



TALITARIA

FANTASY WORLD

for use with

F.A.T.A.L.

by

FATAL GAMES

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Talitaria is a fantasy world for use with F.A.T.A.L. by Fatal Games. As a gaming system, F.A.T.A.L. seeks to apply realism and accuracy to fantasy. Talitaria is a unique fantasy world and ideally suited for F.A.T.A.L.

Introduction

Before time, one being existed. It was everything and nothing at once. Never born and never dying, it simply existed. This being became conscious of itself. It did not predict the future. It was at peace with itself and unity was absolute. Eventually, it became tired of itself and considered dividing into separate entities. To ensure that it would never know boredom again, it chose to divide permanently into three entities.

The Three

Two entities would eventually become bored with each other, and then finally with themselves. Three entities, however, could never have equal relations. Therefore, conflict resulted. When the first communication occurred, the sender of the message became distinct from the two receivers during the communication. From that moment on, relational inequity became an inherent component of existence. The two receivers of the communication felt united by their common experience. As the three entities communicated, they developed relationships and separate identities. Conflict occurred. In time, each experienced opposition by the two others. Likewise, each experienced commonality and unity with one against the other. This relational inequity prevents eternal boredom and provides motivation and interest. The Three are unnamed because no mortal or god knows about them. The actions of gods and mortals alike amuse the Three.

The Universe

One created matter. Another created time. The other caused the matter to explode. The explosion spread across all that existed, which was everything and nothing. One created a place outside the explosion of matter. In this place, it chose to reside. Another created a place outside the explosion. In this place, it chose to reside. The other also created a place outside the explosion. These

places became their realms. The realms are equal in size and encapsulate the explosion of matter. The concept of property and ownership was born. As the explosion settled, stars remained. The area of the explosion has become known as the universe. The universe began to slowly cool.

Talitaria

In the center of the universe, the origin of the explosion, one created a sphere of dirt and rock, a world. The world of Talitaria came into existence. Because the world is equidistant from each of the Three, it became a point of contention. Since it is in the center of the universe, gravity exists and the world does not spin. All was dark. Another created water on the world, completely covering it. The other sent a comet from its realm to the world. Upon impact, it caused great portions of the world to shift. Three continents emerged. Some of the matter of the comet amassed away from the world, forming a moon. Finally, the comet created life in the form of underwater plants. Enough heat remained at the center of the universe for the plants to survive.

Gods

Each of the Three created gods. Gods vary in power. None of the gods know of the Three. Three pantheons exist, one in the realm of each of the Three. They are known as the Amian Pantheon, Brutian Pantheon, and Comian Pantheon. The leader of each pantheon believes they are all powerful and created or appointed other gods as necessary. Gods are covered in detail in Grimoirium Genitoris (Gromoire of the Gods).

Dragons

As an atmosphere developed, a god from the Brutian Pantheon created a new form of life. The first creature in the world was a dragon. This dragon resided in the waters and survived by eating plants. Another god created its own dragon. The first cannibal and predator was born. This dragon ate the first dragon. The first instance of physical violence was enacted and death occurred. The first Brutian god created another dragon. This dragon was given the ability to reproduce by laying eggs. Various kinds of dragons ruled the land and the seas.

Light

The surface of the world, like the universe, was cooling down. The Amian god created the sun, a ball of fire, to provide warmth. To keep the surface of the world warm, the sun was cast in orbit around it.

Elves

The Amian god created the first humanoid race, the elves. A compromise between a mortal and immortal, an elf may live as long as the world. However, an elf may also be slain. To be safe from the dragons, elves inhabited the forests. Elves began recording their history and have now accumulated five thousand years of records.

Dwarves

The Comian god created dwarves. To be safe from the dragons, dwarves created strongholds within mountains and hills.

Above and Below

Since the realm of the gods of one continent are always above, so to speak, the religious usually look skyward when praying or paying homage to their god. Traitors look below as if attempting to see through the earth to the gods of the other continents. Since the center of the universe is the center of the earth and it was initiated by an explosion, those who worship destructive power often look below.

