

CRUENTI DEI:
Sahul



Thom Rying



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Order Form



Born to the noble House of Sansollen in 1389, Paharnes was the second of twin sons of the Emperor Manandir and Empress Tyara. Educated at Kitarya, he served as an officer in the Aradécian Cavalry, rising to the rank of Colonel of the Sable Eagles. He ascended to the throne of the Electoral Kingdom of Aradéc following the death of his brother King Deric in 1432 at the age of 42. In 1440 at the age of 49, he was elected Emperor of all Sahûl.



Sardarthion, Sardarthion

*Beloved jewel, the navel of the world,
Your twenty temples open to the night!
The Gods themselves attracted by your song
Seek choirs half in darkness, half in light:
The city of Sardarthion.*

*The Sun in His slow majesty by day
Describes the circle of your golden walls
Where your three hundred thrice-topped towers dawn.
Imperishable stars dance 'round your halls
To worship at Sardarthion.*

*I ache to be within your warm embrace,
To walk your crumbling, crooked streets—once more
To hear the ancient tales before I'm done
From those who in my youth taught me the lore:
Those old men of Sardarthion.*

*No living emperor in his blue hall
Can reign with half the splendour of the old.
In tired memory, it's all been done:
You've drowned the righteous and swallowed up the bold,
Imperial Sardarthion.*

*City of my youth, the ice approaches!
Raise your sleepy head Sunward to implore
A lengthening of His brief season
That we might write another page of lore,
Sardarthion, Sardarthion!*

*What palace this that crumbles at a touch?
What temples shrouded under silent snow?
What monuments to whose forgotten sons?
When we have failed, then only you will know,
Sardarthion, Sardarthion.*

(Master Drevandemes, 1445)

Part the First
Rules

§1. Introduction

Are you not moved, when all the sway of earth / Shakes like a thing unfirm?...Either there is a civil strife in heaven; / Or else the world, too saucy with the gods, / Incenses them to send destruction...

—William Shakespeare



CRUENTI DEI (crew-en-tee day-ee), “The Bloodstained Gods,” is a game of magic, diplomacy, and conquest in the epic fantasy tradition on the continent of Sahûl (sah-hyool). Each player begins the game in control of a Realm preparing for conquest. By force of arms, sorcery and intrigue, the player’s Realm expands, always under the watchful eye of its patron god. Vast armies clash on the field of battle, and steel rings upon steel as eldritch power crackles through the air above. Who shall prove victorious? You? Or the powers who oppose you? Only time and the gods may tell...

1.1 How the Game is Played

Cruenti Dei is a play by e-mail (PBeM) game. Play is governed by a referee who receives an Orders Form from each of the players and acts on them in accordance with the Rules, contained in this *Player Rules Book*, as well as a *Referee Rules Book*. The referee returns to the players a Results sheet, which gives the current status of the player’s Realm. The referee also provides each player with a Newsletter that describes the general activity of all players in the game, as well as providing the occasional obscure hint to the location of Artifacts and Spells, and assorted red herrings.

Most questions regarding the game should be answered in these rules. Any real problems should be brought to the attention of the referee.

1.2 Payment and Credit

Payment should accompany the player’s Orders and any credit will be noted on the player’s Results form. Orders will not be processed without payment or arrangements for same.

1.3 Brief Glossary of Terms

ARMY: A set of Units associated with a Leader. Armies are recognized by their Number and composition. The Number of an Army is the same as that of its associated Leader. Its composition is a list of the Units associated with it.

HOMELAND: The original Land Region of a Realm, usually the ancestral lands of the ruling clan.

KINDRED: One of the sentient species inhabiting the universe of *Cruenti Dei*. The three major Kindreds are: Malebolge, Saurians, and Wenemet.

LEADER: The commander of an Army in the player’s Realm. Each Realm receives five Leaders at the start of the game (the Ruler and four Lieutenants), and may receive more as the game progresses. A Realm will usually not have fewer than five Leaders.

NATIONAL RATINGS: A set of Ratings that govern how well Realms perform various tasks. They are divided into military Quality Ratings (QRs, further divided into Cavalry, Infantry, Siege, Naval, and Air), National Sorcery Rating (NSR), Bureaucratic Level

(BL), Intelligence Rating (IR), and Religious Strength (RS).

REALM: A set of Land Regions, Leaders, and Armies ruled from a specific Homeland.

RELIGION: One of the great faiths moving the universe of *Cruenti Dei*. There are four major religions: Iluvarianism, Tarotism, Urdanism, and Yagnarism. Minor religions, or “sects” may also exist from time to time.

TURN: The basic measure of time in the game. Each Turn represents five years.

UNIT: The elementary fighting force of the game, representing approximately five hundred troops or five ships. Units are divided into Land, Naval, and Air units of various types. A single land Unit is sometimes called a battalion.



§2. The Results Sheet

*The heavens call to you, and circle around you,
displaying to you their eternal splendours.*

—Dante Alighieri

EACH TURN players receive a Results sheet detailing the current state of the Realm. This sheet includes the name of both the Realm and the player, National Ratings, Leaders, Armies, and Regions controlled, as well as any notes to the player from the referee.

2.1 National Ratings

The National Ratings represent the ability of the Realm to accomplish various tasks. All Ratings may be improved by the expenditure of GP or NFP. Investment in a Rating is cumulative until the Rating improves, when the investment value resets to zero. Difficulty in improving Ratings progresses geometrically. Like Leader Attributes, National Ratings are expressed as a number, generally running from 1 to 10. In all cases, the higher the number, the better.

National Ratings are divided into the military Quality Ratings (QRs), National Sorcery Rating (NSR), Bureaucratic Level (BL), Intelligence Rating (IR), and Religious Strength (RS). They are briefly described below, but each has a section or chapter providing more details.

2.1.1 MILITARY QUALITY RATINGS (QRs)

Military Quality Ratings are further divided into Cavalry, Infantry, Siege, Naval, and Air Ratings. QRs have a direct influence in combat; a small, but well-trained force can generally defeat a larger, incompetent force,

all else being equal. See also §5.5.1.5. For Unit descriptions, see §5.5.1.6.

2.1.2 NATIONAL SORCERY RATING (NSR)

National Sorcery Rating governs how much Magical energy a Realm's Leader may expend in a given Turn. Also, certain spells only become available to Realms that have attained certain threshold NSRs. The major NSR thresholds are 4, 8, and 10. See §7 for more information.

2.1.3 BUREAUCRATIC LEVEL (BL)

Bureaucratic Level has an influence in preventing rebellion in the Realm's Regions and Leaders. The Command Control Radius (CCR) of a Realm's ruler is determined by adding his (secret) Command Rating to the Realm's BL. Realms with a BL 5 may declare a capital and will accrue additional Leaders for every point of BL over 5. See §10.1 for more information.

2.1.4 INTELLIGENCE RATING (IR)

The Intelligence Rating governs how successful the Realm's spies and assassins are likely to be. This Rating, in combination with the average of the attempting Leader's three main Attributes and the amount of GP spent, is considered in any intelligence action. See §6.7.2 for more information.

Tarotist Realms receive a bonus to all intelligence actions.

2.1.5 RELIGIOUS STRENGTH (RS)

Religious Strength is an indication of the favour with which the Realm's patron deity views the Realm. It also reflects the relative piety of the Realm's population. RS does not increase in the manner of other Ratings, and may actually decrease. See §8.2 for more information.

ing or research of Spells or in investment in the Realm's NSR. Available Mana is noted on the Results sheet. For information about how Mana is calculated, see §5.3.4.

2.3 Miscellaneous Stats

In addition to National Ratings and Production values, there are several other stats that round out a Realm's profile.

2.3.1 IMPERIAL STRENGTH INDEX (ISI)

Imperial Strength Index represents the overall military and economic strength of the Realm. A listing of each Realm's ISI appears in the Newsletter each turn in order to give players an idea of the relative prowess of their Realms.

2.3.2 PUBLIC WORKS BONUS (PWB)

The Public Works Bonus represents the total of a Realm's Regional Public Works. PWB provides direct GP income. Realms may build new Public Works at their option: they cost 10 GP or 5 NFP or SFP per point of bonus. See §5.4.2 for more information.

