



Regional Gazetteer



By the
Quebec Living Greyhawk Triad :

Bradley Fenton <bfento@sprint.ca>
Christian Plante <cplante@bigfoot.com>

Official Website: www.oerth.com/tusmit/

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Introduction

Welcome to Tusmit and the Living Greyhawk campaign. Inside these pages you will find a wealth of knowledge and information on this great nation as it stands in the year 591 CY.

From the Tuflik Valley to the Blashikmund River, from Vilayad to Blashikdur, passing through the capital city of Sefmur, from the mighty Yatils to the edge of the Udgru Forest and from the sheep and cattle of the gentle rolling Sehla hills to the griffins and barbaric tribes of the Tusman foothills, there is much to do and explore in Tusmit, a unique nation at the entrance of this region of the Flanaess known as the Baklunish West.

Living Greyhawk is a worldwide campaign with tournaments across the world sanctioned by the RPGA Network. The character you play in this campaign slowly advances in power, prestige and influence as in a regular D&D campaign. The nation of Tusmit is the region of Greyhawk that was given to the province of Quebec for development and use in the RPGA's Living Greyhawk campaign. The information given in this document will help players who want to join the campaign to know the land they will play in. It is also an ideal source of information for those who want to create a character to play in the campaign for the first time and for those who want to develop the background of their character. For more information on character creation for the Living Greyhawk campaign, refer to the *Appendix A* of this document.

Since each region is under the care of a regional triad, you can contact this one at tusmit@hotmail.com in order to get more information about Tusmit or the Living Greyhawk campaign. You will also find all of the information contained within this document and more on the official Tusmit website. Other information can also be found on various online sites. Have a look below for various references.

So pack up your gear, my friend, and be ready to enter the nation of Tusmit, in what is known as the Living World of Greyhawk.

For more information online:

Official Home of the Nation of Tusmit

<http://www.oerth.com/tusmit/>

Official Discussion Group on Tusmit

<http://groups.yahoo.com/group/lg-tusmit/join>

Official Home of the Living Greyhawk Campaign

<http://www.livinggreyhawk.com>

Official Home of the Dungeons & Dragons RPG

<http://www.wizards.com/dnd>

Official Home of the RPGA Network

<http://www.rpga.com>

Characters in Tusmit

Even though the Living Greyhawk campaign allows you to choose any character of any race and class combination in the *Players' Handbook*, it is always more interesting to play a character that fits in the land where you will adventure. Here are some guidelines to follow if you want to create a character native to the nation of Tusmit.

- Remember that 79% of the Tusmites are human. Most of them are Baklunish with a small percentage of mixed Oeridian blood. Dwarves and halflings are not uncommon and have learned to blend with the human population. Any other demi-human or non-Baklunish will evidently stand out in a crowd, as they are more uncommon.
- Barbarians in Tusmit should come from the Tusman hills. Other choices are possible but then, your character wouldn't be native to Tusmit and you would have to pay time units each time you adventure in Tusmit. (See Appendix A: Character Creation)
- Druids are quite a rare sight in Tusmit. Those who have made Tusmit their home usually draw their powers from nature itself and the spirits of the Tusmite ancestors. Since the people usually return their dead to the land by releasing their ashes to the care of nature, the druids of Tusmit see the spirits of the departed as guardians, protectors, and a source of renewal of the environment.
- Tusmites usually favour bright patterns and gaudy colours in clothes, typically with gowns and robes or else long coats with short breeches. Lower classes use the same colour with a long one-piece garment supplemented with other garb. Nomadic Baklunish prefer clothes with several pastel colours, enjoying fancy garments enhanced with puffs, slashes on sleeves to show contrasting colours underneath, and superfluous trim. When traveling or making war, the nomads instead wear rough items of leather, hide, or cloth, bearing shields or banners indicating clan allegiance.
- Mountain Dwarves most often heed from the Yatils but there are also some clans of Hill Dwarves in the Tusman and Sehla hills as well as some individuals that have chosen to live in the towns and cities of Tusmit. Elves also tend to live among each other (especially wood elves) although some individuals (high elves) sometimes choose to live in an urban environment. Some Elvish groups are known to inhabit the fringe of the Udgru forest. Halflings in Tusmit rarely live in clans (except maybe small groups of stout halflings) instead preferring to live among humans. Gnomes, although rare, usually live among humans. Half-orcs are likely to come from the Yatils or the Tusman hills.
- The main religion, especially in the northern sheikdoms, is the True Faith of Al'Akbar. Characters can be of any religion but those coming from the northern sheikdoms are more likely to have been influenced by the dictates of the True Faith. In the southern sheikdoms, there is more religious freedom as long as proper respect is shown to the True Faith. A character openly opposing the True Faith of Al'Akbar would seriously jeopardize his chances of survival in Tusmit.

General Information



Tusmit

Ruler

His Exalted Splendour, the Pasha of Tusmit,
Muammar Qharan (LN male human Ftr14)

Government

Independent feudal monarchy having only noble houses;
only the chosen monarch is considered royalty

Capital City

Sefmur

Major Towns

Sefmur (pop. 21,000), Blashikdur (pop. 9,900), Vilayad (pop. 12,200)

Provinces

One capital emirate (Sefmur), eleven sheikdoms; Khalid, Malimar, Nahim, Eysami,
Elisam, Fahdel, Keruz, Jaydah, Farhini, Suvii, and Dihn

Population

— 273,000 —

Human 79% (Bo), Dwarf 8% (mountain), Halfling 6%,
Elf 3%, Gnome 2%, Half-elf 1%, Half-orc 1%