Continents and Empires

Only three continents exist on Talitaria. They are Amia, Brutia, and Comia. One empire rules each continent. The Amian, Brutian, and Comian Empires are engaged in perpetual war.

Perpetual War

The three empires are in perpetual war with each other. Two empires ally themselves with each other and attack the third empire until severe damage is done. Then, the damaged empire allies with one of the repaired empires against the other. Victory of one empire over the others seems desirable.

However, a world at peace under one ruler would never last. Instead, this state of perpetual war creates a world economy that is always driven. Recession is impossible. When an empire is damaged, effort is directed at repair and assisting one empire in warfare against the other. The cycle never ends and there is always an enemy. When an empire must focus on an external enemy, internal revolution is unlikely. Perpetual war is necessary to maintain power.

History

Accurate history survives in bits and pieces. Accurate history is dangerous to each empire and could cause revolution. Each empire has a governmental department devoted to historical propaganda. Historical facts that contradict the agenda of the empire are erased. Those who know those facts are tortured, brainwashed, or eliminated. The accounts of history which are asserted by an empire are accepted by the populace under penalty of death.

Amia

This continent is the westernmost of the three. This continent is populated by humans, though dwarves and elves have kingdoms here outside of the empire. The Amian Empire controls this continent. The Amian Empire pretends to its citizens that it is a democracy. Assuring each citizen that their vote counts equally serves to passify and reassure them. Secretly, the government makes its decisions without consenting the citizens, yet always informing them of the fabricated results of the polls. Any Amian citizen who disagrees with the fabricated results of the polls is tortured, brainwashed, or eliminated.

Brutia

This continent is the northernmost of the three. Brutia is populated by dragons, goblins, hobgoblins, orcs, and trolls. The Brutian Empire controls this continent. The Brutian Empire rules by might. The mightiest ascend ranks of power. Any Brutian who challenges the empire is tortured, brainwashed, or eliminated.

Comia

This continent is the easternmost of the three. This continent is populated by humans, though dwarves and elves have kingdoms here outside of the empire. The Comian Empire controls this continent. The Comian Empire rules through open confusion. Any Comian who disagrees with the current directive of the Empire is tortured, brain-washed, or eliminated. Living in fear, the populace does as it is told.

Against Amians

When Brutians and Comians ally against Amians, the populaces are told that the war is to acquire their rich resources. If the Amians are defeated, the standards of living are promised to improve.

Against Brutians

When Amians and Comians ally against Brutians, the populaces are told that the war is to preserve the human race and rid the world of monsters. If the Brutians are defeated, it is promised that the humans can finally live in peace.

Against Comians

When Amians and Brutians ally against Comians, the populaces are told that the war is against the influence of their gods. If the Comians are defeated, their gods will die without worshippers and the world will be a better place.

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CHAPTER 1: HISTORY

Recorded history began with the elves 5,000 years ago. Dragons preceded the elves, but the ancient history of dragons is unknown to all but gods and the most ancient dragons. Further, it is unknown how long elves walked Talitaria before they first recorded their history. Itself, history is suspected by most peoples of the empires to be incongruent with facts, a result of trickery not the simple and honest keeping of records. Nonetheless, elven history is both more ancient and trusted than others.

The most ancient of elven historical texts recorded the first thousand years. The first entry thanks an elven god for blessing the elves with the ability of language. Thereafter, the text declares that the world was named after a fragment of a shining artifact stolen from the lair of a dragon. The only discernable text was 'Talitaria.' In summary, the text describes a world dominated by dragons. Day and night, dragons filled the skies. As long as elves can remember, they have resided in forests while dragons dominated the rest of the world.

333 Age of Magic

This year, the elves thank an elven god for blessing the elves with magic. Apparently, many elves dedicated their lives to the study of magic. Debates resulted as magic was studied. Due to such debates, scholasticism became the cause for the development of academies.

500

The elves had considerably developed magic. Just prior to the year 500, a number of victories were recorded in which elves had triumphed over dragons. In the year 500, the elves mustered the confidence to build an elaborate elven kingdom, no longer mere settlements.