2.3.3 NATIONAL TRADE VALUE

The National Trade Value represents the total of a Realm's Town, City, and Temple Trade Values. Internal and International Trade are calculated using this value (see §5.3.1.4 for details).

2.3.4 ARMY SUPPORT

Army Support is the total which must be paid in GP each Turn to maintain the armed forces (and Academies) of the Realm. Up to one half of total Army Support may be paid in AP if the player so desires.

2.4 Academies

Realms may, at their discretion, build Academies to train their Leaders, and may also improve them through the investment of GP and/or NFP. Building and use of Academies is discussed in §5.5.2.1.

2.5 Leaders

Since no action may be undertaken without a Leader, their wise use is potentially the single most important factor in the success of a Realm. Troops without a Leader can only defend (and poorly, at that). Leaders wield spells and Artifacts. They are your champions, diplomats, spies, and assassins.

2.5.1 LEADER ATTRIBUTES

Each Leader has three Attributes: Combat, Diplomacy, and Sorcery, which represent the Leader's relative competence in these fields. Attributes generally range from 1 to 10. Attributes higher than 9 are represented by letters; thus 10 is "A", 11 is "B" and so forth.

In addition, the ruler of the Realm has a hidden Attribute representing Command, which ranges from 1 to 6, while other Leaders have a hidden Loyalty Attribute, which also generally ranges from 1 to 6. Leaders also have both their Kindred and age listed.

2.5.2 LEADER DEATH

Leaders, since they represent individuals, may die. Leaders may be Assassinated, may die in battle, or may die of old age. Each Kindred possesses a different life span, with Wenemet being the longest lived and Malebolge the shortest; the *Life Expectancy Table* gives the average expected life span for each Kindred.

2.5.3 LEADER REPLACEMENT

When a Leader dies, he or she is replaced by a new Leader in the Homeland Region (or Capital, see §10.1.3) of the Realm. If the Leader had associated Troop Units, there is a (QR x 10) % chance that the Leader will be replaced from the chain of command, appearing with the Units. Otherwise, the Units formerly associated with him remain in the Region they occupied when the Leader died, exactly as though they had been left as a Garrison.

2.5.4 ALLIED LEADERS

When a Region becomes Allied to a Realm, it produces a native army and an Allied Leader. An Allied Leader is the only Leader that may lead Units produced by the Allied Region.

When an Allied Leader dies, the Allied Region may remain Allied, become Friendly or Tributary, or leave the Realm altogether. When an Allied Region becomes Friendly, the Units become normal Units of the Realm.

If an Allied Leader is given command of national Units, they become part of the Allied Army permanently. Allied Leaders may not perform *Diplomacy* in their own Region.

2.5.5 ADDITIONAL LIEUTENANTS

When a Realm's BL reaches six or higher, that Realm receives an additional Leader for every level of BL above five.

2.6 Regions

Each *Cruenti Dei* map has been divided into Regions for purposes of movement and control. Regions are categorized as Land Regions and Sea Regions. Land Regions are named, and may possess stats for GP production, Population, AP production,

and Mana value, and may additionally have a number of other identifying characteristics (Terrain, Religion, Kindred, &c.).

Regions containing only Mana and Terrain indicators are Colonizable Land Regions (see §5.5.8.2). Regions containing no stats whatsoever are simply uninhabitable.

Sea Regions are also named, but have fewer characteristics, or none at all. Land Regions are the elementary components of Realms.

2.6.1 REGIONAL CONTROL

There are five degrees of control a Realm may exert over a Region. These are, in order of decreasing control: Homeland, Friendly, Pacified, Allied, Tributary. If a Realm exerts no control over a Region, that Region is considered Hostile. As the result of a spectacularly unsuccessful DP or SD action, a Region may also declare war upon a Realm. This is usually a bad thing.

2.6.1.1 HOMELAND

Homeland Regions are the *de facto* capitals of the Realms. No Realm may have more than one designated Homeland and may not change their Homeland unless the former Homeland Region leaves the Realm. Homelands provide their Realms with all of their GP and AP production each Turn.

2.6.1.2 FRIENDLY

Friendly Regions are completely loyal to the Realm (although see §2.6.2). They do not require Garrisons and provide their Realms with all of their GP and AP production each Turn.

On the Turn that a Hostile or Tributary Region becomes Friendly to a Realm, it provides that Realm with its local armed forces. The size and composition of local forces varies with Kindred, Terrain, and geography.

§7. Magic

Never meddle in the affairs of Wizards, for they are subtle and quick to anger.

—J.R.R. Tolkien

*Out in the mindless void the dæmon bore me,
Past the bright clusters of dimensioned space,
Till neither time nor matter stretched before me,
But only Chaos, without form or place.*

—H.P. Lovecraft

THE UNIVERSE of *Cruenti Dei* is a magical place, the battleground of the gods. Their power is made manifest in many ways, but nowhere more so than in the art of Sorcery. Sorcery is the engine that drives the worlds of *Cruenti Dei* and consists in the proper development and application of spells and Artifacts.

At low NSRs, only a small number of Minor Spells are available to the Leaders of a Realm, and they may only cast Major Spells if they happen to find the appropriate Spell Crystals laying about.

Once a Realm achieves a National Sorcery Rating (NSR) of four (4), a whole new world of magic opens up. More Minor Spells become available, Spell Crystals for Major Spells may be created, research into new Spells conducted, and Artifacts constructed.

If a Realm achieves a National Sorcery Rating (NSR) of eight (8), another quantum leap in the art of magic opens up, including Meta-Spells and Mana Batteries.

Should a Realm achieve an NSR of ten (10), the final leap in the art of magic occurs, allowing new Meta-Spells and increases in the Realm's QRs past the previous ceiling of 10. It is at NSR 10 that the great art of falling between the worlds is discovered.

NOTE: Where Rules from this section contradict, modify, or extend Rules found elsewhere, this section has absolute precedence.

7.1 Mana

Each Realm has a certain amount of Mana, or Magical energy, available for use each Turn: the total of the Mana values of each Homeland, Friendly, Pacified, or Allied (but not Tributary) Region in the Realm, plus 2 Mana for each Prioory, 5 for each Abbey, and 7 for each Cathedral owned by the Realm, plus any bestowed by the Realm's patron deity.

Mana may not be accumulated from Turn to Turn except in suitable storage devices, including Mana Batteries (available at NSR 8) and Mana Crystals (available at NSR 10).

Spells, or magical effects, are invoked by Leaders. The efficiency with which a Leader may employ Spells is governed by his Modified Sorcery Rating (MSR), which is the product of his personal Sorcery Rating (SOR) times his Realm's National Sorcery Rating (NSR). No Leader may expend more Mana in a single Turn than his MSR, although for some Spells, several Leaders may add their MSRs to determine total expenditure. This is determined on a Spell by Spell basis

6.2 Minor Spells

Minor Spells are those spells that do not require a Spell Crystal to cast. They typically have a Mana cost of ten or less, and they generally only affect a single Leader or Unit.

6.2.1 CASTING MINOR SPELLS

If a Realm is in possession of the minimum NSR required to cast a Minor Spell, any Leader of the Realm may cast the Spell

whenever appropriate. Two Minor Spells, *Battle Magic* and *Fly Airship*, are known by all Realms. All other Minor Spells automatically become known at a minimum NSR, as indicated in the individual spell descriptions. Nations with an NSR of less than the required level of a spell may not cast it, even if they are given the knowledge of the spell by another Realm.

No Minor Spells are restricted by Religion. The Mana required to cast a Minor Spell may not be divided up amongst multiple casters.

6.3.2 MINOR SPELL LIST

Name: *Aura of Impenetrability*
Mana Cost: 10
When Cast: any
Time to Cast: 1
Minimum NSR: 8

This spell offers a Leader improved protection from death or injury in battle, during Secret Movement, while traveling through Inimical Land Regions, or even when stalked by assassins. It is more effective than *Aura of Invulnerability*.