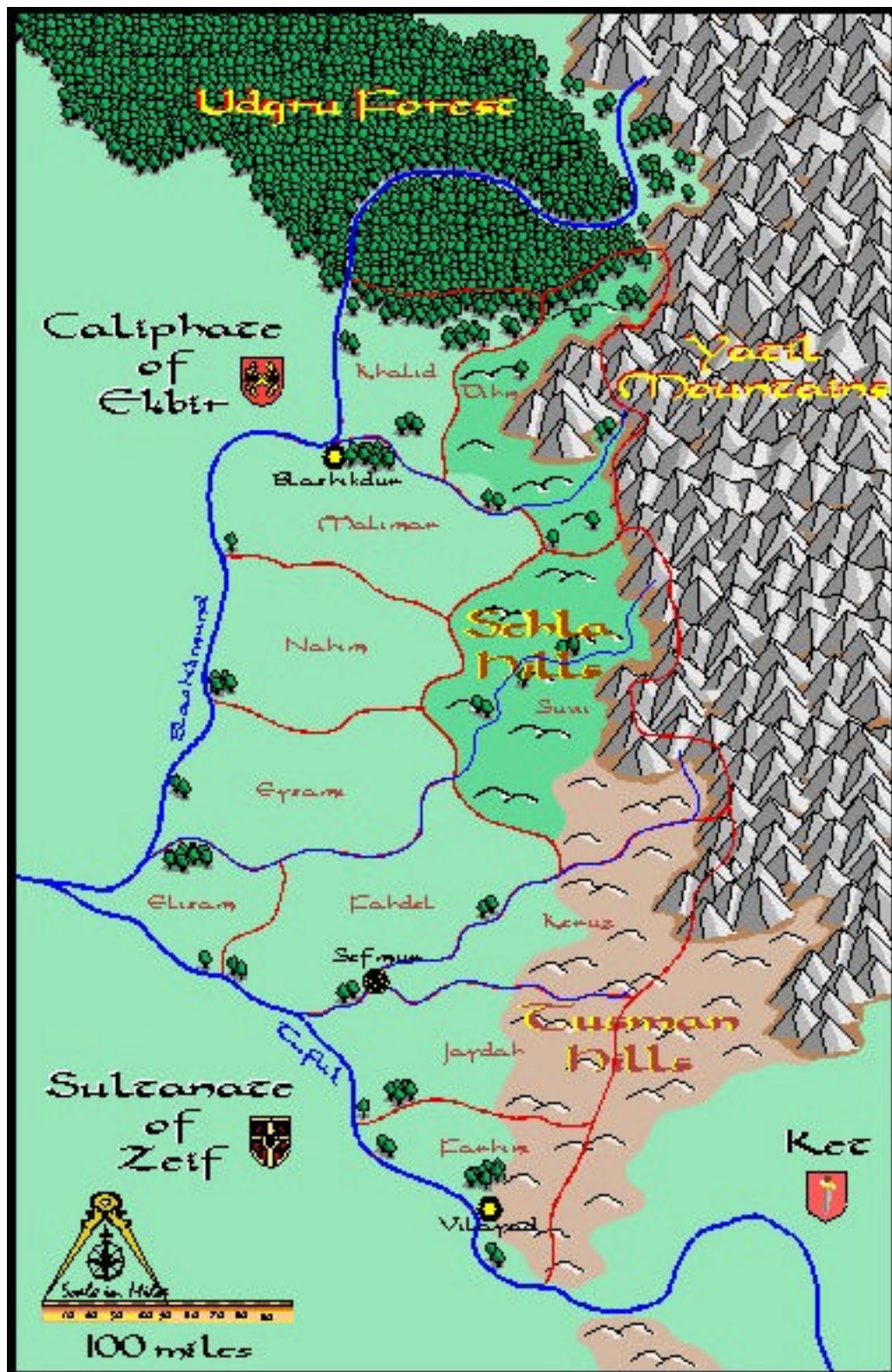
Languages

Common, Ancient Baklunish, Dwarven, Halfling

Alignments

LN*, N, LG

Map of Tusmit



Important Dates

BH	CY	EVENT
1	-2659	The band of northern nomads, under the leadership of the Holy Man, El-Baklun-bar-Gash find or construct (it is not clear which) a strange circle of stone, and name it Tovrag Baragu, that is, "The Naval of the Earth." The Bakluni count the discovery of this place as the beginning of the Bakluni calendar. The northern nomadic families that held this as their most holy site began to call themselves Bakluni or "The Men of Baklun." The family Yamir, which dwells closest to the site, forsakes wandering to become its protector.
605	-2055	Suloise armies march into the northern planes and claim overlordship. The nomads are generally defeated when they resist. The first Suloise fortresses in the north are constructed. For the next 600 years the Bakluni are subjugated to the Suel.
1115	-1545	The Bakluni, under the command of one of their wandering chieftains, Ali-ben-Onar, unite in an effort to throw off the Suloise yoke. During the war one of the items created by the Suel to bind the Geniekind is captured. The war ceases when the Bakluni threaten to use this item. The Suloise cede a large portion of "their" Northern territories to the Bakluni.
1121	-1539	"The First Victory": The Bakluni claimed a large portion of the northern lands as their own by treaty with the Suel. The family Amirs and Sultans gather and elect Ali-ben-Onar, by proclamation, as "Caliph of All the Families of the Baklun".
2033	-627	Under Hali-ben-Usif, the first organized raid of the Baklunish into Suel occurs. During the next hundred years, the Baklun prosper as the Sueloise fall into confusion and strife between Noble Families. The Bakluni courts grow wealthy and prosperous, the northern Oeridian lands fall under Bakluni sway.
2166	-494	Al'Akbar is born.
2175	-485	Emperor Ad-Zol sends 9000 troops across the mountains to punish the black-haired northerners. Baklunish Padishah Ramif sent similar number to meet these troops. Battle of Fields of Padyr fought to inconclusive end.
2194	-466	Both Baklunish and Suloise began to go east of the mountains, recruiting Humanoids as mercenaries in their battles for the first time.
2211	-449	Arish-ben-Alif, a wandering prophet, warns of the destruction of the Bakluni People. The High Priestess of Istus, Aphra declares Arish an outlaw. The Caliph Namesh-bin-Jamish orders the arrest of Arish, but he escapes.

2212 to 2215	-448 to -445	Arish wanders the western edges of the Baklunish realms and convinces six families of the oncoming disaster. They move east into the Northern parts of the Flanaess.
2230	-430	Arish returns to the court and attempts to convince Talna-bin-Namesh to move eastward with the Baklunish peoples. Arish is executed by drowning.
2238	-422	The Suel mages gather their magical energies and cast the Invoked Devastation. No Bakluni cities survive this blast of magical energy. But Baklunish mages and clerics gathered at Tovag Baragu, using the arcane powers of the Binders, and drawing upon the energies of their holiest site, withstand these energies and counters with the Rain of Colourless Fire. The remains of this expenditure of energy are now called the Sea of Dust, and the Dry Steppes. The destruction of the Baklunish Caliphate occurs.
2239 to 2242	-421 to -418	Four of the six Baklunish Families of the East elect to return to their homelands. The Ketti stop just east of the Tusman Hills, the other families, Tummii, Zeifa, and Ekberri continue into back to traditional Bakluni lands. The two families that remained in the North of the Flanaess, became estranged from the families in the West.
2243	-417	Foundation of Ekbir.
2253	-407	Sefmur unites the tribes of the Tusman hills.
2255	-405	The crowning glory of Al'Akbar. Death of Al'Akbar.
2253	-403	Kalnuk kills Sefmur. Ulamur claims the title of Amir.
2252	-402	Ulamur defeats the Kaflani clan and its allies. Ulamur sets off to claim a city as the capital of his new lands.
2251	-401	City of Sefmur is founded in honour of the late Sefmur, Amir of the Tusmit tribe. Tusmit is founded.
3005(?)	346	Ekbir invades Tusmit and defeats Airain's Horde, gaining control of Tusmit.
5848	579	Jadhim/orem's disappearance.
3241	582	Beginning of the Greyhawk Wars.
3243	585	Pact of Greyhawk is signed; end of the Greyhawk Wars.
3249	591	The Present.

History

Baklunish-Suloise Wars

For longer than the eldest Olven scholars can remember, the Baklunish Empire and Suel Imperium, have been at odds with each other, fighting over everything from religion to land ownership. Finally, over one millennium ago, the two great cultures reached a pivotal point in history that would forever change the face of the whole Flanaess. Political figures and military leaders from both sides began a series of events that would ultimately result in the utter destruction of both their homelands.

Having grown tired of dealing with the Baklunish peoples, the Suel mages of power gathered their magical powers to cast down the Invoked Devastation, the mention of which still invokes sentiments of loss and anger from most Baklunish people. No Baklunish cities survived the blast of magical energy. Sensing victory, the Suel Imperium celebrated prematurely, because unbeknownst to them, the most powerful Baklunish mages and priests had gathered at Tovag Baragu (Navel of the Oerth in Ancient Baklunish) during the Invoked Devastation. As the Invoked Devastation destroyed their homes, the Baklunish gathered at Tovag Baragu withstood the assault by drawing upon the energies of Tovag Baragu, and the arcane powers of the Binders. Cursing the Suel Imperium, the mages and priests retaliated and brought down the Rain of Colourless upon the Suel Imperium in a final savage act of revenge by the Baklunish peoples.

Thus ended the history of both the Baklunish Empire and Suel Imperium.

The Migrations

Despite the destruction of the Baklunish Empire, six families were spared the same fate as their countrymen. Several decades prior to the Twin Cataclysms, the wandering prophet Arish-ben-Alif came to warn the Baklunish people of the doom prophesied by Al'Akbar. Arish was declared an outlaw by the state, but he escaped to wander the Baklunish realms. During his years spent wandering, Arish convinces six families of the oncoming disaster. These families became known as the six Families of the East because they migrated East across the Northern Flanaess. Eventually four of the six families elected to turn back to their traditional Baklunish lands. Soon, the remaining two families became estranged from the families of the west.

Sadly, Arish was executed when he returned to the Baklunish courts in a final attempt to convince the remaining Baklunish nobles to follow the Families of the East. Ironically, Arish's executors all perished less than a decade later when his prophecies came true.

The New Beginning

In the aftermath of the fateful day of the Twin Cataclysms there came change. The once mighty Suel Imperium was reduced to a land of ashes, now known as the Sea of Dust, and the Baklunish Empire was reduced to a desolate land called the Dry Steppes. Despite the almost total

annihilation of both peoples, both the Suel and Baklunish continued to vie for control of new lands. The surviving Baklunish settled the northern plains and fought off various humanoid tribes — Euroz, High Jebline, Jebli, Celbit and others. This twist of fate was quite ironic since these tribes were once used as mercenaries by both sides during the Baklunish-Suloise Wars.

At least Istus smiled upon the Baklunish because while they protected their states from the humanoids, the surviving Suel had to deal with both Oerid and humanoids for possession of the central area of the Flanaess for the next two centuries.

Founding of New Lands

During the years following the Twin Cataclysms, the remnants of the Baklunish Empire became nomadic, consisting of several tribes following Al'Akbar across the northern plains. This period also marked the return of four of the six Families of the East to their ancestral lands. One family, the Tusmii, settled in the Tusman Hills and fragmented into several fierce tribes of warriors. Another family, the Ekberri, joined with the pilgrims of Al'Akbar roaming northwest of the Blashikmund River where they settled and eventually established the city of Ekbir.

Years later, a great man from a small tribe unified the various tribes of the Tusman highlands. Through his deeds, this man forged what would one day be known as the nation of Tusmit. According to legends this man was Sefmur, Amir of the Tusmit tribe.

During his attempts of conquest, Sefmur was killed after his most trusted general, Kalnik of the Kettites, turned on him, as was prophesied by the ancients. Ulamur, son of Sefmur, claimed the title of Amir soon after his father's death and led the unified tribes to victory against the rebel Kaflani clan and its Kettite allies in the hills. After his victory, Ulamur set off with his army to claim a city as the capital of his new kingdom, leaving his most trusted warriors of the Tusmit tribe behind to protect his newly acquired lands in the Tusman hills.

Eventually Ulamur and his men came across Andornol, a large city several leagues north of the river Tuflik, where the citizens cheered his arrival. Andornol's people loved Ulamur so much that they proclaimed him as Pasha, and took his tribal name as that of the land; Tusmit. As his first act as Pasha, Ulamur renamed the city Sefmur in honour of his legendary father, and proclaimed Sefmur as the eternal capital of Tusmit.