1010

Deep elves, who enjoy delving into mountains, discovered a race of small, sentient creatures. The creatures were named dwarves. The deep elves educated the dwarves. However, dwarves expressed disinterest with magic. In the beginning, dwarves and elves coexisted peacefully and trade prospered. Eventually racial differences caused each to isolate themselves from the other. Dwarves finally utilized magic to hide and protect their kingdoms, just as had the elves.

1143-1435 Elf War

Boldly, the elves waged war against the dragons. Both elves and dragons suffered considerable losses. The loss in population was damaging to both. Prior to this war, dragons and elves populated the world. Afterward, dragons did not fill the skies but remained in their lair. Numerous elven kingdoms were destroyed. Consequently, in an effort to preserve their race, the most elves confine themselves to the few remaining forest kingdoms that still exist.

1512-1588 Dwarf War

Since dragons prefer to lair underground and dwarves prefer to reside in mountains, war between the two races erupted. Overall, war was not actively sought, but a result of discovering inhabited lairs or caverns. Armies of dwarves did not march on lairs of dragons, and dragons did not amass to attack dwarven strongholds. Instead, battles resulted from trespassing onto the residence of either dragons or dwarves. As a result of this war, if it may be so called, both dragons and dwarves do not explore as they once did. Instead, these species are more content to develop their current territory. Both species suffered considerable losses, but dwarven populations were more adversely affected.

2000

Humans and halflings emerged. Humans reproduce quickly. The other races witnessed with horror the exponential growth of human population.

2500-2531 Dragon War I

Dwarves, elves, and humans successfully overcame the dragons of Amia. Few dragons remained in uninhabited regions of Amia, but most fled to Brutia and Comia. Peace existed on Amia for a few years. Eventually, dragons flew to Amia and burned coastal cities in retaliation. Meanwhile, the humanoids prepared to attack the dragons of Comia.

2552-2613 Dragon War II

Dwarves, elves, and humans successfully

overcame the dragons of Comia. Few dragons remained in uninhabited regions of Comia, but most fled to Brutia. After this war, dragons confined their activity to Brutia. In the absence of dragons, the humanoids of Amia and Comia experienced peace.

3000

The dragons of Brutia convened regarding the impact of humanoids on history. Most importantly, dragons became concerned with their own dwindling population. To help combat the rapid growth of humanoid races (most notably humans), dragons utilized sorcery and spawned the goblin races, including goblins, hobgoblins, orcs, and trolls). The Brutian Empire came into existence with the sole purpose of dispatching elves, dwarves, halflings, and humans. Witnessing the success of humans due to rapid reproduction, the dragons created orcs to hate elves, goblins to hate dwarves, and hobgoblins and trolls for humans. Dragons did not consider halflings to be a threat.

3234-3447 Goblin War

The Brutian Empire attacked Amia and Comia. Consisting of goblins and lead by dragons, armies invaded the humanoid continents. Amians and Comians united against the Brutians. Eventually, the humanoid continents were successful in defending their land.

3448 Declaration of Dissolution

Leaders of the dwarves, elves, halflings, and humans of Amia and Comia argued concerning forms of government, lines of demarcation, trade, and foreign policy. It was hoped that these humanoid races would be able to unite peaceably. Instead, dwarves and elves withdrew from human society, confining themselves to their kingdoms or strongholds. Most importantly, the human relations between Amia and Comia deteriorated to mistrust and hatred. The Amian Empire and Comian Empire began to develop separately.

3484 Perpetual War

Influenced by the Three, the leaders of the Amians, Brutians, and Comians mutually agreed to

perpetual war. Terms were delineated and settled.

5100

Today, perpetual war has been waged since
3484.

CHAPTER 5: AMIAN EMPIRE

The Amian Empire is a totalitarian government. The ruling faction maintains power in many ways. First, the empire informs its citizens that they are governed by a democracy. The loyalty of the populace is enhanced by the belief that each citizen may vote and affect the government. The slogan “A government *by* the people, *for* the people” reinforces this notion.

Slogans of the Amian Empire

Propaganda influences the masses. A slogan is a message, either verbal or written, which appeals to emotions while bypassing critical reasoning. Below are some of the most popular slogans:

- Amia, a government *by* the people, *for* the people.
- Dont ask what Amia can do for you, ask what you can do for Amia.
- Gods Bless Amia.
- In Amia we trust.
- Land of the free and the home of the brave.