Name: *Aura of Invulnerability*
Mana Cost: 5
When Cast: any
Time to Cast: 1
Minimum NSR: 5

This spell offers a Leader more or less effective protection from death or injury in battle, during Secret Movement, while traveling through Inimical Land Regions, or even when stalked by assassins. It is more effective than *Aura of Protection*.

Name: *Aura of Protection*
Mana Cost: 3
When Cast: any
Time to Cast: 0
Minimum NSR: 4

This spell offers a Leader some protection from death or injury in battle, during Secret Movement, while traveling through Inimical Land Regions, or even when stalked by assassins.

Name: *Battle Magic*
Mana Cost: 1+
When Cast: Start of Turn
Time to Cast: 0
Minimum NSR: 1

This spell enhances the effectiveness of a Leader's Army in combat situations. A Leader may expend as much of the Realm's available Mana as he likes on this spell in any given Turn, limited only by the Leader's MSR.

The enhancement for Battle Magic is effective during the following actions: A, AF, AS (for a Leader accompanied by a Guard Unit only), AT, D, L, MC, P, PI, PR, R, RG, SA, SC, SF, SR, SU.

Name: *Disguise*
Mana Cost: 5
When Cast: any
Time to Cast: 1
Minimum NSR: 4

This spell slightly increases a Leader's chances of succeeding in a covert action (AS, IR, RI, RL, SD, SM).

Name: *Flight*
Mana Cost: 5
When Cast: any
Time to Cast: 0
Minimum NSR: 4

This spell allows a Leader to fly for one Turn, using Air Movement rates instead of Land Movement rates.

* *Sky Galleons* require 2 Mana per Unit.

Name: *Fly Airship*
Mana Cost: 1 per Unit*
When Cast: Start of Turn
Time to Cast: 0
Minimum NSR: 1

This spell is required to lift Airship Units into the air. The Airships must accompany the casting Leader throughout the Turn.

Name: *Forceblade*
Mana Cost: 20
When Cast: any
Time to Cast: 0
Minimum NSR: 8

This spell creates for the caster a magical sword of pure Mana. The sword gives a bonus to the caster in various combat actions, particularly duels and assassinations. Of the various protective spells, only Aura of Impenetrability offers aid against the sword.

Name: *Invisibility*
Mana Cost: 10
When Cast: any
Time to Cast: 1
Minimum NSR: 8

This spell renders a Leader invisible for the duration of the Turn. This has the effect of greatly increasing a Leader's chances of success in any covert action except Secret Diplomacy (AS, IR, KL, RI, RL, SM).

Name: *Limited Teleport*
Mana Cost: 7
When Cast: any
Time to Cast: 1
Minimum NSR: 5

This spell transports a Leader to a designated Region not more than two Regions distant, without needing to pay Movement costs or crossing the intervening Region.

Name: *Seal of Koloth*
Mana Cost: 10+

When Cast: any
Time to Cast: 4
Minimum NSR: 8

This spell is a quick and dirty version of the Major Spell *Elder Sign*. It has the effect of confining an Immortal (whether summoned or as a result of an *Immortality* spell) or an Avatar to a very tiny area for the duration of the Turn. Alternatively, it can be used to prevent access by these individuals to a specific site, or to protect the caster from certain death at their hands.

Minimum Mana cost for this spell is 10; the more Mana used, the greater the chance of success. Obviously it will be easier to contain some beings than others. I wouldn't spend less than 50 Mana, myself, and I wouldn't bother casting this on an Avatar at all unless I were feeling really lucky. Or desperate.

Name: *Silvertongue*
Mana Cost: 1 per 1% added to DP attempt
When Cast: any
Time to Cast: 1
Minimum NSR: 4

This spell increases the chance of a successful diplomacy. The Leader casting the spell must be accompanied by another Leader who is actually performing the DP or SD action, as the two actions (CS and DP or SD) must be simultaneous.

Name: *Teleport*
Mana Cost: 10
When Cast: any
Time to Cast: 1
Minimum NSR: 6

This spell transports a Leader to a designated Region not more than four Regions distant, without needing to pay Movement costs or crossing the intervening Regions.

A Ward Grid (designated on the Stat Sheet as WG) requires 15 Mana to activate for a Turn, which may not be done on a conditional basis.

Activation of the Ward Grid does not require a Leader, and the Region is protected as if *Wards (Greater)* had been cast upon it. An activated Ward Grid nullifies all *Battle Magic* in the Region.

7.5 Spell Research

If searching musty libraries and digging through old ruins is not your idea of effectively advancing your Realm's sorcerous aims, then perhaps your Leaders would be better used in developing spells directly. If a Realm's NSR is greater than or equal to 4, its Leaders may research any Major Spell on the list in §7.3.2. Similarly, if a Realm's NSR is greater than or equal to 8, its Leaders may research any Meta-Spell on the list in §7.4.2. A player may also instruct a Leader to Research a hitherto unknown spell under referee supervision.

Six things are required to research a Spell: a researching Leader, a blank Spell Crystal on which to transfer the finished spell, GP, AP, Mana, and time.

7.5.1 GOLD AND ARMS COSTS

A number of GP and AP must be expended up front to facilitate the spell research project. The amount of each required is five times the Mana Cost to cast the spell being researched.

7.5.2 MANA COST

A number of Mana Points must be expended to facilitate the spell research project. The amount of Mana required is three times the Mana Cost to cast the spell being researched. The Mana expenditure may be spread over several Turns, if needed.

7.5.3 RESEARCH TIME

It takes many years, perhaps even a lifetime, to research the workings of a Major Spell. To calculate the number of Turns required to research a spell, add the Sorcery rating of the researching Leader to the Nation's NSR and subtract this total from fifteen.

Some spells are more difficult than others. To reflect this, each spell has a minimum research time in Turns, which is calculated by dividing the Mana Cost to cast the spell in question by five, rounding up. To summarize:

$$\text{Research Time} = (15 - (\text{SOR} + \text{NSR})) \text{ Turns}$$

$$\text{Minimum Time} = (\text{Mana Cost to Cast} / 5) \text{ Turns}$$

EXAMPLE: The Kingdom of Avalon (NSR 5) wishes to Research the Spell *Haste*. To this end, they assign their Leader, Merlin (L759) to develop the spell. Blank Spell Crystal in hand, Merlin retires to the Library at Tintagel. Since the Mana Cost to cast *Haste* is 10, Avalon must expend 50 GP and 50 AP to get this project rolling along, and Merlin must expend 30 Mana in the course of his research. Since Avalon has plenty of Mana and Merlin has an MSR of 45 (SOR 9 x NSR 5), the Avalon player elects to spend the 30 Mana at once. This done, Merlin begins his research.

The amount of time required for Merlin to research a spell is $(15 - (\text{SOR } 9 + \text{NSR } 5)) = 1$ Turn. The minimum time required to research *Haste*, however, is $(10 \text{ Mana to Cast} / 5) = 2$ Turns. So only at the end of the second full Turn of research, Merlin has a Spell Crystal containing *Haste*.

7.5.4 ADVANCED RESEARCH

With the advent of NSR 8, multiple researchers may work together on the same spell. The researchers are required to all be in the same Region, and this Region must contain a Mana Battery. The researchers are required to work together for the entire time that the research requires.

Additionally, the minimum time to research a spell is now divided by the square root of the number of researchers.

$$\text{Minimum Time} = \frac{\text{mana to cast}}{(5 \times \sqrt{b})} \text{ Turns}$$

where b is the number of researchers involved.

7.5.5 HIGH MANA SPELLS

It should be obvious that since the Minimum Time required to research high Mana spells is excessive, it may not be practical (or possible) to develop such spells. The *Avatar* spells, for example, require 20 Turns, or a century, to research. Since the lifetime of a researcher is rarely adequate to cover this period (the use of *Immortality* or *Lichlife* excepted), it may be more practical to dust off your shovels and lamps, and head back into the ruins...

7.6 Spell Crystals

Major Spells are contained in the arcane Spell Crystals that may be found in ancient Libraries. Libraries, in turn, may be found associated with forbidden ruins and cloistered monasteries, or, infrequently, the Hall of Records of a City. Leaders use the SE Action Code to search for Spell Crystals in a Region. If a Realm loses control of a Spell Crystal, it loses the spell contained within.

