified power with it, capable of unleashing natural disasters or stopping them with pure physical might.



### **The Ring**

Representing the Emperor's Love. It is said this was given to him by his Halving Champion, and most beloved wife.

The Ring binds the owner to his people depending on his knowledge of them, creating an empathic link with those closest to them.

When worn by one of the First Emperor's Blood, it gives them a link to all of their subjects. While how much of a link exists depends on the actual bonds between the Emperor and the subject in question (for example, the Emperor would get a great deal of information about one of their spouses, but very little from dirt farmer #4289005), and for the most part the Emperor is only able to ascertain the general state of the population of any region through the Ring.



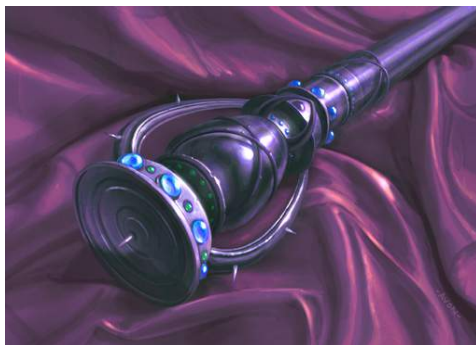
### **The Shield**

Representing the Emperor's Tenacity. Granted to the First Emperor by his Nephilim Spymistress, at the time more of a scout leader and assassin than anything else, following her defeat following a week long fight of cat and mouse between them.

It cannot be pierced by any means, and even against supernatural threats, it is the ultimate defense.

In the hands of one who is of the First Emperor's Blood, then it is said to ward off tragedy and is capable of healing and rejuvenating allies who look upon it. Finally, it is said to be able to reflect all assaults that might touch the

Emperor's flesh when they wear it.



### **The Scepter**

Representing the Emperor's Trust. Granted to the First Emperor by the Hobgoblin Shaman who became his Archmage.

The Scepter enables the wielder to transmute base substances into other substances at will (leading many alchemists to believe it contains the fabled philosopher's stone!).

When held by one of the First Emperor's Blood, this power is expanded to heal ailments and even to transmute flesh from one state to another. This allowed the First Emperor to transform volunteers into humans from the other races, and now almost every human in the world is descended from those the First Emperor transformed into humans. It is important to note, that if it does give life everlasting (as many alchemists swear it must!) no Emperor or Empress has ever taken advantage of it, though all of them have been hale of mind and body until their dying day.



### **The Seal**

Representing the Emperor's Justice. Granted to the First Emperor by his first Grand Judge, the Fae who struck the pacts that Bind many Fae even to this day to the Central Empire even today.

The Seal is used in the formalization of Imperial Writs, and anyone who uses it does so can make binding documents with the Emperor's own authority, bound and enforced by magical power in a form of compulsive spell that weakens the more people it is meant to affect (meaning when used to sign a new law into effect it has no noticeable compulsive effect) and also when the

user dies.

When one of the First Emperor's own blood uses it, he can enforce a 'quest' or 'geas' upon a person, but doing so links the Emperor to the person in question in ways known only to the Emperor's and those affected by this power, though misuse of this power has led to the death of more than one Emperor.



### **The Mantel**

Representing the Emperor's Authority. Granted to the First Emperor by the Kobold High Priest of the last Kobold City State, and seen as the formal creation of the Empire.

The Mantle, of all the regalia, while not as respected as the Crown, is seen in much a similar light, and further, due to the nature of its powers, wearing it would not be seen as merely disrespectful and borderline rebellious, but to be outright treason. Whoever wears this will have an Emperor's air about them, is more likely to be obeyed and is also has a fearsome presence on the field of battle.

When worn by one of the First Emperor's Blood, this effect is magnified and more controllable. If the Emperor wishes it, all who gaze upon him while wearing this will be forced to bend knee if they do not possess strong enough will, or he can give off an air of such menace as to break entire invading armies. This effect is as strong or weak, and as widespread or focused, as the Emperor wishes, but is entirely dependent upon line of sight and practice.



### **Blood of the First Emperor**

This is possessed **ONLY** by the Crown Prince and may not be obtained before the start of the game by any other position. While the Crown Prince has several other siblings (perhaps even of other races than Human), this is the determining trait. When a potential heir is discovered to possess this, then they are declared the Crown Prince or Princess. The

test is performed during their naming ceremony in the temple of the capital, regardless of birth order, though only one child will ever display this trait, and always a human child (though it is still customary to test all siblings regardless of race or birth before or after the heir).

Technically, anyone related to the First Emperor (Read: Anybody throughout the nobility and even some commoners) has the potential to unlock this power, but doing so would almost certainly require killing both the Heir and the Emperor first, and only through the blackest magic or the will of the gods will it be possible.

## Choice 5: Foes

You don't get to this stage of power without seriously tweaking some noses! Who did you piss off to get to this level of power? Who is your special enemy! Choose one.