The Years of Change

Being a wise leader, Ulamur quickly realized that his land was in a precarious position. His lands were in a weakened position from the recent wars, and the plains and hills of Tusmit were difficult to defend, so Ulamur quickly formed treaties with Ekbir and Zeif. Soon after, Tusmit became a province of Zeif, and enjoyed several centuries of relative peace until the Nomad Intrusion. During the Nomad Intrusion the armies of Ekbir entered Tusmit and defeated Airain's Horde. Once Airain's Horde was defeated, the legendary Daoud Pasha was exiled, and a Pasha loyal to Ekbir was placed to govern Tusmit in the caliph's name.

With the new government in place, the construction of hospices and schools of the Exalted Faith began. As a result, taxes were raised and the aristocracy began to complain, although the common people did not seem troubled. Many of the country nobles turned to the fanatical True Faith, while the decadent urban aristocracy of the south jumped on the bandwagon to compromise with the reformers of Ekbir.

Despite the new pasha's loyalty to Ekbir, the nobles became defiant and no longer respected the caliph's authority in their lands. In order to prevent outright rebellion a compromise was made. The grand mufti of the Yatils, the principal priest of the True Faith, was imposed upon to grant the status of "orem" to the pasha, meaning "one set apart". Being named "orem" was something that only the pasha of Tusmit and a select few sages and wizards during the ages had been named. This act caused the pasha to become a servant of both the Exalted and True faith, a scenario that held the loyalty of his incomplicant subjects.

Subterfuge

For many years afterwards, Tusmit was able to craftily play off various domineering nations and parties against each other, while giving complete loyalty to none. The last of the "orem" pashas was Jadhim/orem, who was deposed of by the charismatic young Faris, Muammar Qharan, several years before the Greyhawk Wars. This act was mostly encouraged and supported by the nation, hoping that Muammar would be more aggressive as pasha than his predecessor had been. Once in power Muammar strongly allied Tusmit with Zeif, giving up all claims to the rich holdings south of the Tuflik in favour of the sultanate. As far as most know, Jadhim/orem fled to the court of his oldest rival the caliph, where he is under house arrest, despite claims by some who say that he was assassinated. Regardless of Jadhim/orem's fate, the people of Tusmit never want to see him again.

The Greyhawk Wars to Present

While savage warfare raged across most of the Flanaess, the Baklunish states were relatively unaffected. Of course trade suffered and many able-bodied young men left to fight in the great battles of the East during the Wars, but these minor consequences did little to alter the every-day life of Tusmit. It has been whispered that Tusmit secretly aided Perrenland during the Wars, but that is only wild speculation. Why aid Perrenland?

Since the Greyhawk Wars, pasha Muammar has been reasonably effective, though there has been mounting pressure on him to appear before the grand mufti if he wishes to retain his office. Most doubt that he will ever face the grand mufti for fear that the great cleric of the True Faith would doubtless judge him harshly. It seems that the alliance with Zeif has prevented any actions by Ekbir, and consequently the pashas has not had need of the forces of the northern nobles. All in all, the inhabitants of the Tuflik Valley are quite pleased with the current state of affairs in Tusmit, although they continue to worry about the growing influence of Zeif in the region.

Geography

Overview

Tusmit is a land characterized by gently rolling plains and grasslands that give way to the foothills of the mighty Yatil Mountains of the North and East. The temperate climate and the plains of Tusmit are definitely favourable to the local agrarian lifestyle. In addition to growing foodstuff, the people of Tusmit raise cattle and sheep to supplement their diets and to provide wool. Large rivers abound and are used as waterways throughout the land.

Rivers

Running along the boundaries of Tusmit are many rivers flowing down from the Yatils into the Blashikmund or Tuflik rivers. During the history of their land, the people of Tusmit have learned to use their waterways to their advantage. Having been under constant threat of neighbouring states and countries Tusmit have discovered the importance of hasty travel to warn others of danger. A boat needs not sleep! This philosophy of water travel has in no way lessened the respect for the horse in Tusmit. If anything it has saved the lives of many a horse that did not have to perish because their rider pushed them too hard.

The Blashikmund serves as a border between Ekbir and Tusmit much as the Udgru Forest, and the Tuflik divides Tusmit from the Plain of the Paynims. In addition to being navigable, the Tuflik and Blashikmund contain fine, diverse fish. The other rivers that serve as tributaries for the Tuflik and Blashikmund rivers also serve as the boundaries between the eleven sheikdoms of Tusmit.

Forests

At the northern extreme of Tusmit one can explore the margins of the dense Udgru forest, an area rich in galda trees, acting as a boundary between Ekbir and Tusmit. The locals are quite fond of the galda's salty fruit and they are constantly cultivating the fruit in order to satisfy the demand from other regions of the country as well. In addition to being a staple of Tusmit, the galda's fruit is commonly exported abroad. Besides being rich in galda and game, the Udgru is known to harbour renegades from both Tusmit and Ekbir in addition to serving as home to many monstrous creatures that creep down from the Yatils.

Other smaller wooded areas can be found in Tusmit, but they are located along the waterways for the most part. Other tree species common to the woods of Tusmit include the hornwood, used for making the bows used by the cavalry, roanwood trees along the western side of the Yatils, maple, beech, and birch trees.

Highlands

The highlands of Tusmit are a very important component of stories about the birth of the nation. As all know, Sefmur led his followers from the Tusman hills to conquer the lands around which came to be called Tusmit once Ulamur finished what his father began. Unfortunately, the Tusman hills have become a land of fierce semi-independent hillmen, loyal to whoever fills their purse. The Tusman hills are also renown for their many nimble wild mountain goats and sheep, which have been domesticated by the hillmen. Threatening both man and animal are numerous griffons that hunt in these hills.

Beyond the Tusman hills stand the mighty Yatils that serve as a nearly impassable barrier between Tusmit and several states to the north and east. Because of its inaccessibility, the Yatils are a perfect home for ogres, orcs, giants, trolls, mountain lions, manticores, verbeeg. Some even say that some mighty red and blue dragons dwell among the rocky crags of the Yatils. Despite the dangerous creatures of the Yatils, hardy mountaineers and dwarves live in the hills risking their lives to mine the gold ore veins below dormant volcanoes. Gold placers are also relatively common in the streambeds leading down from the Yatils. Much more important to the economy of Tusmit is the abundance of silver found alongside the gold veins below the dormant volcanoes. Wise dwarves say that the silver to gold ratio is as much as one hundred! Some electrum is also found in the mines below the Yatils. Tales of “lost magical treasure” in the Yatils abound, but the rumours of an ancient witch frightens off most would-be adventurers who wish to ransack these magical riches.

Along the western fringes of the Yatils stretch the Sehla Hills. The Sehla Hills are similar to the Tusman hills in flora and fauna except that conifers are more common on the higher slopes to the North. Physically, the Sehla hills are gentler than the Tusman highlands rolling gently with much grassland for the sheep and cattle of the hills. Where the Sehla hills are steeper, many mining shanties abound because of the gold placer deposits found in the numerous streams and rivers descending from the Yatils. The gold placer deposits here are the richest in all of Tusmit, attracting greedy people from afar. Because of the many hopeful illegal prospectors in the hills the government of Tusmit maintains a strong military presence here to protect their investments and to deter any individuals with criminal ideas. The sheikdom of Suvii thrives from the gold deposits and human traffic in the hills.

Climate

Like the rest of the Flanaess, Tusmit enjoys a relatively long summer season preceded by a short spring and followed by a short fall. Winters tend to be harsh in the northern sheikdoms but much milder along the Tuflik Valley where a light southeastern wind seems to continually blow. The northern sheikdoms will see snow during winter but the Tuflik Valley is usually exempted. Such conditions are greatly appreciated by merchants and traders as Sefmur's population tend to grow during winter when some Tusmites from the north come to "visit" their relatives in the south. Such a trip can last for some months, until it's time to prepare the next harvest season!

Along the snow-capped Yatils, rain is frequent and winds can be strong. The Sehla hills can be foggy in spring and fall giving birth to numerous ghost stories and sightings in this region. The Tusman hills also tend to be wet, especially in summer. Winds can also be very strong and sudden in these parts of the land.

Average temperatures (°C) in the main cities of Tusmit

Blashikdur			Sefmur			Vilayad		
<i>Month</i>	<i>Min.</i>	<i>Max.</i>	<i>Month</i>	<i>Min.</i>	<i>Max.</i>	<i>Month</i>	<i>Min.</i>	<i>Max.</i>
Tiger	-10	-3	Tiger	-3	4	Tiger	-1	6
Bear	-8	-1	Bear	0	7	Bear	1	9
Lion	-3	6	Lion	4	10	Lion	3	12
Frog	1	12	Frog	9	17	Frog	9	18
Turtle	5	19	Turtle	13	22	Turtle	14	25
Fox	12	24	Fox	15	27	Fox	17	28
Snake	15	25	Snake	19	28	Snake	19	29
Boar	14	24	Boar	17	26	Boar	18	27
Squirrel	9	21	Squirrel	13	24	Squirrel	14	26
Hare	3	14	Hare	8	19	Hare	10	22
Hawk	-2	7	Hawk	5	12	Hawk	6	14
Wolf	-7	0	Wolf	-1	6	Wolf	0	8

General climate in the regions of Tusmit

Northern Sheikdoms: Average precipitations except near the Udgru, along the Yatils and in the Sehla Hills where precipitations are much heavier. Fog is frequent in the hills when wind is down. Land is covered with snow in winter with occasional storms.

