

TYRANTS! SAGGAKAR

The ArchDespotate Of Faremh

By Jean-Philippe 'JP' Chapleau

Layout JP Chapleau
Graphic Design and Logo JP Chapleau

TYRANTS! SAGGAKAR

LEGAL NOTICES

First Ones Entertainment, FOE, Legacies campaign, Tyrants of Saggakar & logos are a trademark owned by First Ones Entertainment. All rights reserved. All other content is copyright 2015 First Ones Entertainment Inc. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. This book is compatible with 3rd Edition and Revised 3rd Edition rules. This Tyrants of Saggakar is produced under version 1.0a and/or draft versions of the Open Game License and the System Reference Document by permission of Wizards of the Coast. Subsequent versions of this product will incorporate later versions of the license and document.

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0a: Any and all Tyrant of Saggakar, First Ones Entertainment, and FOE logos and identifying marks and trade dress, such as all First Ones Entertainment product and product line names including but not limited to Tyrants of Saggakar Campaign Setting, the Legacies organized play campaign; any specific characters and places; capitalized names and original names of places, artifacts, characters, races, countries, geographic locations, gods, historic events, and organizations; any and all stories, storylines, histories, plots, thematic elements, and dialogue; and all artwork, symbols, designs, depictions, illustrations, maps, and cartography, likenesses, poses, logos, or graphic designs, except such elements that already appear in final or draft versions of the d20 System Reference Document or as Open Game Content below and are already open by virtue of appearing there. The above Product Identity is not Open Game Content.

OPEN GAMING LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant you a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If you are contributing original material as Open Game Content, You represent that Your Contributions are your original creation and/or you have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless you have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for you to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then you may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if you fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document © 2013, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

NeoExodus: A House Divided Campaign Setting © 2011, Louis Porter Jr. Design, Inc.; Author: Jean-Philippe Chapeau

NeoExodus Legacies Campaign Guide © 2012, Louis Porter Jr. Design, Inc.; Author: Jean-Philippe Chapeau, Louis Porter, Jr., D'Anne Nelson and Linda Weygant-Robison

Tyrants of Saggakar: The ArchDespotate Of Faremh © 2015, First Ones Entertainment; Author: JP Chapeau



TYRANTS! SAGGAKAR

FAREMH

OVERVIEW

Proper Name: ArchDespotate of Faremh

Ruler: ArchDespot Gaztokell of House Ougozar (Male First One)

Government: Autocratic

Cities: Farelis *(SC), Hellsmere (ST), Spiderfen (LT)

Population:

Common Human, kaliban

Uncommon Anuka, cambion, drakonian, hajit, ptahn, skythian, others

Rare Hareen, kynean

Law: The law in Faremh leans firmly toward NE where the ruling class gets away with whatever it wants.

Alignment: Most people in Faremh are N with the ruling class leaning heavily to NE.

Religion: The Dark Pantheon and the Pantheon of Man are the two most followed religions in Faremh. However, a number of other, indistinct faiths exist (usually based off writings brought through the Mists).

Languages: Exodite is the language of the elite while by the lower classes use Common.

Currency: Faremh's coins are minted in Farelis and feature the motto "I claim you" around the face of the ArchDespot. Coins are the Raven (2cp, bronze), the Owl (25cp, bronze), the White Eagle (25sp, silver) and the Roc (250sp, silver). The ArchDespotate does not mint gold or platinum coins.

Standard Imperial currency is accepted everywhere in the ArchDespotate. Money brought through the Mists is quite common and traded at weight value rather than their original denominations.

Imports: lumber, mercenaries, metal ore

Exports: grain, slaves

Military: Faremh's military is mostly composed of light cavalry and large numbers of poorly armed slave infantry. The First Ones form elite units composed of highly skilled specialists (in either blades or magic). This makes Faremh's army appear rather weak and fragmented, but the ArchDespotate is quite willing to lose large numbers of slaves, usually

more than the ArchDespotate is quite willing to its opponents.

Capital Farelis (usually referred to simply as "Capital City")

HISTORY

For most of its early days, Faremh was a distant, minor province subjugated by its more powerful neighbors. An area of arable, mostly flat land between the mountains of Markhem and the Spiderfen forest, the lands were originally mostly forested. However, the forests were heavily harvested to build the Imperial Capital of Saggarak. Later lumber was sent downriver to build fleet of conquest. The result is that only a few large forests cover the land.

The name comes from one of the Imperial family's cadet branches dating back to Emperor Aren. The house's power came from the lucrative slave trade it derived from the Mists, and initially from the extensive lumber industry.