- Pick 1 of the Following Choices for no Reward or cost-
- Additional Foes may be taken at their cost for their reward-
- No Foe may be taken multiple times-



### **Rival**

Choose any position other than the one you have taken for yourself (even the Crown Prince!). That Regent now sees you as a thorn in their side. They'll work with you if they have to, but don't expect them to like it, and they'll look for every opportunity to ruin your projects, make your life difficult, and deny you your rightful rewards. This is probably among the easiest of the

Foes to deal with, if only because without serious escalation of the Rivalry, they don't actually want to see you dead or completely out of power.

- 1 of any sort of Oath
- +2 Universal Oaths**



### **The Guilds**

In this day and age, the various trade, merchant, and craftsmen's guilds are a rising force in the world. The coin carries as much weight, or even more perhaps, than the crook, the wand, or the sword! Perhaps even more than the crown! Somehow, the various guilds do not like you, nor do they particularly want to WORK with you. They will if they have to, but expect delays on any projects you give them, and to be charged through

the nose.

- 1 Economic Oath
- +2 of any non-Economic Oaths



## The Military

The Military of the Empire really doesn't like you. They'll oppose your efforts and generally grumble about anything you attempt to do. You can win some of them over, but the military forces at large see you as a hinderance to their very real and needful duties.

-1 Military Oath

+2 of any non-Military Oaths.



## The Theists

This goes two ways. Either you're just such a fop and irreligious ass, showing active contempt for religiously important figures (even if you yourself follow a religion) that in general the established religions hate you, or you are godless, and you not only know the gods are merely jumped up mortals, you are NOT quiet about it. At all. Either way, you're kinda a dick about it really. Where as most people couldn't give a shit about whether or

not their various leaders are god fearing or not, you generally are not invited into polite company if it can at all be helped, and you'll have a difficult time dealing with anybody devout (which makes up most of the populace, let alone the nobility).

-1 Religious Oath

+2 of any non-Religious Oaths



## Racial Schism

With the fragmenting of the Kingdom, the tensions between races have grown enormously. Pick one of the races you did not pick in Choice 2. That race now hates your guts or perhaps your family in general.

They feel that you do not have their best interests at heart, and with the very institutions of the Empire resting on your shoulders, they're not confident in their own place in the Empire any longer. They will pressure the Regents they have good relations with against you (perhaps even turning them into your Rivals!), and will be slow to follow orders or enact laws and ordinances passed by you.

If you are the Crown Prince, this problem is exacerbated to the point where there is a full blown schism between the largest portion of this race and the Empire at large. They feel they have been passed over too many times, ignored too often, by the Emperor's family, and will work to secede into their own nation. Given that these are the Heartlands of the Empire, no matter where they are located, if they succeed in seceding from the Central Empire, it will shatter it completely. You must make every effort to bring them back into the fold

- Subtract the number of oaths you'd have gotten from that race if you had taken them as an ally (3 oaths in total)
- +6 Oaths of any that are NOT of the sort you lost from the Racial Schism.



### **The Southern Isles**

The people of the industrious southern isles, where sea-coal mines and massive clockwork factories spread smog and prosperity in equal measure! Predominantly human these days, and fanatically devoted to their Iron God (or at least enough so that they don't get lynched) And they see you as their greatest foe, and possibly the largest obstacle besides the Central Empire itself towards

spreading the Iron Word. You are regularly denounced by the industrial magnates and the priests of the Iron God and in general, they'll go out of their way to make your life hell. Expect piracy both from sea and sky, and for religious terrorists and malcontents to be armed with the strange machinery common to the Isles.

-1 Economic Oath

-1 Magic Oath

+4 non-Economic, non-Magic Oaths.



### **The Western Wastelanders**

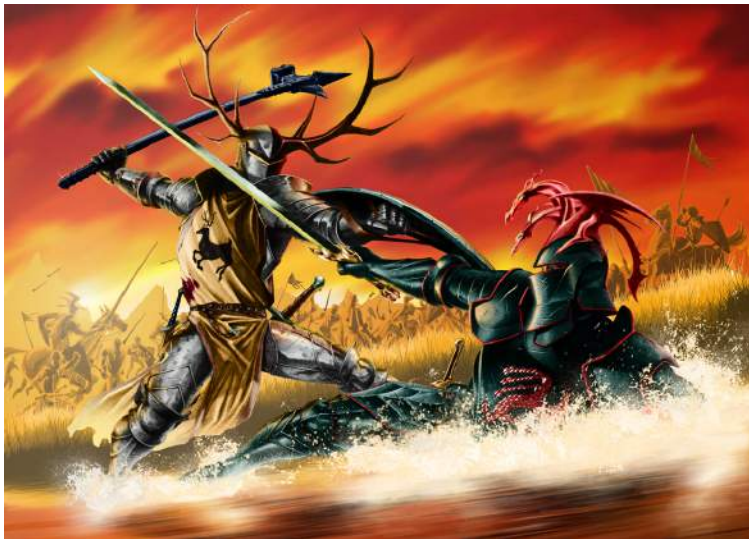
Once this area was filled with mining towns and vast plantations of hardy narcotic and medicinal plants. Now? It's mostly nomadic bands around fortified city states united under a single federation that generally only

organized defenses against outside influence. In the Western Wastes, once the western edge of the Empire between the Heartlands and the Doom Woods, now it is a nearly lawless waste, where the law only exists as far as the point of one's sword. Many people flee here to escape the Empire's Justice, or to seek a new life free of the restrictive feudalism of the Central Empire. Either way, the general opinion of this diverse and fractious polity is that you suck, and they'd rather see the last wells in the wastes dry up than work with you. Expect increased bandit activity, criminal lords trying to undermine you, and rabble rousing amongst the commoners against you.