Spell Crystals are required to store and focus Major Spells and Meta-Spells. No spell of these types may be cast without a Spell Crystal containing it. The act of enchanting a Spell Crystal is included in the successful research of new spells (see §7.5). Existing Spell Crystals may have their contents copied by use of the *Copy Spell Crystal* spell. Blank Spell Crystals may be found in Libraries, or they may be manufactured. Spell Crystals may not be “overwritten.” An existing spell may not be erased.

7.6.1 MANUFACTURING CRYSTALS

Spell Crystals may be manufactured in any Land Region containing or adjacent to a volcano. A Leader is required to manufacture a Spell Crystal using the *Manufacture* action (Action Code MN) at a cost of 2 Movement Points.

Spell Crystals cost 10 GP, 10 AP, 5 Mana, and 1 NFP.

7.6.2 DESTROYING SPELL CRYSTALS

Spell Crystals may be destroyed in two ways: they may be cast into a volcano, or they may be consumed in Dragon fire. There is also a small chance that simply using a Spell Crystal will shatter it.

7.7 Mana Batteries

Mana Batteries may be constructed by a Realm with NSR 8 or greater. They come in four sizes: 20-point, 50-point, 100-point, and 250-point. Larger batteries are possible at NSR 10.

Even the smallest Mana Battery is a tremendously large construction. Except in the case of Battery-powered Artifacts, once constructed, Mana Batteries may never be moved.

Because of the enormous amount of magical energy present at a Mana Battery, it is

not normally possible to build more than two Mana Batteries in any given Region.

7.7.1 BUILDING MANA BATTERIES

To create a Mana Battery, it is first necessary to research the *Create Mana Battery* Meta-Spell, which is, conveniently enough, the only Meta-Spell that does not require the presence of a Mana Battery.

Once a *Create Mana Battery* Crystal is created, the Meta-Spell to actually build the Mana Battery may be cast. Please see the spell description for details on casting and the *Mana Battery Cost Chart* for associated costs. When built, Mana Batteries contain no Mana.

Mana Batteries may be destroyed by the *Invoked Devastation* or *Void Earth* Meta-Spells, by crashing an asteroid into one, or by other similar means.

7.7.2 THE USE OF MANA BATTERIES

A Mana Battery may be used to store Mana from Turn to Turn, or forever. The maximum number of Mana stored in a battery is reflected by its size.

With one exception, no Meta-Spell may be cast without the use of a Mana Battery.

7.7.3 MANA CRYSTALS

At NSR 10, it becomes possible to build portable Mana Batteries, known as Mana Crystals.

7.8 Artifacts

The history of Sahûl is littered with objects of surpassing power known as Artifacts. Should an Army stumble

across one, its nature shall be made known. Hints as to the location and powers of Artifacts may occasionally appear in the Newsletter or as the result of an SE action. The SM Action Code may be used to steal Artifacts from another Realm.



7.8.1 BUILDING ARTIFACTS

New Artifacts may, of course, be created by Realms using the *Create Artifact* Spell (see §7.3.2). The powers and natures of such Artifacts should be discussed with the referee.

7.8.2 BATTERY POWERED ARTIFACTS (BPAs)

In addition to “normal” artifacts, Mana Batteries may be used to build larger, Battery Powered Artifacts. BPAs require the use of the *Create Artifact* spell, the *Create Mana Battery* Meta-Spell, and copious amounts of GP, AP, NFP, and Mana.

There are three major classes of BPAs: Flyers, Floaters, and Gates.

7.8.2.1 FLYERS

Flyers are basically large chunks of rock that fly through the air. Flying Cities, flying Fortresses, and flying Regions are all possible. Realms may choose to build Flyers with a permanent *Mana Leech* built into them, so that they may literally suck the Mana out of the Regions over which they pass. This requires use of a *Mana Leech* Spell Crystal.

Typical costs for Flyers are given in the *BPA Costs Tables*. Once the Flyer is built, the actual habitation must be built as well. Building a Town-sized Flyer doesn't give you a Town, just a flying place to put one.

Region-sized Flyers are a little different. This actually involves a specific Region

§11. Imperial Sahûl

The glory of great men should always be measured by the means they have used to acquire it.

—Francois de La Rochefoucauld

RULES IN THIS SECTION deal with the politics and traditions of Imperial power in Sahûl, as well as with the non-standard and exceptional Realms that may be found there.

11.1 The Myth of Empire

The continent of Sahûl is, at least in theory, united under a single government commonly known as the Second Empire. In actual fact, the Emperor at Sardarthion rules little more than the city and a few surrounding Regions. The real power is in the hands of the nobility and especially those of the Electors. More information about the structure and traditions of the Empire may be found in §2. of the *Encyclopædia*.

11.1.1 THE ELECTION OF THE EMPEROR

Upon the death of the reigning Emperor, the Electors vote for the next Emperor. Following his election, the Regions of Sondrim and Torsi, including the Imperial Capital of Sardarthion, become property of the new Emperor, to be forfeited upon his death.

The Emperor is, in theory, ruler of Sahûl and champion of the Urdan Faith, although in practice he commands few, and only one Urdan Emperor has reigned in the last two centuries.

In theory, anyone may be elected Emperor; in practice, since the promulgation of the *Golden Edict* only Electors have been chosen.

Players with Electoral Realms should indicate *each Turn* their choice for Emperor in the event of the Emperor's death. Elections take place immediately upon the Emperor's death, with the Envoys of the Electors casting their proxy votes as previously instructed. An Envoy without instructions will abstain.

If no candidate receives at least 5 votes, the throne falls vacant. A new election takes place the following Turn.

Electors may, at any time, choose to travel to Sardarthion to cast their votes in person. Electors may also choose to send a Leader to cast their vote by proxy.

Any Leader in Sardarthion may use the DP action to attempt to influence the votes of abstaining delegations if their Electoral Realm has no player, or if the player has not given voting instructions.

11.1.1.1 ASSUMING THE THRONE

When a Realm's Ruler is elected Emperor, he immediately and automatically moves by fastest route to the Imperial Capital at Sardarthion, in company of the Realm's Guard Unit (if any). Any other Units commanded by the Ruler become a garrison, normally in the Region in which the Ruler was located at the time of his election, unless the player has previously designated another place.

11.1.1.2 IMPERIAL REGENCY

Leader 2 (usually the heir, see §11.2), or another Leader previously designated by the new Imperial Realm, becomes Imperial Regent in the Realm's home territories. CCR (see §10.1.2) is counted from both the Emperor *and* the Regent for the duration of the Emperor's reign.

11.1.2 IMPERIAL PREROGATIVES

Other than the meagre income of the Imperial Regions, why would anybody wish to become Emperor? For starters, Sardarthion

has a decent Military Academy and a fine University, not to mention the 25,000-strong Imperial army, including the use of five Imperial Leaders.

There are also several important Imperial prerogatives left that are still universally accepted.

11.1.2.1 IMPERIAL INFLUENCE POINTS (IIPs)

The Emperor receives Imperial Influence Points (IIPs), which he must spend to exercise any Imperial Prerogative. The fewer IIPs he has, the greater the chance of Dynastic Failure. If the Emperor's IIP total is ever zero, Dynastic failure becomes a virtual certainty, and Imperial Leaders and Units may no longer obey their orders.

11.1.2.2 GAINING IIPs

The Emperor gains IIPs in one of three ways:

- ◆ On the Turn of his election, the Emperor receives 25 IIPs.
- ◆ Each Turn the Emperor's Realm's ISI is the highest in Sahûl, he receives 3 IIPs.
- ◆ Each Turn the Emperor's Realm's ISI greater than the combined ISIs of the next two Realms, he receives 5 IIPs.
- ◆ On the Turn the Emperor makes his pilgrimage to the Shrine of Moroko, he receives 5 IIPs. This may only be done once.

All IIP awards are cumulative and are published in the Newsletter each Turn.

11.1.2.3 ENFEOFFMENT

Upon a vacancy occurring in any fief (except Free Cities or Counties Palatine, see below), the Emperor may assign that fief to another noble. Since the nobility often has elaborate and comprehensive rules of descent, or a fief to have no legal claimant.