Southern Sheikdoms: Warm and relatively dry seasons except in the Tusman Hills where precipitations are much more frequent. Occasional snow in winter but it never stays on the ground. The Tuflik Valley is usually warmer than the rest of the southern sheikdoms.

Sehla Hills: Wet and windy most of the year with some snowstorms in winter. Fog tends to set in when wind is down. Occasional extremes of temperature, especially in summer. Weather tends to change quickly and without notice.

Tusman Hills: Wet and windy all year long. Winters are particularly colder than in the lowlands. Frequent thunderstorms in summer accompanied with very strong winds. Snowstorms and rainfalls are not uncommon in winter. Summers are shorter than in the lowland but they tend to be very hot.

Culture

Physical Appearance

The Baklunish people have golden-hued skin tones. Baklunish have fairly light complexions much like Oeridians. The people of Tusmit show occasional Baklunish-Oeridian admixture. Eye colour is commonly grey-green or green, with grey uncommon and hazel rare. Hair colour ranges from blue-black to dark brown.

The Four Feet of the Dragon

All Baklunish are raised to follow the Four Feet of the Dragon, honour, family, generosity, and piety. Righteousness, fame, and a place among their ancestors, can only be found by following the Feet of the Dragon.

The first Foot, the one of honour, leads to respect. Everything the Baklunish do, affects their personal Honour. The rules of honour are complex and poorly understood by outsiders, but for the most part an honourable Baklunish man is both loyal and trustworthy. However, loyalty can turn to treachery if an employer loses honour or places himself at odds with a man's gods, country, or family.

The second Foot, family, leads to safety. Family is a shield against the world, but like any shield, family comes both with rights and responsibilities. Among the Baklunish nations family size varies, but it usually includes all the descendents of a man's grandparents and it may include all the members of a tribe or clan. Only the most depraved of the Baklunish could even think of raising a hand against their family.

The third Foot is generosity and it leads to happiness. The simple pleasure of giving is one of the greatest joys, even the poor give to those less fortunate than themselves. However, as a man's fortunes increase he is expected to become more generous, and make larger and more frequent donations. The giving of alms is a private matter, for making a spectacle over a generous gift shames both the giver and the receiver.

The final Foot is piety and it leads to the afterlife. A man is expected to give to the churches piously. Those gifts are in addition to the generous alms given to the poor and thus never count for the third foot. Through pious gifts and more importantly pious service to the gods of Baklun, a man finds a place among his ancestors where he will live for eternity.

The Four Feet of the Dragon form the heart of Baklunish society. As usual, solemnness is balanced with joyous revelry. The Baklunish love music and festivals and are curiously fond of puppetry. Joyous occasions are usually marked by a wide range of dances and songs, while important festivals will have parades which feature larger than life puppets and wandering minstrel. Indeed, music is such a part of Baklunish life that many greet dawn and dusk with a song.

When one of the Baklunish goes to join his ancestors, slow solemn songs are sung at the funeral to comfort the living.

The Division of Culture

In the aftermath of the Invoked Devastation, the Baklunish people split into two distinct cultures. In Zeif, Ull, Ekbir, Tusmit and Ket, the people became traders and farmers and built cities and roads, while the others became the Tiger, Wolf, and Paynim Nomads raise strong and fast horses among the plains and steppes.

The urban Baklunish prefer patterned gowns and robes, or short breeches with long coats (Peasants with their limited incomes favour a single long robe). Regardless the clothing is brightly coloured in the northern regions, and pastels are favoured in the south. Clothing is routinely adorned with puffs, slashes and peplums.

The nomads, on the other hand, wear rough fabrics, leathers and hides and carry banners displaying their clan colour and symbols. The fancy dress of the urban populace is simply impractical to a society where raids make combat an ever-present possibility.

The Horse

Both nomads and urban Baklunish have great respect for the horse. They depend on horses for transportation, warfare, and farming. Consequently horses receive daily exercise and are well fed. Their saddles, harness and tack are carefully inspected and maintained in the best condition. In fact the nomads will even raise yurts (tents) to protect the horses from inclement weather.

Baklunish Cavalry is famed through the Flanaess for their speed, agility, and decisiveness in battle. Few foot soldiers have faced a Baklunish charge and lived to tell.

The Baklunish respect for horses goes beyond simple need. Legends tell of horses that have saved entire clans from death. They tell of horses that saved their owners both with strength and cleverness. Some tales even tell of messengers sent by the gods in the form of a horse. The oldest and strangest tales tell of a giant horses that pull the sun and the moons through the heavens, of another horse which became angered and stomped on the Barrier Peaks and formed Ket, and of yet another giant horse which saved the Ekbir and the Tiger Nomads from a severe drought hundred of years ago.

The legends have given rise to a number of customs among the Baklunish. Many families raise a toast to their horses before beginning their evening meal, naming each and praising them for the work they've done. Warriors often exchange a lock of hair with their mounts, braiding some hair from the mane or tail into a necklace or bracelet for themselves, and braiding their own hair into the horse's mane. On a horse's birthday a wreath of flowers is placed around its neck and it receives many special treats.

The Importance of Rivers

Living in a relatively vulnerable environment, with little natural defenses, the people of Tusmit have historically been conquered and threatened. Since Tusmit officially became a state, its people have learned the importance of rivers as both a means of transportation and source of food.

At one point in the history of Tusmit, a bold force of nomads from the north rode into the plains and razed many settlements to the north. One man, who had been severely injured years ago, and unable to ride horses anymore escaped the raid upon his village using a crude vessel that he used to move about from one village to another on the Blashikmund river. Had it not been for his river-faring craft, he too would have been slain along with his friends and family. Being Coldeven the waters of the Blashikmund were high due to the melting snows of the Yatils, allowing the old man and his boat to be rapidly carried away by the surging river downstream to safety. His escape warned the neighbouring settlements of the nomads, and gave them time to raise an army to drive off the invaders.

Ever since that fateful day the people of Tusmit have used the numerous rivers of their land as an effective and quick means of transportation. The horse is still greatly respected by the people of Tusmit, but they realize that the waterways are much quicker over longer distances. Even the military uses the larger rivers acting as boundaries between the sheikdoms, employing rafts with armed soldiers to patrol the borders.

Death

Tusmites have specific rituals when it comes to the death of a family member. Usually, a ceremony attended by close relatives will precede a ritual where the ashes of the deceased will be returned to nature. By doing so, the spirit of that person will become one with the nation and forever act as a guardian and protector of it. Some spirits will be reborn in a specific form that will be called to serve the land. Richer families will also erect small shrines at the place where the ashes are released. Desecrating such a shrine is considered a serious offence in Tusmit.

There is a legend about how spirits came back from the dead order to save their families from a certain death. A small mining village in the sheikdom of Suvii was apparently under attack from a band of orcs from the Yatils. It is said that the local priests sent a desperate call for protection to the ancestors and that his prayers were answered in the form of dark shadows rising out of the ground around the town where numerous ceremonies to the dead had been performed. Those shadows came to the help of the people and the orcish band was rapidly dispersed. Such a thing, of course, still has to be proven since the name of the town seems to change with each telling of the story. Nevertheless, Tusmites have a strong reverence for nature, as it is the home of their dearly departed.

Religions

Al'Akbar

The True Faith of Al'Akbar dictates the principles by which one should live. It is the dominant faith in Tusmit, especially in the northern sheikdoms where the devotion of the clergy and the people borders on fanaticism. Indeed, little tolerance is shown for non-Baklunish gods and any open display of worship for those deities will most probably attract a negative response from the people around, including local authorities.

In the southern sheikdoms, The True Faith is also dominant but due to the traffic along the Tuflik Valley, the people have learned to become more tolerant. Merchants from all over the Flanaess now travel to Tusmit to trade their goods and re-supply their stocks. With them, mercenaries and adventurers of different faiths also come in search of that little thing that will make them rich and famous. As long as these "bokulim" (meaning "foreigners" in Ancient Baklunish) accept and respect the power of Al'Akbar and the virtues of the True Faith, they will be left alone and free to (quietly) worship their own deities.

Followers of the Exalted Faith of Al'Akbar are now very few in the southern sheikdoms and practically non-existent in the northern ones, especially since the new pasha has refused to recognize the spiritual authority of the caliph of Ekbir. Some powerful followers of the True Faith are beginning to voice their discontent over the Pasha's unwillingness to meet with the grand mufti of the Yatils. Those close to the Pasha are worried that some fanatical followers may do something rash, and urge His Exalted Splendour to meet with the grand mufti before something happens. This would certainly please the remaining followers of the Exalted Faith who now struggle to keep their clergy alive by working hard to find a way to destroy the alliance with Zeif and restore the ties Tusmit once held with the caliphate of Ekbir.