Manufacture of Consent

In the Amian democracy, citizens are informed that each has the right to vote on every issue and that each vote counts equally, regardless of the class or intelligence of the voter. Consent is manufactured in the Amian Empire by pretending to be a democracy and arranging the results when an issue is presented and the populace votes. Whatever the majority of the populace votes is never known to the populace. Instead, the results are always congruent with the desires of the ruling party. In this way, the masses are deceived due to a discrepancy between the actual and represented opinions of the majority of others.

Political debates are staged in public. The actors (politicians) pretend to debate a variety of positions which represent a range from the actual opinions of the majority, to trivial opinions of the minorities, to the desires of the ruling party, the Amian Empire. The desires of the Amian Empire are always the

best represented, and always triumph over any positions of the public that conflict with the Amian Empire.

Historical Engineering

The facts of history are rewritten and designed to serve the current purposes of the Amian Empire.

War Propaganda

In the Amian Empire, the populace is always informed of an attack by one of the other empires. As far as the Amian populace knows, the Amian Empire never starts a war. The freedom of Amians is always being threatened.

Each war must appear to be a defensive war against a menacing, murderous aggressor. There must be no ambiguity about who the public is directed to hate. The current enemy of the Amian Empire (either the Brutian or Comian Empire) is subjected to name-calling. Name-calling is a technique that links an object (someone or something) with a negative symbol. War propagandists hope that the populace will reject the object on the basis of the asserted and mere association with the symbol.

Words are used in supportive and reassuring propaganda which seem desirable and virtuous, such as fighting for democracy, morality, love, patriotism, gods, etc. These words, however, may mean different things to different characters at different times. This technique is the reverse of name-calling. The objective of this technique is to get the populace to accept and approve of an object (someone or something) by associating it with a positive symbol. War propagandists hope that the populace will accept the object on the basis of the asserted and mere association with the symbol.

Unpleasant reality may be made to seem more acceptable by using euphemisms. A euphemism is a more pleasant way of describing or referring to something unpleasant. For example, the War Department is renamed the Department of Defense.

Transfer is the name of a device in which an object (someone or something) the populace respects is transferred to support the war. The gods,

government, and community are the most popular transfer devices. Expert testimony is also used as a transfer device.

The ruling party attempts to appear to be like ordinary citizens, instead of being rich and having a lifestyle which is radically different from that of ordinary citizens. Actors (politicians) often go to great lengths to create identification between themselves and the masses.

The bandwagon is a device in which a propagandist appeals to the human desire to follow the crowd. The Amian Empire makes it seem as though the course of action it advocates is advocated by most. In so doing, many who hold minority opinions shift their opinions into accordance with the action advocated by the Amian Empire. Essentially, the populace is told that everyone else is performing action x, and so should you.

Amians are reassured that their government informs them of the truth while the enemy only utilizes propaganda. Art, songs, and parades are all performed in the Amian Empire to have a propagandistic effect.

Detailed stories are popularized about the suffering of an innocent Amian, such as a little girl, due to the enemy. If the story is successful, hate is evoked for the war effort. Atrocity stories are effective at arousing hate. In fact, atrocity stories are popular because the audience is allowed to feel self-righteous indignation toward the enemy.

Finally, the neverending promise is made in the perpetual war of this world that this is the war to end all wars, as well as to preserve civilization.

Gender

The Amian Empire is patriarchal. Only adult human males are citizens. Therefore, females and children are ineligible to vote.

Race

Following are descriptions of how the races occur in Amia.

Anakim

This race is rare on the continent Amia and very rare in the Amian Empire. The empire may allow anakim in the gladiatorial arena or send them as soldiers into the perpetual war. Otherwise, they are not tolerated in society.