-1 Shadowy Oath

-1 Social Oath

+4 non-Shadowy non-Social Oaths



### The Crag Barons

There is one place in all the world where the Ghost Wars never ended: beyond the Northern Crag. The mountains in this region are unclimbable, the only access through tectonically active valleys and canyons, few, if any, are easy to navigate. Glaciers move at surprising speed, carving new paths or leaving them open again, and the very laws of nature and man fall apart in the lands beyond. It is said the Fae rule here, and

below them the spiritual successors to the Necromancer Shamans of old. The First Emperor drove the chaos back to this point, but then laid down his arms, and sought to consolidate his holdings into the Central Empire we know today. Once the regions bordering this place were made up of strong garrison towns and powerful nobles. Now, it is all but a state of it's own, paying lip service to the Central Empire, and sending recruiters south into the Heartlands, but not paying them any heed. It is these people, the Crag Barons, who you have made an enemy of, and they will not even pay you lip service.

-1 Military Oath

-1 Nobility Oath

+4 non-Military non-Nobility Oaths



### The Eastern Nations

This was the first region to rebel and fall from the service of the Empire. Once, it is said, the Empire stretched all the way to a fabled sea beyond the wild lands, and that even now there lies an entire civilization there. If there is,

they have no wish to contact the Central Empire... but between them and here are many smaller nations. All of them deriving their roots from the Empire's foundation, but owing no fealty to the Emperor, nor even remembering a time when they did in most cases. They don't like you, at all, and refuse to treat with you, expect lots of diverse threats, no two the same, coming from this region.

-2 of any oath you like.

**+4 Universal Oaths**



## Choice 6: Plot Twists

Almost done and ready to play! It's time to choose 2 plot twists! This sort of thing will give you advantages and disadvantages to begin play with! It changes up the story.

*-Pick 2 of the Following Choices-*



### Ordinary

No perks or disadvantages. Choose this if you're boring.

### No, Really. Just an Ordinary Guy

No perks or disadvantages at all. For the person who wants absolutely no zest beyond the implications of the base setting. It's almost like you don't want an adventure!



### Personal Prowess

You are skilled in something, extremely so. Probably related to your job. A general might be a superb warrior or an expert tactician for example, a Seneschal a mathematical whiz or an amazing master of logistics or architecture, etc. Choose something. You're now pretty much world famous for your skill in it, even the barbarian tribes past the Craggs have heard of you! The hitch is this, there are plenty of other people trying to build their legend, and they'll be wanting to be the guy to best you! Expect rivals to crawl out of the woodwork trying to one up or sabotage you.



## Chosen By the Gods

You have been marked by the powers that be for something great. You may not be sure what that thing is, but the gods have obviously touched you and wish to see you thrive. You can use divine magic just as if you were the High Priest, and if you are the High Priest, then your magic is greatly amplified. Be warned though, you must be a strict adherent to the laws of your faith, and you will be tested both by others and by your deity to see if you are truly what you claim to be, and if you are worthy of being it.

If you are godless and you take this, you are walking the path of the First Emperor, of the Dragon Kings, of the Fae Lords themselves. You are touched by power derived from no source by your own iron will, your own resolve, your own beliefs. You are on the cusp of godhood. Beware though, other godless will seek to capture you for study, the established religions will seek to defame and destroy and prevent your rise. The Dragon Kings fought and defeated the Fae Lords (who have been gods for time immoral), the Old Styxian Cult kindled the Ghost Wars and destroyed the empires of old, and the Uniter ended those same wars to bring peace to a people so weary of death and endless servitude to their priests that he could not be stopped. The Iron God is still growing, if he is an actual person at all. Can you defeat the odds and reach such hallowed ground yourself? Or shall you be obliterated? (Note: Godless Chosen By the Gods is harder than both Crown Prince taking Enemies on All Sides. You've been Warned.)



## Animal Companion

You have some sort of semi-magical companion with you! They are utterly devoted to you, and you've had them for almost as long as you can remember. They are well trained towards the tasks you need of them, and are even intelligent enough to follow conversations and act upon the information they gather, capable of reasoning at a near human level. You still need to take care of them and see to their

needs in many ways, but in a world of intrigue and backstabbing, they are the one thing you will never have to worry about betraying you.

If you are the Crown Prince, you have only recently received your animal companion. They were a gift from your father, the previous Emperor, shortly before he died, and in many ways, your animal companion is the last true link you have to your parents, the last gift they gave you before their tragic accident. You are still building a bond with your animal companion, and they have not been trained fully, nor are as intelligent as those encountered elsewhere as they are still a child. They will grow up beside you however, and seem particularly attuned to your needs and desires even now. Your Father was very adamant about keeping your new pet close and that you'd always be able to trust them, perhaps he knew something was about to happen? If so, is there something special about your companion that has yet to surface?