Istus

The worship of Istus is well spread throughout the country even though her priests are few in numbers. The people of Tusmit tend to believe that they will receive the protection of the Lady of Our Fate as long as they keep true to the dictates of the True Faith. She is called upon at birth to grant the new being a fate that will lead him or her on the path left by the Four Feet of the Dragon.

There is no organized clergy of Istus in Tusmit. Her priests most often wander throughout the country to witness the events that are shaping the present of Tusmit to better be able to predict the future. They travel and visit shrines to Istus all over the lands and often offer their services as diviners to anyone who needs to glimpse upon the path they were set on by the Lady of Our Fate.

Geshtai

Geshtai has a good number of followers and priests, especially along the Tuflik Valley, the Blashikmund and the other waterways throughout Tusmit. Her followers recognize the importance of water as the basic element necessary for life.

Farmers in Tusmit always have some thoughts for the Daughter of the Oasis, as she is responsible for the purity of water that is so precious for the farming life. Shrines dedicated to Geshtai can be found along every waterway in Tusmit and those are highly respected by the population in general.

Along the Tuflik Valley, priests of Geshtai have taken upon themselves to protect the Tuflik by filtering out any potential danger to the river. Members of the clergy will often be found near or at outposts bordering other countries in order to detect priests and followers of evil deities who could pose a threat to the Tuflik River and, as a consequence, to the Baklunish people. If such a threat is found, it is the duty of the priest to deal with the potential threat. As such, minor priests of Geshtai are always present on the military barges patrolling the rivers that mark the borders of the sheikdoms.

Mouqol

Mouqol the Merchant has followers all along the Tuflik Valley, the major trade route in all the Baklunish lands. Priests of Mouqol can be found everywhere where is trading done. They travel regularly from one marketplace to another, from caravan to caravan to offer their services as appraisers of common and exotic goods and trade protectors. They sometimes run temple buildings or tents in the middle of marketplaces in order to oversee trade and make sure that everything is done properly. These clerics use the power of their deity to deter theft, fraud and magical deception.

Many priests of Mouqol are also actively involved with the Mouqollad Consortium. The Worthy Elders, a group of high-ranking clerics of Mouqol are known to be the leaders of the Consortium. These clerics must make sure that trade is done within the rules and regulations of trading and will try to expose any black markets and those who attend them. In order to understand the priesthood of Mouqol, one must first understand that the Bazaar or marketplace is holy ground to them.

Xan Yae

The Lady of Perfection has small hidden temples and shrines scattered across the lands. Her clerics are agent of harmony and discipline and work to assure the stability of the universe. They are concerned with political balance and seek out radical factions in order to bend them toward balance.

Some priests of Xan Yae travel the lands in order to seek out knowledge that would advance their physical and mental abilities. This is mainly done for personal self-elevation and in order to share the knowledge acquired with other followers of the Lady of Perfection.

It is said that the priesthood has begun to train followers in the ways of martial combat, as a response to the monks of the Scarlet Sign. Despite the rumours, the priesthood denies all mention of the existence of these 'warriors'.

Zuoken

Zuoken is in the service of Xan Yae. His followers work closely with the priests of the Lady. They are teachers of *da'shon*, a complicated form of martial arts practiced by few, and learners of *edel*, the path to perfect mastery of one's mental abilities. As such, followers of Zuoken are often wandering priests or monks in search of physical and mental perfection.

In 505 CY, Zuoken stopped manifesting to his faithful; investigation has revealed that his essence is held somewhere in the central Flanaess. His followers continue to seek the exact place of his imprisonment so that he may be freed. Some even suggest that the Mad Arch-Mage imprisoned Zuoken below Castle Greyhawk.

Other Faiths

It has been noted that citizens of the southern sheikdoms are more tolerant of foreign deities than their northern brethren. Therefore, worship of non-Baklunish deities, although uncommon, is generally accepted by the people living in the Tuflik Valley due to the heavy traffic in this region. The capital city of Sefmur is known to host a few shrines to foreign deities such as Boccob, Pelor and Beory. These shrines are tolerated but the True Faith's clergy watches them closely. But it is important to note that tolerance also has its limits. Open worship of known evil deities such as Iuz, Nerull, Vecna, Incabulos, Pyremius and Tharizdun is strictly forbidden and any offender will be handled by the authorities if not by the population itself.

Non-human deities, especially those of the olven and dwur pantheon are generally tolerated as long as their goals remain just and good. In order to buy religious peace, the elves, dwarves, gnomes and halflings of Tusmit generally acknowledge the importance of following the principles of the True Faith in addition to the worship of their own deities.

Economy

The economy of Tusmit is mostly based on silver, gold and foodstuff. The coins found in Tusmit are the minaret (pp), the fountain (gp), the fez (ep), the hookah (sp) and the token (cp). Those coins are commonly used throughout the nation.

Most of Tusmit's gold mines are located in the Sheikdom of Dihn. The major goldmine is located in the city of Dwur'Ayhand. Dihn is also famous for its Galda Spirit. The sheikdom of Dihn is the only sheikdom where the pasha of Sefmur does not collect tax. An agreement between the nobles of Dihn and the pasha Muammar Qharan was made ten years ago when this one took control of the nation. In exchange for 40% of the gold extracted from the gold mines the pasha would not charge taxes on any other productions. The nobles were happy and were hoping to attract more craftsmen, especially in the growing town of Dwur'Ayhand. With the current workforce, this represented a sum of gold that the nobles were content with in exchange for the increased freedom. One year later the pasha passed a law stating that all criminals other than war criminals, murderers and horse thieves would be forced to work in the gold mines before their sentences are carried. This increased the productivity of the mines and the sheikdom of Dihn ended up losing more gold than they would have had with the previous taxes. The relations are now sour between the nobles of Dihn and the pasha in Sefmur.

The sheikdom of Khalid provides most of the woods and galda fruit for Tusmit. Most of the villages and towns along the Udgru are involved in the timber industry. Tensions with olven settlements are always high and skirmishes are common between humans and elves. Some of the pasha's diplomats were sent to mediate the disputes and they have recently reached an agreement with the elves. Where limited areas of the forest will be open to woodcutters the rest will be left alone and the elves will be free to live quietly in the Udgru. Furthermore, the elves will provide assistance to the nation when military actions will be required. Some units of archers and war mages are to be formed and trained by the elves and ready to answer the pasha's call.

Malimar has a sheikdom status thanks to Blashikdur. Its main economy outside of Blashikdur is agriculture and fishing along the Blashikmund River. Blashikdur is the gate of the North. It prospers from the trade route between Tusmit and Ekbir and from the gold train that passes from Dwur'Ayand to Sefmur three times a year. Blashikdur is famous for its jewelers. Most of the jewels made there have a religious theme to them and are sold to Ekbirian merchants. With the current tensions between Ekbir and Tusmit the guild of jewellers is worried about the future of their trade.

Suvii's main resources are marble and work stones that are used in the construction of the largest cities of Tusmit. A lot of efforts have been made to find some profitable veins of various minerals. Small mines of iron, and gold do exist but efforts to find a mother load have so far been in vain.

The sheikdom of Eysami, is also known as the sheikdom of horses. Trainers descended from the Nomads train horses here that are then sold to Zeif and Ket. These horses used to be sold mostly to Ekbir but with the shift of allegiance from the Pasha, a law has been passed restricting sales of items of war to Ekbir. Eysami is the sheikdom that has the most numerous livestock in Tusmit.

The sheikdom of Fahdel is also known as the grain stock of Sefmur, its main resource is agriculture, which is mainly sold to feed the artisans and inhabitants of Sefmur. The people of Fahdel are always looking for help on the farms and most people looking for employment are sure to find some farming work to do.

Keruz and Jaydah are the twin silver sheikdoms: both of these sheikdoms have silver mines and they are both "victims" of a friendly competition to show who has the richest mines. The output of Keruz's mines is far bigger than the one from Jaydah but the silver from Jaydah is purer. Silver plays a more important part in Keruz than it does in Jaydah. The portion of Keruz near Sefmur is mostly farmlands, which are used to feed the mining towns of Keruz and to surplus Sefmur and the other sheikdoms of Tusmit. Jaydah's agriculture takes a bigger place in Tusmit's economy than Keruz's. Both sheikdoms also fish along the Tuflik River and Jaydah is also where the major breweries of Tusmit are located.

Farhini is Tusmit's south gate. It has rich vineyards that produce Tusmit's wines. It also has some iron mines in the Tusman Hills. Many dwarves live in the sheikdom of Farhini, producing fine weapons and armours that are sold at a hefty price to the numerous mercenary companies in the area and to Ket.