Dwarf

Long ago, the race of dwarves attempted friendship with elves and humans. Feeling shunned by the elves and upon considering humans to have immoral natures, the dwarves have withdrawn from all relations with other races. Dwarves reside in their mountain strongholds. Rarely, a dwarf may seek adventure on the surface of Talitaria, and even more rarely may do so in the company of other races. The Amian Empire ignores the dwarven realms for two reasons. First, should the other continents ever break the perpetual war and decide to annihilate the continent of Amia, the dwarves will defend themselves and therefore offer assistance. Second, the Amian Empire is not confident that it can successfully invade and eliminate the dwarven realms, and military might is best directed into the perpetual war, anyway. A dwarf in a human city is viewed with awe and suspicion. Human authorities will not hesitate to accuse the dwarf of crime and prosecute accordingly.

Elf

Long ago, the race of elves attempted friendship with dwarves and humans. Feeling little in common with the dwarves and upon considering humans to have immoral natures, the elves have withdrawn from all relations with other races. Elves reside in their forest kingdoms. Rarely, an elf may seek adventure outside of their kingdoms, and even more rarely may do so in the company of other races. The Amian Empire ignores the elven kingdoms for two reasons. First, should the other continents ever break the perpetual war and decide to annihilate the continent of Amia, the elves will defend themselves and therefore offer assistance. Second, the Amian Empire is not confident that it can successfully invade and eliminate the elven realms, and military might is best directed into the perpetual war, anyway. An elf in a human city is viewed with awe and suspicion. Human authorities will not hesi-

tate to accuse the elf of a crime and prosecute accordingly.

Half-orc

No half-orcs are employed by the Amian Empire. In Amia, half-orcs are the result of Brutian conquest and rape. When the Amian Empire is allied with Brutia, propaganda is disseminated that it is wise for the masses to accept half-orcs. When allied with Comia against Brutia, half-orcs are hunted and murdered. Older citizens remember both acceptance and hatred, and treat half-orcs with resignation.

Halfling

Members of this race do not generally live in human cities of the Amian Empire. Instead, they dwell in small and remote communities. Halflings are tolerated by the empire because of their skills as merchants. Trade with halflings is beneficial to the empire. Halfling communities are bombarded with propaganda of the empire. Most importantly, halflings have never and never will organize a revolt.

Human

The Amian Empire is predominantly human. Humans have achieved their dominance because they reproduce quickly and prolifically. Most other sentient races do not trust humans, especially those of the empire. Elves tolerate human druids and sometimes bards.

Sociality

Specific elements of the society are best described by the region. Nonetheless, some social commonalities exist across the Amian Empire. The dominant language is Common Speech. Different dialects exist, but everyone who speaks Common Speech can understand each other regardless of the dialects involved. Regarding sexuality, the empire tolerates all kinds. Asexuals are considered defective and are tolerated as long as they are useful; otherwise asexuals are encouraged to fight in the perpetual war. The empire permits homosexuality so that the populace is prefers to be Amians who are free. After all, Comians murder homosexuals. The

ten commandments of the code of chivalry are supported, though they are interpreted by the empire. While the empire pretends to be a democracy, in reality it is ruled by a wealthy upper class, constituting 3% of the population. The middle class, the next 17% of the population, is carefully watched by spies. The lower class, which is 80% of the population, is relatively ignored.

Occupation

Following are descriptions of how given occupations occur in Amia.

Acrobat

For the entertainment of the masses, acrobats perform daring actions. The Amian Empire does not significantly influence this occupation.

Assassin

Some assassins congregate in guilds, which are always secret. Successful merchants may hire assassins to exterminate the competition. The Amian Empire regularly employs numerous assassins to exterminate enemies both from within and outside the empire. Those who are considered threats are murdered.

Bandit

Those who are bandits usually choose this occupation due to their distrust of the government. However, the Amian Empire has employed bandits in the past.

Barbarian

Less civilized areas of Amia produce barbarians. The Amian Empire dislikes barbarians.

Bard

Though bards may be ordinary citizens who simply choose to play music for a living, the Amian Empire is very successful in manipulating the lyrics and the type of music. The Amian Empire seeks to prevent lyrics that oppose the government and encourage lyrics that support it. Bards who sing criti-

cism of the government or suggest revolution are threatened, brainwashed, tortured, or murdered.