### **Former Empress**

The grandmother of the current Crown Prince (and potentially your mother if you picked Descendent). She abdicated in favor of her son quite a while ago, and has so far stayed out of the affairs of the Empire since. She can be a formidable ally or enemy depending on how you play your cards. Law prevents her from reclaiming the throne, but she is known to keep tabs on events.

If you are the Crown Prince, your influence and connection with her should be obvious, but she'll attempt to mold you to her way of thinking and politics, something she had disagreements over with your father.

If you are Regent, then you were appointed to your position originally by her, and later were reaffirmed under her son. Now your loyalties are torn, between the former Empress who you originally swore loyalty to, and the child of the man you pledged yourself to after her abdication.



### **Regicide**

The former Emperor's death was NO accident. In fact, it was the end play in a series of moves you have been making every since you were appointed to your current position. You have moved your pieces into place over years, even decades, to take what is

RIGHTFULLY yours, the Throne of the Central Empire. There's been a snag though. You might have additional resources, carefully moved into position in order to claim power, you even has a trail on unlocking the First Emperor's Blood within your own veins if you don't have it already! But this all threatens to come tumbling down on you. Someone KNOWS. You don't know WHICH of the other Regents knows, but SOMEONE does, and they will see you punished for your crimes. If you attempt to make a play for the Throne before they are dealt with, then it could all come undone.

If chosen by the Crown Prince, this trait has the potential to start a civil war as whichever Regent knows was hand picked and likely utterly loyal to your parents before you arranged their untimely death.



### **Brothers in All But Blood**

You were more than just a political appointment by the Emperor. You were raised together. You were all but blood brothers, and your loyalty to them transcended all bonds. The Crown Prince sees you as a second father, and you have a great deal of influence amongst various powers because of your position. But you are also a target. Anyone who wishes to influence the Crown Prince knows they will have to go through you, and in many cases, they may prefer to do so with a knife.

If you take this as the Crown Prince, then it means you were particularly close to your father, and involved in many of his dealings from a young age. You are more politically adept, but have made enemies even as young as you are, and now your parents are no longer around to protect you from the mistakes of your past.



### **Descendent**

You are related to the previous Emperor, and gain an additional racial link (Human if you haven't taken it, or a different one if you did take it). You do not need to be human. Be warned though, many see you as a potential threat to the throne, and you are part of the inter-cine sibling rivalry to claim the best position you possibly can under your Crown Prince sibling. That said, no reason you couldn't find a way to take his place? No one knows more about the First Emperor's Blood than the imperial family itself!

If you pick this as the Crown Prince, then you gain the benefit as normal, relating back to your mother's race.

You also are not 'entirely' human, showing 'mixed blood' traits (a rare phenomenon) between yourself and your mother's race. You are still obviously human, but the differences are striking enough to let anyone know which of the Queen Mother's you actually descended from. You will have trouble dealing with the other races besides the ones you have already chosen (in addition to the new one), as they will naturally assume you will look out for humans and your other parent race over the interests of the Empire at large. (Note: If you pick this and you only had 1 betrothed before, then this gets you another one, and you take on the traits of whatever race you already picked for your mother's)



### **Another Regalia**

Somehow, through hook or by crook, you have gotten access to another of the Regalia (including the First Emperor's Blood). Choose a second regalia (or your first if you are the Crown Prince), and also choose which of the other Regents you took it from. They are now your rival, having been thoroughly shown up by you in having gotten the regalia that should have been theirs to keep until the Crown

Prince's coronation, with all the authority that entails. If you already have a rival, then you **MUST** pick them, and they are now mortal enemies, and they will not just go out of their way to make your life difficult, they will do all in their power to see you dead and everything you have ever loved rendered to ashes and tears.

If you choose the First Emperor's Blood, you are on the very cusp of unlocking the First Emperor's Blood (somehow. Maybe you just had that in you all along? Sucks to be you if you're loyal), all that is required, now, is the death of the Crown Prince, beware though. The Royal Family somehow knows that this is the case, and will do anything they can to find out who is so close to usurping their position, and further, will seek to remove you at any and all costs. If discovered, you **WILL** be labeled a Regicide, and all blame for the Emperor's death, regardless of whether you had a hand in it or not (You didn't) will be lain at your feet.



### **Commoner's Blood**

You rose through the ranks from commoner stock. Maybe you were from a rich, but not noble, family, or perhaps you clawed your way up from the very bottom of the heap, from a dirt farming peasant to the rank you hold now. Either way, you are seen as a champion of the common masses, and a stain on the reputation of every noble in the Central Empire. Do not expect help from the powerful out of anything but brute necessity, though the common people will flock to your banner and causes.

If the Crown Prince: It's not unheard of for the Emperor to take lovers on the side, though it's **VERY** rare they're so incautious

as to allow for an illegitimate child to be born. Regardless, you were born, and the Emperor found out and decided to test you for the First Emperor's Blood just in case. Guess what? You got it, and while you're seen as the ultimate rags to riches story by the middle and lower classes, your royal siblings and the other nobility hate you with a passion far exceeding anything you were prepared for. Even making alliances will be difficult since the various powers that be will have felt slighted from the last round (what with none of their related royal children, your siblings, becoming Emperor).