A corollary of this, however, is that the Emperor decides who is the true claimant in the event of a disputed succession (more commonly known as a Dynastic Failure, see §10.4.3). This doesn't really mean that the Emperor decides who

wins, only who gets the title until a winner is determined.

Exercising this Imperial prerogative costs 5 IIP.

11.1.2.4 IMPERIAL CHARTERS

Upon the expenditure of 10 IIP and 25 GP, the Emperor may declare a City to be an *Imperial Free City*. Similarly, upon the expenditure of 20 IIP and 100 GP, the Emperor may declare a Region to be a *County Palatine*. This can only be done, however, for Cities or Regions that are:

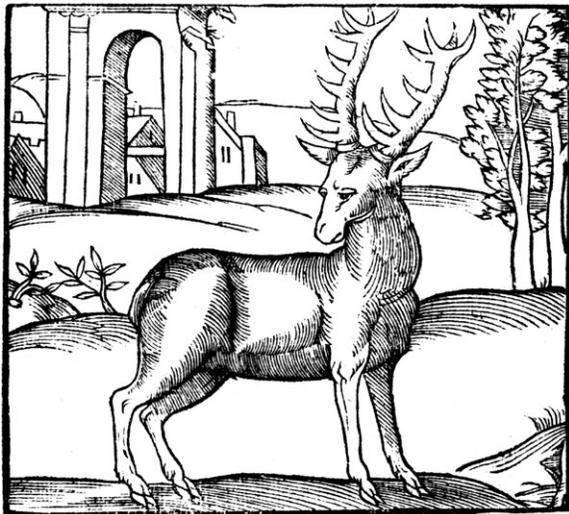
1. Under direct Imperial control, *or*
2. Independent, *or*
3. Under the control of a Realm that has formally petitioned the Emperor for this status.

For the effects of these Charters, see §11.1.4.

11.1.2.5 IMPERIAL APPOINTMENTS

The Emperor may appoint Imperial Officers and Provincial Governors. Tradition-





ally, Officers are Rulers of important Clans or Realms.

The Emperor may instead choose to appoint one of his own Leaders to any of these positions, bearing in mind that no Realm may control more than one Imperial Office at a time.

Appointments cost 1 IIP each, except in the case of the Emperor appointing a bureaucrat to a Governorship; these appointments cost 0 IIP.

11.1.2.5.1 Imperial Officers

If the Emperor fails to appoint an Imperial Officer on the Turn immediately following the death of the previous officeholder, the Imperial Chancellor may make the appointment that same Turn. Otherwise, the vacancy devolves to the Realm with the highest ISI. No Realm may have more than one Office at a time.

The Emperor may create new Imperial Offices through the expenditure of 25 IIP in consultation with the referee. Offices may be abolished in the same manner.

For more information on Imperial Offices, see §11.1.6.

11.1.2.5.1 Provincial Governors

The appointment of Provincial Governors is strictly at the discretion of the Emperor; if he fails to appoint a Governor on the Turn immediately following the death of the previous Governor, the Imperial Chancellor may make the appointment that same Turn.

Otherwise, the position will be filled from within the Imperial bureaucracy. The Emperor may choose to appoint a nameless bureaucrat rather than the Ruler of a Realm; these appointments are free and prevent the Chancellor from appointing someone of his choosing.

For more information on Provincial Governors, see §11.1.8.

11.1.2.6 ARREST

The Emperor may arrest any Nation's Ruler, Ally or other Leader. The designated Leader is removed from play and is considered captured. The Leader will not be replaced until he is released or dies.

To arrest a Leader, the Emperor must dispatch a Leader or Guard Unit of his own to affect the arrest.

The arrest of a Ruler costs 10 IIPs. The arrest of an Ally or other Leader costs 5 IIPs.

11.1.2.7 TITLES

The Emperor may confer titles of Nobility (see §11.1.7). The conferring of such a title costs 2 IIP. Several of the less scrupulous Emperors have filled their treasury by selling these titles.

11.1.3 THE NINE ELECTORS

Nine nobles are Electors of the Empire. They are collectively referred to as the Princes of the Empire, or when they are in the process of electing an Emperor, the Convocation of Electors.

<i>Elector</i>	<i>Heraldry</i>	<i>Rel.</i>	<i>Kindr.</i>	<i>Location</i>
Electoral King of Aradéc	Azure, a dolphin embowed argent	Iluvar	Wen.	Gawan peninsula.
Electoral Grand Duke of Atuburrk	Sable, a rat saltant argent	Yagnar	Wen.	Atuburrk Island north of central Sahûl
Electoral Grand Duke of Averon	Or, a dragon segreant gules, armed sable	Iluvar	Saur.	Far northwest
Elector of Cappargarnia	Argent, an Owl gules	Tarot	(Wen.)	Byrrin River Valley
Electoral Queen of Chi'tixi	Argent, a Monkey sejant erect azure	Yagnar	Mal.	Northern coast
Electoral Grand Duke of Golmath	Or, a Raven sable	Tarot	Wen.	Gawan peninsula
Electoral Grand Duchess of Itaxik	Argent, a Beetle sable	Urda	Mal.	Southwest
Electoral Count Palatine of Thace	Gules, a horse salient argent	Urda	Saur.	Hûrn River valley in north central Sahûl
Electoral King of Zarkhandu	Azure, a lion passant or	Yagnar	Saur.	Southeast coast

The Electors of the Empire have a number of rights that the other nobles of the Empire, including the Emperor himself, do not.

11.1.3.1 RIGHT OF ELECTION

The Electors choose the Emperor. See §11.1.1 for details.

11.1.3.2 RIGHT OF SOVEREIGNTY

Only Electors may create Marches and Dependencies as described in §11.6 (but see also §11.1.4.).

11.1.3.3 RIGHT OF VASSALAGE

Electors may accept the fealty of any non-electoral Realm for what concessions they can negotiate.

Vassals owe their Electoral lord obedience; lords owe their vassals protection. Vassals receive a bonus to QR investment if the

target QR of the Elector is higher than that of the vassal. Vassals who ignore a summons from their lord have a tendency to lose Regions and Leaders to rebellion.

Contracts of vassalage are only valid if a copy is sent to the referee. These do not expire, and may only be abolished if both parties agree.

Realms that are vassals of Electors with a differing Religion will suffer a penalty of 0.1 to their RS each Turn. Realms that are vassals of Electors with an opposing Religion will suffer a penalty of 0.2 to their RS each Turn. Iluvarians may not become vassals to a Yagnarist Elector.

Imperial Free Cities, Counties Palatine, and Religious Primacies may not become vassals.

11.1.3.4 RIGHT OF LAW

If a Realm pledges fealty to an Electoral Realm, the Elector may “loan” BL points to the vassal, up to a maximum of half the Elector’s BL or the amount of the vassal’s BL, whichever is higher. This loaned BL may be withdrawn at any time. The Realms in question must physically border each other, or be separated by no more than one non-Inimical Sea Region.

11.1.4 IMPERIAL FREE CITIES & COUNTIES PALATINE

Individual Cities or Regions may be granted Charters by the Emperor, creating them as Imperial Free Cities or Counties Palatine, respectively.

11.1.4.1 IMPERIAL FREE CITIES

An Imperial Free City becomes “detached” politically from the Region in which it resides. Such Cities must be separately DP’d, and it is perfectly permissible for an Imperial Free City to be, for example, Friendly to a Realm while the Region it inhabits is Allied. It is even possible for such a city to have a differing Religion from its Region.

Imperial Free Cities are designated on Results Sheets as FC.

It is possible for an Imperial Free City to become a Realm. Such a Realm gains the Right of Sovereignty normally reserved to Electors (see §11.1.3.2 and §11.6).

At the start of the game, the following are Imperial Free Cities:

- ◆ Adndar
- ◆ Einandhu, City of Song
- ◆ Golluz
- ◆ Sarsis
- ◆ Sistrameides
- ◆ Thûnd
- ◆ Tikata

- ◆ Zadres

11.1.4.2 COUNTIES PALATINE

A County Palatine is a Region which, though part of the Empire, has no obligation to the person of the Emperor. In these times, the title seems something of an anachronism (unless you happen to be fleeing Imperial justice), but the practical effect is that no County Palatine can ever become Friendly to any Realm. Allied, Homeland, Pacified, and Tributary status are all still possible.