Elisam is a sheikdom with little resources. The area is mostly farmlands with wetlands where the Blashikmund and the Tuflik River meet. It is one of the areas with the largest military presence as it borders both Ekbir and Zeif. This is where most of Tusmit's Guard soldiers are sent to receive their training.

Sefmur, capital of Tusmit, Hub of trade with Zeif, and major learning centre of Tusmit is a renowned centre of art and knowledge, even among the Baklunish nations. A lot of artisans and artists reside in Sefmur. It is home to the University of Baklunish Heritage (where Baklunish history, culture and arts are taught), Candle Spire the monastery of the Order of the Inner Flame, and the College of the Art (Magic). But recently, Sefmur has also become a city of corruption and decadence. Sefmur is also where the pasha's palace is. All the caravans that travel from Ket to Ekbir, or vice versa, stop by Sefmur. In the winter months there is only one caravan that travels from Tusmit to the northern sheikdoms of Tusmit. It is the gnomish caravan of Terdo Tuden, a caravan made of sleighs pulled by dogs.

Politics

Internal Politics

Tusmit is an independent feudal monarchy where only the chosen monarch is considered royalty. The land is divided in eleven sheikdoms, each under the rule of a noble family. Each family is responsible for the protection and the economical development of their sheikdoms. The head of such a family holds the title of Sheik. Nobility in Tusmit is hereditary but a family could always lose its noble status and be declared "en'halda" (or no longer noble) in extreme circumstances. In the last 250 years or so, such a thing has happened only once. In such a case, a new family is ennobled and granted the holdings of the previous one. The leader of this new family automatically becomes the new Sheik.

Sefmur is the capital city of Tusmit and also the central point of power in the nation. The pasha of Tusmit resides in the palace located within the walls of the capital city. Each noble family has a "kurrdi" appointed to the pasha's court. The kurrdi represents and speaks for the noble family in the court and the kurrdis all consult with His Exalted Splendour once a month about various affairs of the nation. Even though the pasha's word is final, he has no choice but to listen to the noble families in order to keep their support. The actual alliance with Zeif and the pasha's refusal to visit the Grand Mufti of the Yatils are the hot topics that have been debated during the last few years. The northern sheiks, as devoted followers of the True Faith, are extremely unsatisfied with the pasha's current attitude while the southern sheiks are looking at this from a different angle. The southern sheikdoms are actually profiting from an economical boom and no southern sheik would jeopardize this by openly opposing the pasha and, consequently, creating more political tensions which could drive away potential profits.

Foreign Affairs

Tusmit has been an independent nation for about two and a half centuries. Originally a province of Zeif, Tusmit came to be dominated by the caliphate following the Nomad Intrusion of Ekbir. Over the years, Tusmit managed to slowly gain its independence from the caliphate by remaining loyal to the Exalted Faith of Al'Akbar despite a strong movement towards the True Faith from the country nobles. Tusmit was able for many years to play off various domineering nations and parties against each other while giving complete loyalty to none.

The present pasha's refusal to acknowledge the spiritual authority of the caliph has angered the nation of Ekbir but the recent alliance with Zeif has prevented any action by the caliphate. Tensions are now on the rise between Ekbir and Zeif, with Tusmit in the middle. Tusmit has found a new, powerful ally in Zeif and the actual economical boom in the region would be greatly compromised if a war would erupt in Baklunish lands.

Despite some conflicts over territory in the Tusman Hills, Ket and Ekbir enjoy relative peace. The Tuflik Valley is a hot spot for commerce and both nations understand the need for some stability in the region in order to attract merchants and traders. After all, merchants from the East have to travel through Ket before entering Tusmit.

Military

In Tusmit, each sheikdom contributes to the nation's military force. A sheik must provide the pasha with a certain number of men that will become part of the permanent military force of the nation: the Guard. The best among them will eventually be promoted and become part of Tusmit's elite medium cavalry force: the Farises.

Overall, the military of Tusmit is very similar to that of the Paynims, Tiger Nomads and Ekbir, but Tusmit differs in two ways: (1) A greater percentage of infantry, and (2) Their river patrols or 'Water Watchers'.

The Guard

The Guard is Tusmit's permanent military force. It is composed of soldiers from all around Tusmit. Each sheikdom is responsible for building and training its own military force. Some of these soldiers will become part of The Guard. They train and work in their respective sheikdom until the Pasha needs their assistance. His Exalted Splendour of Tusmit always has total control over the Guard and can move troops as he wishes. Members of the Guard are trained in a variety of weapons and armours. Different units make up the Guard. Each sheik is expected to build and train Guard units such as archers, infantry, scouts and light cavalry. The sheikdoms and the central government share the upkeep and training expenses of the troops.

Farises

Among the cavalry troops, the best men will become part of Tusmit's Farises. The Farises are mounted warriors, experts in horseback combat. They are trained in the use of the shortbow and the lance among other weapons. Farises are respected throughout Tusmit. These troops are loyal to the pasha and must dedicate their lives to the protection of the nation. Because of the rigorous training of these men and the countless sacrifices they must make, they are highly regarded by the population and enjoy a certain prestige that other soldiers can only envy them. Although despite their prestigious stature among the folk of their homeland, the Farises of Tusmit are looked upon with some contempt by their more noble Ekbirian counterparts.

Mercenaries

In times of trouble, the pasha can raise the number of his troops with mercenaries from the various clans and tribes of the Tusman Hills. Although not as loyal or trustworthy as the Guard or the Farises, these mercenaries will do the job, as long as the pasha keeps the money flowing. Because of that, they usually tend to occupy the front lines when battles occur. The pasha is well aware of the importance of the clans of the Tusman Hills and will often send envoys with gifts in order to try to secure their services, should their services be in need.

But locals are not the only source of mercenary strength available to the Pasha and his war ministers. Mercenaries are in fact also recruited from abroad, with most coming from Ull, the Paynim lands, and Perrenland of course. Among their numbers are even thieves and assassins, the lowliest of mercenaries. It is better to have these scoundrels working for you than against you!

Non-human Forces

Twenty-one percent of the population of Tusmit is non-human. To supplement the Guard and the Farises, the pasha of Tusmit can count on special non-human military units. Those units are not stationed in Sefmur but are rather on stand-by in their respective sheikdoms, ready to answer the call of Tusmit's monarch. Among those special units are olven archers and war mages, halfling scouts and stone slingers, and dwur heavy infantry and missile (crossbow) units. Most of the dwur hail from the Yatils, but dwurfolk from as far as the Crystalmists are welcome as well. The country is also relying on a special halfling outrider unit to act as messengers between sheikdoms and the capital city. The role of these outriders is crucial, especially in times of crisis.

Water Watchers

The Water Watchers are an odd group of soldiery set apart from the other units of the military who frown upon them for their love of the water. Even though the Water Watchers love water, they still view the horse as a sacred animal and thereby maintain the respect of their fellow soldiers even if it doesn't make them friendly with each other. This order of the military consists of lightly armoured soldiers who patrol the major rivers between the sheikdoms and rivers that act as borders between Tusmit and its neighbours. Their primary duty is to act as scouts or mobile watch posts and warn the ground forces of any trouble. Most of the Water Watchers revere Geshtai, and every barge or raft in fact carries at least one member of Gesthai's clergy. It is said that one of the highest-ranking members of this order of the military is a foreigner, and some even murmur that the person could even be a Rhenee.

Sheikdoms of Tusmit

coming soon!

Organizations and Factions

Mouqollad Consortium

The Mouqollad Consortium unites the merchant clans of the Baklunish nations into a powerful association to ensure the prosperity of its members. The consortium is organized into territories with its headquarters operating out of Zeif. Clans belonging to the Consortium can be found in every Baklunish nation, and its trading posts and colonies are found in many western states and islands.

Merchant clans in populous areas must administer each urban bazaar and is obligated to guard the goods against theft and violence in the marketplace. In exchange the clan gains control over the allotment of space and collection of fees from the individual trader. In the poorer or less densely populated areas, the merchant clans are assigned larger territories, and the clans often re-delegate administrative responsibilities to local merchants or groups.

Specialty trade is often assigned to specific clans as well. Where the black market thrives, such as in Ull, the agents of the Consortium diligently seek out their locations and the merchants who attend them.

A group of high-ranking priests of Mouqol, many of whom are members of prosperous and respected merchant houses, lead the Mouqollad Consortium under the title of Worthy Elders. It is said that a few wizards of scholarly and divinatory nature have risen in the hierarchy over the centuries, as have certain warriors through service in the merchant fleet. Occasionally a rogue has entered the ranks, but never in a position of leadership.

In fact individuals of all professions are welcomed into the ranks of the Consortium, often for lengthy terms. Trading expeditions are the most demanding services of the Mouqollad, requiring long trips to distant lands. Caravans are known to travel through the lands of the Paynims as well as traveling beyond the mountains of the south and west. Merchant fleet voyages travel even further, riding the waves and winds of the Dramidj for months many months at a time. Merchant fleet voyages last even years if one is stationed on an island with a trade colony.