### **Ancient Infrastructure**

The Empire is built upon the bones of the old Goblin, Kobold, and Dragon Kingdoms from before the Ghost Wars, and has taken full advantage of this. Systems have been put in place and roads and structures built over the centuries that enable people, supplies, and goods to move from one end of the Empire to the Other much faster than anywhere else, and these trade routes even extend into the lands beyond that were once owned by the Central Empire (though they may

not be as well kept as those still within its borders). No region is unreachable within your empire, and transit times are significantly reduced, but the bureaucracy put in place to maintain all of these links is byzantine and complicated, so making improvements or changes to the existing network, or making sudden changes to orders and routes will be hampered to the point of frustration.



### **The Land is Sick**

The Land is sick with the death of the Emperor and no one to truly take his place. Whether bad luck, an ill omen, or a sign of the end of the Empire is completely up for debate, what's important is that terrible storms, droughts, blizzards, and famine as beginning to sweep across the Empire when the Regents meet for the first time. The already unstable Central Empire may be tipped into full chaos

without swift action. On the plus side, the people will be more easily controllable as few will be able to feed themselves, though this applies to many powers, not just the Regent's council.



## Enemies On All Sides

Things are even worse than suspected. The game will open up with revolts all over, and the enemies at the gates. Many believe the Empire is finished and cannot possibly recover. Things are going right to hell from the start, but those elements still loyal to the Empire will fight with all the more vigor and resolve, if you can get communications open with them. Various factions will be more willing to put aside

their long term prosperity and desires in favor of just surviving, though rebellious factions will simply refuse to obey at all! (This is Hardmode. Do not try this with Crown Prince unless you are literally willing to lose the game if you don't get your shit together right from the get go. Dice Gods will not be overturned or subdued by CM fiat.)

## Choice 7: Oaths and Vassals

In all of the previous decisions except for the Regalia and Plot Twists, you will have recieved "Oaths". These Oaths are representative of the types of people you have under your command, bound to you by Oaths of fealty and bonds of trust. Total up the number of oaths you have recieved from previous decisions, and apply them here. Each Vassal has two Oaths that can be used to buy them. They only ever cost a single Oath. If a Vassal is designated "Religious/Military" then it can be bought using a single Religious Oath or a single Military Oath.

The Oaths are as Follows

### Military

These are soldiers, warriors, and those who assist in war.

### Nobility

The members of the peerage, very diverse in capabilities.

### Religious

Drawing power from faith or the gods, divine servants and religious attendants.

### Shadowy

The underworld of spies, criminals, smugglers, and other ne'er-do-wells.

### Economic

Those who make the wheels of commerce turn and economies run.

### Social

The builders of infrastructure, law, and order, government works and similar.

### Magic

Practitioners of the arcane arts, or magical beings summoned and bound.

### Universal

Able to be applied to any of the above categories.

- Death Knights
  - Religious/Military
  - One of the most ancient traditions of Warriors, once they were generals and champions of the Ghost Wars, now they use their necromantic might to keep the dead down.
- Paladins
  - Religious/Military
  - Knights empowered by the divine power of whatever deity they worship, with powers related to it. In general, they tend to be aesthetic warriors with a strict code of honor and the direct backing of their religion.
- Elemental Knights
  - Military/Magic
  - Originating with the Dwarves and Dragons, Elemental Knights mix arcane magic, natural abilities, and martial prowess to dominate the battlefield. They are notorious for being highly selective of their apprentices, but having no code of honor beyond peerlessness in their skill set.
- Questing Knights
  - Social/Military
  - Sons and Daughters of noble families looking for a cause, generally they are 2nd or younger children, not the heirs, but outcaste heirs have been known to become Questing Knights. They have little direct pull with the peerage, but most are known heroes and fairly famous adventurers.
- Vampire Knights
  - Nobility/Military
  - Nephilim Nobility are rare, but those who exist turn war into an art without peer. Known as “Vampires” amongst their own kind, they are the least deformed, and the most powerful of their kind, with a mind for slaughter on scales unimaginable for your normal half-demon thug.
- Soldiers
  - Military/Nobility
  - The majority of the Empire’s forces are drawn from militias with various levels of training. True, professional, soldiers are paid for, drawn from, and equipped by the various Noble Families.
- Adventurers
  - Shadowy/Social
  - The Central Empire, and the world beyond it, is filled with dangerous wildernesses, with the infrastructure of the Empire’s foundation, and the civilizations that preceded it, forming the majority of civilized areas. Adventurers pierce the wild areas to find treasures, ruins, trade routes, resources, and lost settlements.
- Mages
  - Magic/Social