Counties Palatine are designated on Results Sheets as CP.

It is possible for a County Palatine to become a Realm. Such a Realm gains the Right of Sovereignty normally reserved to Electors (see §11.1.3.2 and §11.6).

At the start of the game, the following are Counties Palatine:

- ◆ Ingazi
- ◆ Khûnatar
- ◆ Thace (Electoral)

11.1.5 ECCLESIASTICAL STATES

Ecclesiastical States are those Realms that are Primacies according to the rules in §11.3. These have all of the rights of the Electoral States excepting the Right of Election. Ecclesiastical States cannot become vassals.

11.1.5.1 CHURCH UNIVERSAL & TRIUMPHANT

The Urdan Church is based in Urdaháhn and is administered by the First Martriarch. It owns Cathedrals and other religious sites clear across Sahûl. See §8.1.3.7 and the *Encyclopædia*.

11.1.5.2 ILUVARIAN ORTHODOX CHURCH

The Orthodox Pontiff administers Sistrameides and a number of Cathedrals and other

religious sites in central Sahûl. See §8.1.1.6.2 and the *Encyclopædia*.

11.1.5.3 CHURCH OF THE ILLIMITABLE

Ruled by a Pontiff at Golluz, this Tarotist Church is a powerful force in the Byrrin River Valley and throughout north central Sahûl. See §8.1.2.7 and the *Encyclopædia*.

11.1.5.4 THE CHURCH MILITANT

The Western Iluvarian Primate rules the ancient town of Tikata. It owns a smattering of Cathedrals and Abbeys and is served by the *Military Order of the Sword of Iluzar* based in the Fortress of Ta'chitix.

See §8.1.1.6.3 and the *Encyclopædia*.

11.1.6 IMPERIAL OFFICERS

Obedience of the Officers of the Realm to the Emperor is customary, but is nowhere required.

Chancellor of the Empire

The Chancellor oversees the imperial bureaucracy and stands in stead of the Emperor at certain state functions.

Like the Emperor, upon appointment he immediately and automatically moves by fastest route to the Imperial Capital at Sardarthion (as §11.1.1.1). Leader 2 becomes an Imperial Regent (as §11.1.1.2) for the Chancellor's Realm for the duration of his term.

In addition to ceremonial duties, the Chancellor may make Imperial appointments (see §11.1.2.5) *using the Emperor's IIPs*, should the Emperor fail to do so. The Chancellor may only exercise this duty on the Turn immediately following the announcement of vacancy (i.e. the same Turn the Emperor is supposed to make the appointment), otherwise appointments occur automatically as provided for in §11.1.2.5.

Lord Admiral of the Blue

The Lord Admiral of the Blue must maintain and defend the Imperial Free City of Zadres and the fleet stationed therein. GP for support must be paid before the support of the Realm's own troops. At least one Leader must be kept at Zadres at all times.

Should Zadres become the Homeland or Capital of a Realm, the player should probably either come to some sort of accommodation with the Admiral (or the player thereof), or else convince the Emperor to appoint him to the post.

Lord Admiral of the Green

The Lord Admiral of the Green must maintain and defend the port of Nikatl and the fleet stationed therein. GP for support must be paid before the support of the Realm's own troops. At least one Leader must be kept at Nikatl at all times.

Lord Admiral of the Red

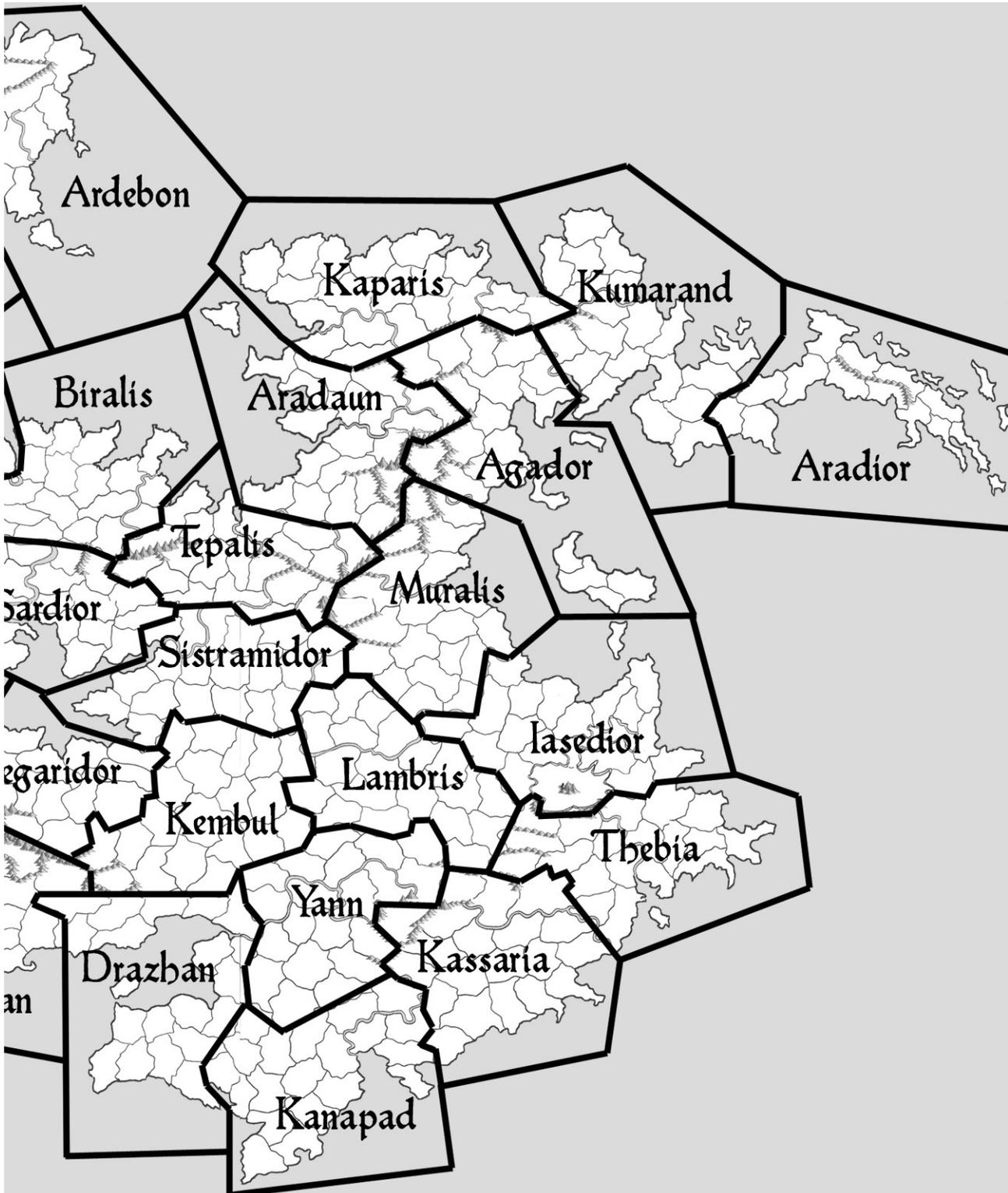
The Lord Admiral of the Red must maintain and defend the Imperial Free City of Sarsis and the fleet stationed therein. GP for support must be paid before the support of the Realm's own troops. At least one Leader must be kept at Sarsis at all times.

Should Sarsis become the Homeland or Capital of a Realm, the player should probably either come to some sort of accommodation with the Admiral (or the player thereof), or else convince the Emperor to appoint him to the post.

Marshal of Thacia

The Marshal must maintain and defend the Imperial Free City of Thûnd and the military forces stationed there. GP for support must be paid before the support of the Realm's own troops. At least one Leader must be kept at Thûnd at all times.





Part the Second

Encyclopædia Sahûl

Forward

A wise man will make more opportunities than he finds.

—Sir Francis Bacon

“Whenas the Chill Sirocco blowes, / And Winter tells a heavy tale; / When Pyes and Dawes and Rookes and Crows, / Sit cursing of the frosts and snowes; / Then give me Ale.”