In order to monitor its interests, the Mouqollad employs a select force of agents in the Baklunish lands. Their main agent in Tusmit is Morla-ba'h Tamesh, a priest of Mouqol. The agents of the Mouqollad are careful to maintain the appearance of neutrality in all political and military matters, but they attempt to discretely secure influence in all levels of government. Being followers of Mouqol, for the most part, the Consortium is efficient at policing its own clans and houses, but sometimes disagreements occur that require the intervention of a higher authority. If a disagreement of this type occurs, an Appraiser of Merit can be called to hear the case and make a judgment. Should an Appraiser's judgment be breached, the offender is expelled from the Mouqollad and all his goods are forfeit to the injured party.

Because of their power and wealth in this corner of the Flanaess, the Mouqollad has few enemies, but it doesn't have any real allies either. The governments of Zeif, Tusmit, Ekbir, and Ket tolerate the Mouqollad, but Ull is a different story. Goods are as likely to be seized as they are to

be purchased by the rulers of Ull, so merchants are often in conflict with the government there. Among the Paynims, merchants and their caravans constantly face the threat of raids. Because of this danger, mercenary employment is a well-paid profession for those wishing to join Mouqollad caravans. Piracy is a risk to all merchant fleets traveling in the Gulf of Ghayar and the waters of the Dramidj Ocean. Essentially the Mouqollad is at war with these buccaneers, but they prefer to play one group against the other instead of risking their cargoes, and spending their resources to combat the pirates.

Order of Pure Blood

It is unknown whether this is a society of mages or a loosely based group of wizards and priests working towards the same goal. What is known is that the membership is exclusively Baklunish with several mages with an affinity for elemental magic. The rare individual who has seen a known member speaks of strange creatures from other planes of existence accompanying the member.

Members of the Order of Pure Blood do in fact consort with genie-kind, and even communicate with the Princes of Elemental Evil, if rumours can be believed. Besides an interest in elemental magic, the members long for magic items from the era of the Baklunish Empire, whether they are of Baklunish make or Suel origin; both are extremely powerful and can be of use. The political intentions of the Order are unknown beyond their hatred of the Suel Imperium and its descendents. Beyond their hatred for the Suel, the Order is said to have had some ties with the Old One.

During the Greyhawk Wars it came to the attention of the Order that the minions of the Old One had discovered a Baklunish relic of great power. Soon after, the Order made contact with the Old One through Kermin Mind-Bender, a member of the Old One's dreaded Greater Boneheart. It is known that the Order made offers for the relic, but whether they bore any fruits or not is something only Istus knows.

Despite their associations with known agents and nations of evil, the Order is not evil. 'Evil' is a much too abstract term for them. Acquisition of magical might and knowledge cannot be slowed down by concepts of evil vs. good. The only good is the acquisition of magic, and evil is anyone or anything that will stand in the way of their search for old magic.

Order of the Inner Flame

The Order of the Inner Flame is an abstruse and aloof group of followers of Zuoken based in Sefmur. Members of the Order practice a variety of magic nearly totally unheard of (and little understood) in modern times, namely, manipulating the ambient energies of the multiverse with the powers of their minds. 'Look to Zuoken' is a common catch phrase amongst this group.

Members of this organization are a mixture of priests, wizards, and monks worshipping Zuoken. The Order actively searches for their 'lost' Master, following rumours and divinations that hint

that Zuoken's essence is held somewhere in the central Flanaess. Optimism abounds from within the organization because recent divinations have indicated that their Master, Zuoken, is somewhere in the vicinity of the Gem of the Flanaess, Greyhawk City. The Elders of the Order are planning to hire adventurers to investigate if there is any truth to their divinatory findings. Not known for their material wealth, many are wondering how the Order will fund such expeditions.

Defenders of the Faith

The Defenders of the Faith are a newly formed group of devoted followers of Baklunish deities who have grown concerned about the slow, growing presence of new faiths appearing in Baklunish lands because of the increased trading along the Tuflik Valley. This group recruits among the priests and other devoted (and sometimes zealous) followers of various Baklunish deities.

The Defenders do not hide their devotion to their cause. In fact, members are easily recognizable by the single earring they wear representing a dragon's footprint. They openly voice their concerns where obvious foreign influence can be felt, blaming it on the loose control of Baklunish borders when it comes to admitting foreigners.

The head and founder of the Defenders of the Faith is a zealous paladin of the True Faith and formerly member of the clergy of Al'Akbar, Muhalsa Bredeen. He is known for having devoted the last 9 years of his life to repelling foreign influence in Tusmit. He has voiced numerous times his concerns to the pasha of Tusmit who has ignored the man's pleas up to now. Many members of Al'Akbar's clergy openly support Bredeen's goals, as do some priests of the other Baklunish Faiths.

If the influence of the Defenders continues to grow, the merchants and traders traveling to the Tuflik Valley might reduce the frequency of their visits in Baklunish lands. Such a thing would be totally unacceptable to the Mouqollad Consortium who has recently taken an interest in the doings of the Defenders of the Faith.

Sources and Special Thanks

Most of the information found in this gazetteer has been drawn from the following sources for use with the RPGA's LIVING GREYHAWK campaign:

- 1) From the Ashes boxed set.
- 2) The World of Greyhawk boxed set, 1983.
- 3) The Adventure Begins.
- 4) Player's Guide to Greyhawk.
- 5) Dungeons and Dragons Gazetteer.
- 6) Dungeons and Dragons LIVING GREYHAWK Gazetteer.
- 7) Various on-line documents.
- 8) Ivid the Undying.
- 9) The City of Greyhawk boxed set.
- 10) RPGA's Living Greyhawk website at www.livinggreyhawk.com

Please note that if any material appearing in this gazetteer belongs to anyone not credited above please contact the Tusmit Triad at: tusmit@hotmail.com It is quite possible that some material may 'belong' to another author because much of the material has been 'borrowed' from various on-line documents that have been given to us for use.

Let's not forget...

We would also like to thank the following people for contributing to the creation and development of Tusmit. The heart of this nation also keeps on beating because of people like you. Once again, thanks to you all...

Stéphane Raymond	- Webmaster
Jean-Gabriel Bergeron	- Developer

Appendix A: Character Creation

(as described on the Living Greyhawk website at www.livinggreyhawk.com)

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These guidelines give you the basic information you need to create a starting LIVING GREYHAWK character, and to advance your character. Please be aware that these guidelines, like the LIVING GREYHAWK campaign, will change. As more D&D or GREYHAWK material is published, we'll want to add those options to the official LIVING GREYHAWK rules. Very infrequently we may have to restrict options that were previously available. We will only do so after careful consideration.

These guidelines have a version number and date. All LIVING GREYHAWK characters must comply with the most current version of the D&D Player's Handbook and these guidelines.

When new options become available, you may take advantage of them by adding them to your character at the next normal opportunity (usually level advancement). You may not retroactively change your character to take advantage of new options.

In the LIVING GREYHAWK campaign, each character is from a specific region of the Flanaess, the main continent of the GREYHAWK setting. As a default, all characters in the campaign are assumed to be "from" the region assigned to the real-world area in which you live (each region is maintained by local administrators known as Regional Triads). Before creating your character, you may wish to review the information your Triad has compiled for your home region. To find your Triad's contact information, consult the LIVING GREYHAWK homepage at www.livinggreyhawk.com. To create your LIVING GREYHAWK character, follow these steps:

Ability Costs		
Cost	Score	Modifier
-	6	-2
-	7	-2
0	8	-1
1	9	-1
2	10	+0
3	11	+0
4	12	+1
5	13	+1
6	14	+2
8	15	+2
10	16	+3
13	17	+3
16	18	+4
-	19	+4
-	20	+5

Step 1: Ability Scores

To put all players on an even footing, the LIVING GREYHAWK campaign uses the Non-standard Point Buy method of ability score generation, found in Chapter 2 of the D&D Dungeon Master's Guide. The LIVING GREYHAWK setting is considered a "Tougher Campaign"; hence, each character uses 28 points distributed among all six statistics.

For example, using the full 28 points, a character's attributes might be purchased as follows:

Str 15: 8 points
Int 10: 2 points
Dex 13: 5 points
Wis 11: 3 points
Con 14: 6 points
Cha 12: 4 points

Apply racial modifiers to ability points after the base scores are determined. Thus, ability points range from 8-18 for humans, and 6-20 for nonhumans. Ability points gained as your character advances in level do not use this chart; they are full points and may be added as explained in the *Player's Handbook*.

Step 2: Race and Class

You may choose any race and class option described in the *Player's Handbook*. The LIVING GREYHAWK campaign also uses the following special rules for character creation. These override or limit the character options in the *Player's Handbook*.

Human characters should choose one of the subraces of humanity, as explained in Chapter 2 of the *Living Greyhawk Gazetteer*. Elf characters must be of the gray, high, or wood subraces. Dwarves may be hill or mountain dwarves. Gnomes must be rock gnomes. Halflings must be of the lightfoot variety. All half-orcs are considered human/orc crossbreeds.