- The majority of arcane magic workers are functionaries in the vast bureaucracy of the Empire, working to maintain ancient spells, upgrade infrastructure with new ones, and generally maintain the functioning of the magics that allow the Empire to function as it does.
- Enchanters
  - Magic/Economic
  - Mages that specialize in the rituals and spells necessary to create magical items that anyone can use, not just fellow magical practitioners, are worth their weight in gold, and highly prized in the Empire, many becoming the most sought after of artisans and merchants.
- Wizards
  - Magic/Military
  - Arcane magic is most useful in the creation of magical objects than it is in the more flashy, direct magical effects of Wild and Divine magic, but those mages who are expert enough in the manipulations of energies are peerless battle mages, and they are known as Wizards, the most potent of magical workers on the planet after Miracle Workers.
- Sorcerers
  - Magic/Nobility
  - Most often Fae, but the Nobility throughout the Empire have made pacts and deals with various Fae to earn the ability to wield Wild Magic for their descendents if not themselves. Sorcerers are often closer to the Fae in mindset than other mortals, beings more of magic than of logic, but their versatility is impossible to match without Miracles.
- Warlocks
  - Magic/Shadowy
  - Those who have found a way to steal magic that is not theirs to wield are known as Warlocks. They are not well looked upon by the rest of the magical practitioners, of any form of magic, and the common stereotype of a warlock is one who has figured out how to steal divine power from the gods themselves, only to use it for petty gains. Warlocks are despised, but legal, and often completely unsuspected by one's foes, as they never play by the normal rules of their magic, instead trading them for other drawbacks known only to them.
- Priests
  - Religious/Nobility
  - Whether the Shamans of the Styxian Cult, the Speakers of the Church of the Uniter, or even the Purifiers of the Iron God, all Priests are highly placed within the societies of the world, and respected wherever they go. Able to wield divine power, they are often used as diplomats and neutral parties in conflicts between powers with shared religions.
- Clerics
  - Religious/Economic

- Where Priests tend to the spiritual health of their flock, Clerics see to the day to day functions of their Temples, from defense, to punishments for sinners (those permitted by the Empire), to providing charity and social works in the name of their god, the Clerics are more practical minded than the Priesthoods of their religions, but often less powerful magically and diplomatically.
- Monks
  - Religious/Social
  - Monks set aside everything for their religion, and go out of their way to work towards what they feel their god or gods would most want in the world. More importantly to the mind of the Empire, they have some of the most accurate and unbiased (when taken on the whole) archives and libraries anywhere in the world.
- Druids
  - Religious/Magic
  - Druids are those who dedicate themselves to not only studying their God, but the world around them. They seek to find the linkages that make magic actually function on every level. Often they are loners, outcaste from both Arcane and Religious circles for their mixing of the two forms of magic to study the world, but their knowledge of the functioning of magic, while unorthodox and without peer review in most cases, is surprisingly accurate.
- Archers
  - Social/Military
  - Archers make up the bulk of defenders and policing forces in any city or along the roads. They use a variety of spelled arrows for their work, and are often considered to care too little for honor in favor of getting the job, whatever the job is, done.
- Rangers
  - Religious/Shadowy
  - Rangers are the spies assassins of religious orders. They are not officially endorsed, as all Rangers claim to take direct inspiration from their gods as to what their purpose is, and it is hard to tell a Ranger from a madman in such cases, never the less, true rangers are holy avengers, doing the dirty deeds their gods need done without thanks or joy.
- Pathfinders
  - Economic/Social
  - Pathfinders are basically officially sanctioned Adventurers, working less for profit and more out of duty to the Empire. They focus primarily on discovering new trade routes and founding new settlements, and anyone seeking to expand the hold of civilization seeks to court Pathfinders to their cause.
- Musketeers
  - Magic/Military
  - For every 'normal' method of firing projectiles, there are probably a dozen magical methods. Those warriors who focus their magics into long ranged

combat of various forms are known as Musketeers, and they often form unique and powerful warrior bands.

- Spies
  - Shadowy/Social
  - Spies form the backbone of intelligence agencies the world over. They often take months, or years, to ingratiate themselves into foreign societies, and then can spend decades undercover if they do their job well, never doing more than sending apparently innocuous letters to their relations, coding their findings into them.
- Assassins
  - Shadowy/Nobility
  - Where Spies are the eyes of intelligence agencies, Assassins are the hands. Spies, while trained to take matters into their own hands if necessary, are often too valuable to blow their cover on an operation. Assassins however are almost disposable in their purpose, trained exactly to a purpose, then deployed to enact it.
- Demagogues
  - Social/Religious
  - Propaganda masters and debaters supreme. Demagogues work to ingratiate people to their causes or masters. Often known for stirring up the lower classes into frothing mobs, in truth they can be found anywhere, from the floors of courtrooms, to the dining halls of the peerage, to the classrooms of universities.
- Pirates
  - Shadowy/Military
  - From true brigands, to officially sanctioned privateers, Pirates are a known threat throughout the world's seas. Unlike the true navy, Pirates specialize in terrorizing coastal settlements and trade lanes. Use them to harass your enemies, or for false flag operations, they will do the job if the pay is right.
- Mercenaries
  - Economic/Military
  - While full blown warfare is forbidden, Mercenaries make a brisk business in fighting shadow wars for the various Noble families. They also find work for various organizations that are forbidden from raising their own armed forces (such as the Guilds), and in various conflicts all throughout the Central Empire and beyond.
- The Bourgeoisie
  - Social/Economic
  - The Middle Classes make up the bulk of bureaucrats and merchants inside of the Empire. They have been steadily on the rise for Centuries, with Guilds becoming a significant power bloc in their own right, even without noble patronage.
- The Proletariat
  - Economic/Shadowy