—Thomas Bonham

Beyond the basic rules of *Cruenti Dei*, the continent of Sahûl beckons. This *Encyclopædia* provides a much deeper look into the peoples, cultures, and history of Sahûl. It contains essays on history, Imperial government, and the building blocks of the continent’s culture. The *Compendium* provides entries on some of the more important people, places, and things that inhabit Sahûl. The final chapter contains a biographical sketch of one of the iconic figures of the age, the Emperor Manandir.

The continent and Empire of Sahûl are at a moment of profound transition. It is the year 1450 since the Shatterment. The scourge of Winter advances across the continent. War and strife stalk the Empire. With the invention of the printing press in Zadres and the rise of the merchant clans of the Byrrin River Valley, the age of heroic chivalry seems to have come to an end. In seeming indifference to it all, the old

and feeble Emperor Paharnes VII rules in decadent splendour from the ancient city of Sardarthion.

The wreckage of the First Empire litters the continent. Its ruins poke up above desert sands and drifting snow alike—who knows

what treasures may lay forgotten amid the tumbled stones? Half-remembered legends and myths of the storied past are whispered in every village tavern—what truths do they conceal?

And what of the future? The Empire’s electoral system is not even a century old, and already its promise of peace and prosperity has proved a bitter fiction. Is the age of Imperial power tottering? Will it give way to an age of Electors? Or to something else entirely? Are the Dark Ages truly over?

Will economics, military might, sorcery, or religion prove to be the path to greatness? What wonders lay in the future of magical research?

The history of Sahûl is long and storied, and now it

is your turn to write the next chapters. Take up your pen, your sword, your staff, and lead your Realm to victory!

DISCLAIMER: The information found in this *Encyclopædia* is accurate inasmuch as it is held to be true by the sages of Sahûl. Be advised, however, that there are numerous omissions and even a few outright lies contained herein.



**Rubbing from the Mausoleum
of Paharnes the Great
at Sardarthion**

§1. History

1.1 The First Empire

Millennia ago, the First Empire was founded at the fabled city of Sardarthion. At that time, the entire population of Sahûl was Saurian, and the only religion was that of Urda. The Emperor ruled by the grace of Urda, aided by the advice and counsel of the First Matriarch at Urdráhahn and the established Church Universal and Triumphant that she administered.

The office of Emperor was confined to a single clan, and the clan mothers approved the Emperor's choice of heir during his lifetime. The symbol of his office was a crown carved from a single massive emerald.

For thousands of years, the First Empire flourished until (or so the legends go) the people turned away from the worship of Urda. The histories of the late First Empire are fragmentary and confused, but it appears that the Malebolge and Wenemet first appeared during the Third Civil War. The general economic and social disaster of this conflict culminated in the *Shatterment*, and the First Empire collapsed.

Legend says that at this moment, Urda forsook Sahûl and Winter began its slow and inexorable progress.

1.2 The Interregnum

The eight hundred years that followed saw many of the Saurians retreat into the cold deserts before the onslaught of the so-called *Younger Kindreds*. Kingdoms came and went with alarming rapidity, only that of the Saurian warlord Hrazec lasting more than a century or so. The Fell Kingdom of Hrazec (and his successors, all of

which took his name) flourished in southeastern Sahûl from the middle of the Second to the early Fifth centuries before coming apart at the seams, a victim of chaotic Yagnarist politics and the advancing Winter.

For three hundred years, Sardarthion was under the control of the so-called *Shadow Emperors*, a pathetic parade of despots who ruled little more than the city itself but who retained most of the Imperial regalia and (more or less unsuccessfully) insisted on the old Imperial forms and prerogatives.

Early in the Interregnum, the religions of the New Gods were introduced into Sahûl and soon became widely entrenched. When the old capital of Sardarthion fell under the control of the Yagnarist Malebolge of Kicitchat (the old Province of Artier) in 308, they "retired" the last of the Shadow Emperors.

1.2.1 THE REESTABLISHMENT WARS (790-829)

With Winter marching northward year by year across the fertile southeastern regions of Sahûl, the Wenemet King of Urda Hyrágec, Paharnes the Great, drove the Malebolge from Sardarthion in 791. Even with the old capital under Urda control once more (and despite the promises of the Urda Prophet Naskeb) Winter continued to advance.

Undeterred, King Paharnes the Great, with the advice and aid of First Matriarch Dromóá III, set about to reestablish the Empire. Hyrágec's armies quickly overran Yagnarist Kicitchat. To the surprise of everyone involved, King Paharnes then invested the Hive-Queen there as "Countess of Kicitchat". Leaving the cowed but confused Kicitchat Countess in command, Paharnes pushed on to Araxes, where he did the same thing. Using a singularly Wenemet definition of feudalism, Paharnes and his growing army



of feudal allies brought half of civilized Sahûl into his new Empire within forty years.

1.3 The Second Empire

At Sardarthion in 829, Paharnes' allies offered him the crown of Empire. He cheerfully accepted.

1.3.1 THE EARLY SECOND EMPIRE (829-1066)

Over the course of the next two centuries, Paharnes' successors established the Second Empire as a multi-religious, multi-racial, multi-cultural feudal structure beholden to an hereditary Urdan Wenemet Emperor. Trade and commerce flourished. The arts and sciences progressed to something vaguely near the levels of the First Empire. The Imperial Climate Commission even claimed that the progression of Winter slowed. It was an Empire, however, that seethed with old slights and hatreds. While the Emperors were strong, these frictions were easily dealt with and open warfare was infrequent. Then, in the 237th year of the Second Empire, Tashnes II ascended the throne.

1.3.2 TASHNES II: THE CRISIS OF CHURCH AND STATE (1066-1124)

Emperor Tashnes II took the throne at a very young age determined to forge the Empire into a coherent whole. He started by attacking the strongest institution in the Empire other than himself: the Church Universal and Triumphant. Ten days into his reign, the Emperor signed the *Decree of Dissolution*, effectively nationalizing the properties of the Urdan Church within the Imperial demense.

Many of the Noble Houses and Clans took this as license to seize any religious sites of whatever religion was most irritating to them in their own lands. Chaos ensued. The Urdan Church, one of the pillars of stability in the early Second Empire, was overnight almost destroyed as a political force, and the organized Churches of Iluvar, Yagnar, and The Lords of the Tarot were likewise crippled, or in some cases destroyed, by their political enemies.

1.3.3 THE HYRÁGECAN CRUSADE (1071-1088)

Perhaps the worst effect of the crisis was the Hyrágecan Crusade. Tens of thousands of Tarotist fanatics led by the Pontiff at Gol-

§5. The Last Knight

Manandir is, mere decades after his death, already held up in the popular imagination as the last great cavalier of history. With his death, an age has passed away, and we who live after him are held as lesser because of it. He was a scion of the noble Wenemet Clan Sansollen, a soldier, a poet, and a deadly swordsman. He served his realm of Aradéc as Prince-Regent (1398-1403) and King (1405-1421). He served all Sahûl as Emperor (1408-1421), and as author of the most insightful commentary on *The Code of Chivalry* yet written.

Early Days and First Exile

Sansollen Manandir was born in 1360 in Darnuldeis, the second son of Baron Sansollen Deric. Seemingly destined for a career in the Iluvarian Church, Manandir studied at Kitarya in his youth, before pursuing a soldier's career in a mercenary regiment. He first found fame in the various small wars of the Byrrin River Valley during the early 1380s. The reasons for Prince Manandir's apparent exile are unknown, but after his father's death in 1382 and his older brother's assumption of the Aradécian Regency, Manandir did not return to his homeland until the outbreak of the Twenty Years' War three years later.

The Twenty Years War & Second Exile

In 1385 upon the death of the childless Emperor Paharnes VI, Manandir's older brother became King Endrahan of Aradéc. The armies of Golmath invaded that same day, beginning eighteen years of war. Determined to help defend his homeland, Prince Manandir returned in disguise. He was quickly found out, and his brother not

only refused to allow him command in the Aradécian army, but also sent his once more into exile, this time to the care of one of the island Clans to the east. During his second exile, Manandir learned to sail and in return taught the Islanders the arts of war. They returned his love with loyalty and allowed him to escape in 1387. Within a year he was back with the mercenaries of the Byrrin.