The Red Empress destroyed the former capital, Akafaremh, in the fourth century after the city refused her entry. Those she did not kill as her forces seized the city she sacrificed to the Dark Gods. A new capital of Farelis grew in the



TYRANTS! SAGGAKAR

following decades, but it was kept small to avoid the disaster of Akafaremh. To this day, most believe the land is cursed and should the capital grows "too big", some major calamity will befall it. However, how big is "big" is a hotly debated topic among the academics.

Early in the age of the Three Kingdoms, the House controlled the provinces of Brumis, Kyrel, Markhem and Rodaka, controlling the empire's breadbasket. The province was rich and powerful, rivaling and quarreling with the Kings of Ptoram. With time and rebellions, emperors divided the country, giving parts of it to loyal servants.

A century ago as the House traded their support to then-King Zukal's imperial bid in return for their lost provinces. The House imposed harsh tribute on the provinces and sought to enrich themselves even further in the hopes of an imperial bid.

For the past two decades, the ArchDespotate has been in the grips of internal strife. First, the Mists partially swallowed Markhelis, the capital of the province of Markhem. As the ArchDespot sought to save the city by spending vast fortunes to save the town, rebellious mercenaries in Brumis rose against their former masters, then the Lords Kyrel and Rodaka turned on each other, effectively declaring independence. In spite of the massive injection of funds and because of foreign money, the lords of Markhem

rebelled and broke away.

The loss of so much terrain in a short period crippled the archdespotate's ability to wage war and to reclaim the territories it lost. Abandoned and surrounded, the ArchDespot turned inwards to ensure the loyalty and support of his people. Poorly armed slaves constantly battle in the great arena of Farelis to the delight of the citizens.

A few of the more astute are beginning to notice that other than a few champions, very few of the surviving slaves make more than one or two appearances in the games. The many members of House Faremhi have been gathering anyone with combat and magic skills. What is unsure is whether they plan to use them against each other or against external enemies.

Faremh has few large settlements, but a number of small ones. This ensures that newcomers quickly encounter civilization where slavers can claim them.



TYRANTS! SAGGAKAR

THE CURSE

For its many blessings: its clement and temperate weather, its limited rainfall, its access to mines in the south and lumber in the north, and ample farmland. For all these, a deadly curse weighs upon the ArchDespotate.

Its previous capital, Markhelis, grew too big and the Mists swallowed most of it. This precipitated the breaking of the kingdom of Faremh.

A number of scholars and mystics seek to find a way to lift or divert this curse somehow. The ArchDespot spends a fortune trying to discover more. However, the nature of the curse is linked to the Mists.

GEOGRAPHY

Faremh is a land of rolling hills. Along its western border, the vegetation becomes grassland with only the occasional shrubs the closer one gets to the Mists.

The Spiderfen Forest covers much of the north and northwestern border and separates the ArchDespotate from the mercenary bandits of Brumis and the barons of Kyrel to the north. This makes the forest a refuge for criminals seeking refuge. Hunting spiders and other monsters also make their homes here making the forest one of the areas few dare to enter. In spite of its many dangers, the Spiderfen Forest's lumber both funds and builds the successive archdespot's many building projects.

To the east lies the Assar Wastelands. The border there is dotted with fortifications and defensive works to keep the Assar tribes away.

The hills of southern border rise slowly up to the Markhem Peaks. This area sees a lot of traffic from the mines of Markhem.

The heartland is covered in farms and pastures. Castles, small settlements and ruins dot the landscape. The population is high but scattered across the landscape.

The many rivers that crisscross the landscape are often deep, swift and filled with dark, brown water. The bottom is

FARELIS

NE Large Town

Corruption +2, **Crime** +1, **Economy** +2, **Lore** +1, **Society** -4

Qualities Cursed (if it grows too big, it will be destroyed), great arena, strategic location

Danger +5

DEMOGRAPHICS

Government Autocracy

Population 4,500 (200 First Ones, 1,200 humans, 1,300 kalibans, 1,300 ptahn, 500 others)

Notable NPCs

ArchDespot Gaztokell (Male First One, old, autocrat)

Shin-Breaker (Male anuka, middle-aged, champion)

Corfell Treeshadow (Male, half-elf, middle aged, head of the Treeshadow Institute, planar scholar)

MARKETPLACE

Base Value 4,000 gp; **Purchase Limit** 10,000 gp; **Spellcasting** 5th

Minor Items 3d4; **Medium Items** 2d4; **Major Items** 1d4

The capital of the ArchDespotate is a very old settlement. The chronicles describe it as old when Saggakar conquered it. Great avenues link the most important buildings. Slaves huddle in tight multi-level alleys away from these. Accidents and repairs are constantly being done. Secret tunnels and passages on rooftops are common, all in addition to the sewer system.