- The laborers, workers, and lowest classes of the Empire. They make up both the dregs and bones of society, both dross and foundations. They farm the fields and do menial labor, and often, they participate in some form or another of light criminality, or know those who do.
- Law Keepers
  - Social/Shadowy
  - The Law Keepers police the cities, investigate crimes, and bring in criminals for punishment. They are the thief-takers and detectives working under the Magistrates and Judges. They move both in normal society and the underworld.
- Engineers
  - Economic/Social
  - Engineers use science, not magic, to build the world around them. To raise a building, to carve a straight path through a forest, to build non-magical siege engines, all require Engineers to direct the action and create what is necessary.
- Builders
  - Nobility/Social
  - Builders are not laborers or Engineers, they are from the families that maintain the most ancient portions of infrastructure throughout the Central Empire and beyond. Each has a sacred trust to maintain and repair, and even expand, the structures, spells, and machinery that allows civilization to thrive.
- Inventors
  - Magic/Economic
  - Inventors are a rare breed, people who look into the world and figure out how to remake it in the image of their dreams. Inventors use their understanding of natural philosophy and magic to create new technologies, spells, and methods, and often sell such inventions at a profit.
- Herbalists
  - Economic/Religious
  - From ancient times, it has been the holy men and women who maintained the medicines and herblore of mortals. Even today, this is the case, with a network of herbalists and pharmacists spanning the Central Empire. They not only know what plants are what, but how to combine and repair them for nearly any effect.
- Guildsmen
  - Economic/Social
  - The Guilds make up the skilled laborers and traders throughout the Empire. Craftsmen must go through a guild to become formally recognized almost anywhere, and they are the best source of reliable, quality goods in bulk, and even masterpieces if one knows who to ask.
- Shipwrights
  - Military/Economic
  - The construction of ships, both on the sea and in the sky, is a hallowed, and secretive art that is kept hidden from political rivals. Ships of the Line defend

the Empire's coasts and skies, and the shipwrights who build them pass on their trade master to student without records, securing their value in the eyes of others by holding the keys to trade and military power.

- Miners
  - Military/Economic
  - Full blown mines are relatively rare anywhere in the Empire for multiple reasons, the largest being that widespread magic has made transmutation or enhancement of materials easier. Secondly, it is acknowledged that the one place the First True Human never touched was the darkness below the earth. The beings there guard their treasures jealously, and Miners must not only know how to dig, but to fight.
- Bards
  - Shadowy/Social
  - Bards flow between all levels of society, finding and making stories wherever they go. No one is as well loved for being the trickster and rogue as a bard. On top of all that, they don't just know where the best parties are, they bring them along.
- Incarnations
  - Magic/Shadowy
  - Metaphysical beings summoned by raw emotions. They feed on emotions and dreams, and are often known to laymen as "Succubi" or "Incubi". When made physical, they are as any mortal, and while loyal only to their hungers, they make excellent consorts and agents, excelling at anything that feeds their emotion or dream of choice.
- Elementals
  - Magic/Social
  - Some claim these to be the ancestors to the dwarves, they embody locations, transforming and changing. The least of them embody a single facet, such as iron or fire, the next up a single place, those above them an ecosystem, above that is only speculation, but it is believed they answer to great stone continents that float on seas of fire beneath, and those still to the world itself.
- Spirits
  - Magic/Economic
  - Spirits are metaphysical entities that answer only to bargains and prices paid. They fulfill contracts and take what is owed, always to the letter of an agreement, but rarely the spirit of it. Clever contract makers will find them able to be bound reliably if not trustworthily.
- Angels
  - Religious/Social
  - Angels, it is said, maintain reality. They are seen doing strange things are places around the world, sometimes only for an instant, sometimes regularly. It is known they serve the Gods, but there is debate on whether they adopt a God, or if a God creates them.

- Elder Things
  - Religious/Criminal
  - Before the Fae carved out the first pacts and shaped the world, before the Fae Lords rose to rule and then were cast down by the Dragons that came after, the world was other. What it was exactly is beyond mortal ken, but remnants of it exist even today, as will remnants of this world will remain when our turn ends.
- War Golems
  - Military/Magic
  - War Golems are a modern invention, that can be as small as a large dog or as large as a cottage. They are not like normal golems, which are built to do anything your average mortal can in terms of labor, but instead specifically to end life or defend it.
- Labor Golems
  - Economic/Magic
  - The vast majority of Golems are cheap things that melt in the rain if you aren't careful with them since they're made from animated mud rather than clay. Even these are beyond the means of your average farmer. Labor golems tirelessly work at anything that they are taught to do, and will do it endlessly.
- Ancient Golem
  - Nobility/Magic
  - These Golems are made in the shapes of Dragons, and it is said that they were made by the Dragon Kings to end the rule of the Fae Lords. They are the only golems capable of using magic directly, and are incredibly rare, each one capable of turning the tides of a battle.
- Ships of the Line
  - Military/Social
  - Ships of the Line are sea (or sky if you have Airships as well) going vessels that is capable of laying down a withering hail of fire or delivering battalions to a destination. Ships of the Line are owned entirely by the Empire itself, though other powers allow civilians to operate them, though their captains and crews are pulled from the vassals of nobles like all portions of the military.
- Frigates
  - Economic/Shadowy
  - A very wide term that refers to a sea going vessel that can be used either for war or for trade, as such, the various trading guilds have very heavily invested in such ships, and each frigate is generally an escort for one or more trading cogs as well. They are also used for shipping rare valuables, or smuggling illegal ones, due to their ability to defend themselves as well as carry considerable cargo.
- Airships
  - Economic/Social
  - Airships are powered by magic or science to lift into the skies and perform the duties of ocean going vessels where there is no water. They are strictly