You must choose a non-evil alignment that also meets all requirements for your character's class. A cleric must serve a specific non-evil deity from the *Player's Handbook*, the *LIVING GREYHAWK Gazetteer*, or issue 3 of the *LIVING GREYHAWK Journal*. A detailed list of all deities appropriate for the LIVING GREYHAWK campaign can be found on the official campaign Web page.

A paladin need not (but may) serve a patron deity.

A character may begin play at any age from Adulthood to Old Age, as defined in the Age section of Chapter 6: Description, in the *Player's Handbook*. Age modifiers to ability scores are not used in the LIVING GREYHAWK campaign. The character may be of any height and weight allowed by the height and weight tables for the character's race.

Starting Money: A starting character receives the maximum amount of gold pieces of its class.

Prestige Classes: The following Prestige Classes are allowed for PCs: Arcane Archer, Dwarven Defender, Loremaster, Shadowdancer. PCs must qualify for these classes as described in the *Dungeon Master's Guide*. At this time, several additional prestige classes from *Sword & Fist* and various issues or the *LIVING GREYHAWK Journal* are also approved. To add levels in one of these prestige classes to your character, send a notice to Lgprestige@rpga.net to be entered into an official database. Some of these classes may require expenditures of Time Units (see below) or additional administration. See the official list of available prestige classes at the official campaign Web site.

Step 3: Hit Points

Assign your starting character the maximum hit points possible for its class. For each additional character level, assign hit points according to the new class by taking half the maximum value for

the class, then adding 1 point. For example, a character adds 3 hit points upon gaining a new level in the Sorcerer class.

Step 4: Skills and Feats

A few skills need brief additional rulings:

Alchemy Skill and Craft Skill: These skills do not allow you to craft items other than the ones that PCs can purchase normally (see Step 5). In other words, no acid or masterwork equipment.

Knowledge skill: Knowledge skills cannot be anachronistic. Synergy bonuses are applied only at the DM's discretion.

Profession Skill: Players may choose any profession they wish, provided it is not anachronistic. DMs are allowed to deny Profession skill checks or related synergy bonuses to other checks for professions they do not feel are appropriate to the tone and setting of the campaign.

Step 5: Equipment

Purchase equipment for your character from the Weapons, Armour, and Goods and Services sections of Chapter 7: Equipment in the *Player's Handbook*. The only exception is that you may not purchase Masterwork items (manacles, tool kits, etc.) from these sections. You may purchase holy water from the Special, Superior, or Masterwork section of Chapter 7, but nothing else. You may not purchase magical items for your character except through play opportunities. Special, Superior, and Masterwork items will be available in play.

The Carrying Capacity rule is used in the LIVING GREYHAWK campaign, so keep track of what your character is carrying and how much it weighs.

Step 6: Home Region

All LIVING GREYHAWK characters are based in one of the nations of the Flanaess, as detailed in the *LIVING GREYHAWK Gazetteer*. (There is no such thing as a "regionless" character.) The default home region where your starting character operates is determined by where you actually live. You may choose a different home region for your starting character, but your character then suffers out-of-region penalties when you use it in the game region assigned to where you live. If you change your address in real life, your character's default home region moves with you. If you move but choose not to change your character's home region, your character again suffers penalties for out- of-region play when you play in the new area to which you moved.

A player may not choose as a character's home region the Free City of Greyhawk or any campaign nation not moderated by a Regional Triad. Visit www.livinggreyhawk.com for the latest regions list and for information on how to contact your Regional Triad.

Time Units

Time units are used to record how PCs spend their time. By using time units, you do not need to worry exactly in what order adventures took place, or exactly when you researched a spell or created an item. Time units save you from taking your character out of play to perform non-adventuring activities.

Every year, a PC receives 52 time units (of 1 week each) to spend on their activities; adventuring, spell research, creating magic items, belonging to a knighthood, or managing a business can all potentially take part of a character's time. Adventures take either one or two time units, and the cost will be indicated in the adventure text. Other activities take varying amounts of time, as indicated in the rules for the activity in question.

Learning New Arcane Spells

Learning a new spell normally takes a wizard one Time Unit. However, the two spells a wizard receives for advancing a level do not cost Time Units.

Sorcerers and bards must choose their spells from the appropriate spell lists, unless they have a special certificate that allows them to do otherwise. Sorcerers and bards do not normally pay Time Units to learn their spells.

Banned Spells

There are several spells that are not suitable for use in a LIVING Campaign environment. The following spells are not available to PCs: *polymorph other*, *polymorph self*, *permanency*.

Influence Points

Influence points are a way of keeping track of who in the World of Greyhawk owes your PC a favour. Influence points can be earned with individuals or organizations, and there is no limit to how many a PC can eventually acquire. Influence points are used (spent) to convince NPCs to do favours for you-enough influence with the right people, and you can convince them to work miracles on your behalf.

Lifestyle

PCs in the LIVING GREYHAWK campaign must pay a lifestyle cost at the beginning of each adventure, associated with the economic level of the place where the adventure takes place. Lifestyle costs include expenses incurred during the time between this adventure and the last one, and all training costs associated with advancing in levels. It does not cover cost of adventuring equipment. PCs must pay for things bought during the adventure (from equipment to drinks and

meals and lodging) at the prices stated in the scenario, or the *Player's Handbook* if the scenario does not specify.

The lifestyle costs are divided according to the economic level that the PC wants to maintain. Each scenario includes the effects of different lifestyles, particularly as they relate to Diplomacy, Intimidate, Disguise, and Bluff checks.

- *Destitute*: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.
- *Poor*: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.
- *Common*: You have common lodgings and eat common quality food. You have normal clothing for your profession (probably adventuring): nothing fancy. You probably have two or three sets of clothing.
- *High*: You stay in good quality lodgings and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.
- *Luxury*: You have luxurious accommodations (twice the cost of good accommodations) and you eat excellent foods. You can throw a banquet for your friends everyday, and frequently do. You wear clothing up to the value of a noble's outfit, and buy a new set of clothes every week.

Certificates

You will be issued certificates for things and favours that your character acquires during adventure play, during interactives, and through other means. These certificates include information on the item or favour that you will need in order to use it in play. Some specific sections of the certificate to note are:

Validation: Certificates must be signed in ink by the DUNGEON MASTER® who issues them, and the DUNGEON MASTER'S RPGA number must be completely legible. The name of the character the certificate is assigned to must be written in ink on the line provided at the top of the certificate.

Use Restriction: Use restriction is a category that describes how many of a certain certificate from a certain scenario a given character can be assigned. The categories are:

- *Common*: A character can possess as many duplicates of this certificate as desired, provided they were all earned in play by some character.
- *Unusual*: A character can possess only one of these items.
- *Rare*: Only one of these rare items may be used at a given table of players. If multiple characters bring this item, then only one "exists" for the adventure. Which of the duplicates exists must be determined at the start of the adventure, and may not be changed during the

course of the adventure. Further, all rare items are also bound by the restrictions on unusual items.

- Unique: Only one of these exists.

The categories apply by item and scenario name. For example, if you happen to get item X from scenario A, and it is considered "unusual," then you can own one of item X from scenario A. If item X comes out in scenario B later, you can collect one or more of those as well (depending on its restriction in scenario B), since the scenario name is different.

Trade Policy: Certificates indicate whether they can be traded between characters. If a certificate can be traded, as is traded, then a complete trade history must appear on the back of the certificate. The information for each trade must include the player name and RPGA number and character name of the person trading the item away and the person accepting the item, and the date of the trade. This all must be completely legible, and the history must show the progress of the certificate from the original owner (on the front) to the current owner.

Certificates in the LIVING GREYHAWK campaign are the property of Wizards of the Coast, and must be returned to the campaign staff upon request. They have \$0 cash value and cannot be sold for cash or other real world considerations.

Making Things

Non-magical crafted items, as well as crafted potions and scrolls, do not require certificates. Make a logbook entry for the time spent, and have your game master sign it. Indicate when you use your crafted potion or scroll in the logbook entry where it is used, referencing the log entry for when it was created.

Craft Items: Crafted items cannot be sold to NPCs; they can only be saved for use by the maker, or sold to other PCs. Crafting an item takes time, as calculated using the formula in the *Player's Handbook*, with a minimum of 1 Time Unit. PCs may not craft items that are restricted from purchase in Step 5 of these guidelines.

Brew Potion: Creating a potion takes material resources (gold) and XP as indicated in the *Player's Handbook*. Creating a potion costs 1 Time Unit regardless of spell or caster level, and only one potion may be created per adventure played.

Scribe Scroll: Creating a scroll takes material resources (gold) and XP as indicated in the *Player's Handbook*. Creating a scroll costs 1 Time Unit regardless of spell or caster level, and only one scroll can be scribed per adventure played.

Other magic creation feats: Costs (in gold, XP, and Time Units) for creating other magic items are covered on a case-by-case basis. Contact your Triad for more details. These items require certificates, so though you may have the pre-requisites for making something (according to the rules in the *Player's Handbook* and *Dungeon Master's Guide*) you must use a campaign procedure for doing so.

Appendix B: Regional Prestige Classes

Coming soon!