Bounty Hunter

Members of this occupation are hired by a party that considers itself to have been wronged by another party who has fled. Oftentimes, the wronged party is the law or the government. The Amian Empire often employs bounty hunters to return those whom the government considers criminal.

Crusader

This occupation consists of warriors who will attack enemies on behalf of the Amian Empire and their gods. Crusaders receive the support of the empire, since the empire is engaged in perpetual war.

Druid

Druids avoid civilization and prefer to live in remote locations, such as forests or mountains. As such, druids do not receive the support of the Amian Empire. However, since druids seek to protect the land, the empire tolerates them. Druids promote the balance they see as inherent in nature. Clearly, druids view the society of the Amian Empire as unbalanced. Therefore, druids may oppose the empire. If the druids oppose the empire, any action will be carefully debated, since they are aware of the consequences.

Gladiator

The Amian Empire is the gladiatorial center of the world. Nearly every city has a coliseum. First and foremost, gladiators provide entertainment for the masses. The revenue earned by the Amian Empire is staggering. As such, the empire encourages betting, which is a profitable trade. The entertainment provided by the coliseum reinforces patriotism for the empire and bloodlust for the perpetual war.

Hierophant

Hierophants differ depending on the deity venerated. Information about the priesthood of

each deity is described in Grimoirium Genitoris.

Mage

Mages are respected in the Amian Empire, as long as they do not oppose it.

Mercenary

On the one hand, mercenaries are disliked by the Amian Empire because they do not fully commit their loyalty, such as do soldiers. On the other hand, the empire is willing to employ them when advantageous. As a result, a mercenary is tolerated unless it is discovered that he is employed by the druids or the barbarians to aid against the empire. Traitors, whether mercenaries or not, are eliminated.

Militiaman

Employed by the empire, a militiaman supports the empire or is handled harshly. Few militiamen accept bribes, since they fear having their thoughts detected by a spy. Accepting a bribe constitutes anything from torture to death.

Pick Pocket

Those of this occupation are most likely from the lower class. However, the Amian Empire may employ a pick pocket for a specific purpose. Generally, the empire opposes a pick pocket.

Ranger

Members of this occupation do not usually live in a city, but the wilderness. As such, rangers are not usually involved with the Amian Empire. However, the empire may employ a ranger for a specific purpose. Generally, the empire is indifferent toward rangers.

Sage

Generally, the Amian Empire values sages for their knowledge. As such, the empire employs most sages.

Seductress

A seductress may perform many functions. Some are employed by the Amian Empire, while others are independent. Some seductresses work for

merchants. A seductress may be adventure to barbarian lands or Comia and seduce important characters in order to gain information. She may visit a merchant or other competitor to acquire information. Seductresses are often employed to assist in the closure of a negotiation, business agreement, or treaty with barbarians. In general, the Amian Empire encourages sex among its citizens, since reproduction creates new generations of soldiers.

Soldier

Since the Amian Empire engages in perpetual war, loyal soldiers are supported and valued.

Sorcerer

All sorcerers are feared by the general populace. Some sorcerers are employed by the Amian Empire. Most are considered too chaotic, and therefore dangerous. Sorcerers who are deemed dangerous by the empire are eliminated. The empire employs sorcerers who specialize in the disciplines of annihilation, deterioration, restoration, and supportation to participate in the perpetual war. The empire employs sorcerers who specialize in the discipline of domination to affect the masses of the Amian Empire. The empire employs sorcerers who specialize in the discipline of prognostication to detect those who oppose.

Spy

Though Amians are constantly being bombarded with messages concerning their freedom, each Amian with sufficient common sense fears their neighbors, and perhaps their own family. Spies of the Amian Empire seem to be everywhere. Some use magic or cast spells such as Detect Surface Thoughts or Detect Thoughts. Others use magical items to learn what a character is thinking. All thoughts opposed to the Amian Empire constitute torture, brainwashing, or elimination of the character. In less extreme cases of healthy characters or characters who are potentially beneficial to the empire, brainwashing is attempted first.

Thug

A thug may be employed by the Amian

Empire. The empire uses thugs to intimidate citizens during torture or brainwashing. Most often, thugs are employed by merchants who want to protect their business.