monitored and protected, and it is a rare Airship that is found outside the employ of the Empire directly, though it is becoming more common.

- Sky Castles
  - Magic/Nobility
  - These ancient castles predate the Dragon Kings and are generally considered to have been created by the Fae Lords. These flying fortresses are impossible to threaten with anything short of several Airships of the Line or incredibly powerful magics.
- Wandering Mountains
  - Military/Nobility
  - Another invention of the Fae Lords, even the greatest mages do not quite understand how the function, and their creators refuse to say. These places are literal mountains that seem to move the landscape around them, harmlessly, as they change location. They are all controlled by families utterly loyal to the Royal line.
- Leviathan
  - Nobility/Religious
  - These massive scaled beasts are often confused for islands, and they often have amphibious flora and fauna growing on their backs. Leviathans are considered to be distant cousins of the dragons, and those that worship the Dragon Kings maintain shrines upon their backs.
- Drakes
  - Magic/Religious
  - Drakes are supposedly the ancestors of Dragons. They have no intelligence beyond that of a dog or a horse, and their natural magic is entirely focused on their breath and ability to fly. They make excellent, if overly loyal, mounts once bound by empathy rituals.
- Wyverns
  - Magic/Religious
  - Wyverns are cousins to Drakes that possess no breath weapon and only 4 limbs. They are far less temperamental outside of their territory, but far more protective while inside of it. Like Drakes, to ride or control them requires an empathetic link created by magic.
- Cavalry
  - Military/Nobility
  - Cavalry are the purview of the nobility and no others. There are no mounted troops in the empire who do not trace their roots back to a family that is, or once was, amongst the peerage of the Central Empire. There is a growing trend though of the Empire maintaining mounts for promising candidates rather than them having to pay for their own.
- Pegasi
  - Magic/Nobility

- It is said that the first Beastman nobility tamed the Pegasi using enchanted reigns and tack. Since then, it is only through alliance to such families that control of Pegasi for messengers or war mounts has been gained.
- Unicorns
  - Religious/Nobility
  - Unicorns are sacred to the Styxian Cult, their horns said to purge impurities in all things, including those of the soul, unbinding tortured souls from this world to pass beyond the Styx. Very few families are able to keep such mounts, and only the purest of souls are able to ride them or tame them.
- Gryphons
  - Social/Religious
  - Gryphons are the symbol of the Royal Line, and this has led to the belief that it was an avian or leonine tribe that birthed the First True Human. The Church of the Uniter maintains Gryphon Roosts in all of their temples, even if only for a few of the beasts, and officials of the Empire ride them on business.
- Manticores
  - Religious/Shadowy
  - Manticores were originally created by the Fae Lords as beasts to fight against the Dragon-Kings, their poisons and ferocity supernaturally potent. When it became obvious that the Dragon-Kings would overthrow them, the Fae Lords made sure the rituals necessary to create Manticores were released to malcontents. Summoning or keeping Manticores is illegal, but there is no more deadly a warbeast.
- Chimeras
  - Shadowy/Magic
  - The fusion of two living creatures into a single one is a form of magic that dates back to the Dragon-Kings rule. Supposedly, many mortal races today are actually 'stable' Chimeras. The ability to create new, true-breeding, species is now beyond the capabilities of modern magic, but the disreputable magic used to create such beings is still fairly widespread, if not held in high regard.
- Hydras
  - Religious/Economic
  - These beasts are new creatures, born of fire, water, and steel. Summoned into being by the Purifiers of the Iron God, they can now be found fairly far afield. They loathe anything that is not machine or human, but are capable of digging up mineral wealth from the sea bottom.
- Rocs
  - Economic/Social
  - While Airships are uncommon, the vast birds of prey known as Rocs have been tamed and bred for time beyond memory. All forms of messengers and transportation businesses use these beasts, which are omnivorous, hardy, and loyal to a fault once trained.
- Thunderbirds



- Magic/Nobility
- Rocs can be imbued with the right sorcery and ritual magics it is said. The proof of this is in the immortal Thunder Birds that various Noble families jealously guard and protect. These beasts control the weather, their wings are thunderheads, their claws bolts of lighting, their cry the crack of thunder, their tails the rainbow after the storm.