Triumphant Return & War

During this time, the war was going very badly for Aradéc, and popular opinion had turned against King Endrahan, who was increasingly accused of incompetence. Much of the countryside was under Golmathi occupation, and only a handful of towns on the mainland still resisted the invader. The capital of Darnuldeis had been under siege for three years, and the King was known to be considering surrender.

Manandir returned to Aradéc in 1390 at the head of a considerable collection of Iluvarian Free Companies to harass the Golmathi. The effect was immediate. Hope, a commodity in short supply in Aradéc, suddenly blossomed as the Golmathi army unexpectedly broke off their siege of Darnuldeis to deal with this new threat. King Endrahan's celebration was short-lived when he discovered the reason for his deliverance. Furious with his brother's success and growing popularity, Endrahan ordered Manandir to take the fight deep into Golmathi territory in what could only be described as a suicide mission.

Despite long odds and little support, Manandir's forces fought the Golmathi for eight long years. Contrary to the customs of the time, he ate, slept, and fought with his troops, enduring every hardship he asked of them. In the lulls between campaigns, he relentlessly drilled them until they were as precise and deadly as any soldiers on Sahûl.

Thousands flocked to his banner while his increasingly ill and bitter brother the King locked himself in the citadel of Darnuldeis.

The Regency

Then, in 1398, the increasingly erratic King Endrahan began imprisoning anyone who dared to mention his brother's name in his presence. He made a near fatal mistake, however, when he ordered the arrest of a young islander named arCanlann Tiernir. This young islander threw a punch that dropped the arresting officer, and he walked directly up to the King and asked him what seemed to be the problem. The King proceeded to verbally upbraid the young Islander, spitting and hissing in his rage while arCanlann listened impassively, his large arms crossed. When the King, however, said something less than salutary about young arCanlann's mother, the Islander again threw a single punch, this time dropping the King to the floor while the court looked on.

In an extremely irregular proceeding, the Clan Mothers were summoned, and they quickly determined that the King was too ill to reign. They appointed his brother and only heir as Prince-Regent. Prince Manandir was recalled from the front immediately, and he entered Darnuldeis at the head of his mercenary army to the cheers and adulation of the city. Upon arriving at the palace, he quickly convened a court of justice and convicted the hapless arCanlann Tiernir of *Lèse majesté* for the crime of striking the King.

The Islander was remanded to the custody of his own father with instructions to "teach him some respect at the toe of a boot." arCanlann Tiernir later became a member of Manandir's elite guards, the Sable Eagle Battalion, eventually rising to Regimental Ensign.

From 1398 to 1403, Prince-Regent Manandir conducted the war and administered

justice from the saddle of a horse while his brother the King was placed under the care of healing Order of Iluvarian nuns. During this phase of the war, Manandir took the fight to enemy territory. Now fully in command of the assembled armies of Clans and Kingdom, he sent his mercenaries back to the Byrrin, though many remained and enlisted in the Aradécan army.

The Return of King Endrahan

In a final effort to prevent utter defeat, Golmathi agents kidnapped King Endrahan from his place of monastic rest. Within weeks, the King appeared, complete with a Golmathi honour guard, before the gates of Darnuldeis, demanding "the usurper's head". The Prince-Regent, who was with the army deep in Golmath at the time, could not respond, and so Endrahan, supported by Golmathi gold and agents, fomented uprisings and nearly caused a civil war within Aradéc.

Prince Manandir made peace with Golmath on terms favourable to Aradéc and withdrew his armies to deal with his brother. Golmath, perhaps simply pleased that they had not been forced into unconditional surrender, withdrew their support of King Endrahan.

The two brothers and their respective armed retainers met near the village of Dhiri in Kurrgeis Prefecture. As the two forces nervously faced each other across the fields in the early morning light, Prince Manandir dismounted his horse and walked alone into the middle of the field and called for his brother the King to join him. The story that Endrahan's wife forced her husband onto the field at knife point is perhaps apocryphal, but there was considerable delay before the King went out to meet with his brother. They spoke only a few moments, but Prince Manandir, in full view of both armies, knelt and offered his sword to his brother the King.

With the crisis thus averted and war over, King Endrahan returned to Darnuldeis to spend the remaining two years of his reign in a darkened palace, where he ordered heavy black curtains placed over all windows. His herald later claimed that he never again saw the sun upon his face.

Prince Manandir, meanwhile, entered into his third period of exile. For two years he made his residence an inn in Sarsis, where he read widely and carried on correspondence with the luminaries of his age.

King & Emperor

In 1405, King Endrahan of Aradéc breathed his last, and Manandir finally returned to his beloved homeland as its King. The celebrations thrown in his honour lasted months, and when he toured the Kingdom to take its measure, celebrations were held in every town and village he passed through. He proved a popular and just King, and a renaissance of art and literature flourished at his court.

When the Yagnarist Emperor Sydath died in 1408, King Manandir resolved to personally discharge his electoral duty by voyaging to Sardarthion by airship. His splendid entrance made a deep impression on the Sardarthians, and the Electors, weary of Yagnarist turmoil within the Palace, elected Manandir on the first vote.

After the customary pilgrimage to the Shrine of Moroko, Emperor Manandir plunged into a far-reaching reform of the Imperial Court, Judiciary, and Government. The support of the non-Yagnarist Electors and the Iluvarian and Urdan Churches was invaluable in the reform effort, and the Emperor called upon his wide circle of friends and correspondents to help him. The reform consumed the Emperor, and it was the focus of his thirteen-year reign.

The Commentary

In 1418, the Emperor's book *Some Commentaries on the Code of Chivalry* was published. This commentary helped give rise to Manandir's reputation as "the last knight", as it explores the philosophical underpinnings of the *Code*. Largely written during the Twenty Years War, Manandir spent about six months editing the manuscript and preparing it for publication. It was the first book published by the Imperial House Press.

Family

Shortly after escaping from his second exile in 1387, Manandir was wed to Tyara, a young farm girl of the noble Clan Dambana, who he had met two years previously in Kurrgeis Prefecture as he returned from exile. She accompanied him throughout his life, and together they had two sets of twins.

Their sons Deric and Paharnes were born in 1389. Both reigned as Kings of Aradéc, and Paharnes was, at the age of 49, elected Emperor in 1440, where he still gloriously reigns.

Their daughters Maya and Dagamiri were born in 1392. Dagamiri joined the Aradécán navy and served as a warship captain for many years before becoming Lord Admiral of Darnuldeis in 1445.

Death and Burial

Emperor Manandir died of natural causes in the deep winter of 1421 at the age of sixty. He is entombed in the Iluvarian chapel of the Mausoleum of Paharnes the Great with five other Aradécán Emperors. His heart was brought to Aradéc, where it was buried in the crypt of the small parish church of St. Thikka in the village of Dhiri in Kurrgeis Prefecture.

Garland of Willow

(Sansollen Clan Dance)

*Oh she walked to the river
For her true love to see.
He waited there with flowers
And he dropped to his knee.*

*Oh he promised his fortune
And his heart and his pillow
And he crowned her fair head
With a garland of willow.*

*Oh the spring turned to summer
And her true love took call
Of his ancient clan father
In his ancient clan hall*

*Oh he came back in armour
And a bow with some arrows
And he smiled sadly at her
And her garland of willow.*

*“I’ve got to go a-warring”
Her true love said to her,
“And though it’s far away,
I won’t be staying there.*

*“Remember you’ve my fortune
And my heart and my pillow
Remember our sweet love
By your garland of willow.”*

*Oh he rode ‘cross the river
And she swallowed her fears
His true love with flowers
Now dampened with her tears*

*Oh she waited through autumn
As the trees blazed in yellow
And into the winter snows
In her garland of willow.*

*Oh spring bloomed as she waited
And as each season followed
She grew grey on the riverbank
In her garland of willow.*

*Though its leaves had all faded
When they laid her on her pillow,
She’ll forever sleep by
the riverbank
In her garland of willow.*

(traditional)