The biggest draw to the city is the arena that holds thousands. The arena is the heart of the ArchDespotate: successful rulers put on lavish games. Keeping the population happy by presenting blood sports ensures a stable reign. Slaves seeing others with a fate worse than their own helps.

Gladiators are the lowest type of slaves, because few are ever equipped to stand a chance. The death toll is high; their lives are short; and the rewards rare. However, few gladiators manage to become heroes.

The Treeshadow Institute was founded less than a decade ago by a group of recent arrivals. They began a collection of tomes of knowledge from beyond the Mists. This collection has grown exponentially. The Institute allow access to the collection to all those able to pay a small fee.



TYRANTS! SAGGAKAR

filled with ancient logs that are highly prized for the color of their grain. However, many areas are infested with river monsters that actively hunt humanoids.

THE DESPOTATES

The ArchDespotate is split into many smaller holdings, known as despotates. These holdings typically center on a larger settlement and a few satellites. The overwhelming majority of these are ruled by a First One despot. A few are under the domination of non-First Ones, and those regimes tend to be even more brutal as those despots seek to prove that they deserve to maintain their power.

CITIES OF FAREMH

The ArchDespotate has many settlements, few much larger than a village. The largest of which is the capital city of Farelis (see sidebar). The ArchDespot rules from there and he rarely leaves the city.

The most important cities have sidebars in this document.

SOCIAL OVERVIEW

With the recent loss of prestige, the archdespot's power is not as strong as it once was, opening the door for opportunity. Houses Faremhi, Ougozar and Tioten fight for control of the land and influence. There are other, smaller houses, seeking to improve its fortunes by allying with or against the larger ones. This constant jockeying for position and power makes for opportunity: opportunities for the ambitious, opportunities for the unaffiliated, opportunities to win it all, opportunities to lose it all.

Local barons – called despots – rule their lands in autocratic fashion. They usually pay little more than lip service to the ArchDespot. They are mostly left to their designs as long as they do not openly plot against the government and their taxes are paid on-time.

Although officially there is a class of freemen, these poor wretches are forced to endure all kinds of ignoble works just so they

HELLSMERE

NE Village

Corruption +2, **Crime** +0, **Economy** -1, **Lore** +1

Qualities Extensive fortifications, untrained populace

Danger +0

DEMOGRAPHICS

Government Autocracy

Population 200 (100 humans, 20 skythians, 80 others)

Notable NPCs

Despot Qetneh of House Tioten (Male First One, old, autocrat, heavily senile)

Lady Hellebora (female First One, only surviving child of Despot Qetneh, former adventuress)

MARKETPLACE

Base Value 500 gp; **Purchase Limit** 1,250 gp;

Spellcasting 3rd

Minor Items 2d4; **Medium Items** 1d4; **Major Items** –

The small village of Hellsmere sits in a pleasant hollow amongst the foothills of the Markhem Peaks. Surrounded by a stone wall with a moat, five or so round towers, and a stone bridge leading to a barbican, the village projects an image of prosperity and power.

But as one nears the village, that image takes on much darker notes. By the stone bridge, cages hold a score of dying or rotting carcasses of bandits. A dozen skythian soldiers armed with bows stand at the far end of the bridge. They inspect every cart and look through every pack coming in, cast read magic on the entrants to note their master, then charge the gate tax before allowing traffic through. They perform their duties in a very efficient way.

Ruled by a mad despot, Hellsmere has managed to prosper in spite of a number of difficulties. The lands are quiet and stable, perhaps due to the Despot lack of interference in the daily lives of his people.

Lady Hellebora is his lone surviving child. She is well-liked by the locals and is a skilled archer and huntress.

can remain free. A number of them prefer enslavement to this “freedom”.

THE GREAT HOUSES

The Ougozar control the central and eastern sections of the country while the Faremhi are most powerful along the Spiderfen Forest and the north, and the Tioten control many



TYRANTS! SAGGAKAR

fortresses along the Assar border and in the Markhem Peaks. The fragmenting of greater Faremh reduced and segmented the powerbases of all three houses. Losing holdings affected their access to revenues and their prestige within the Empire as a whole.

The great houses wage economic war, trying to buy out and take control of any rival's possessions and means of sustenance. They wage military war on each other, usually through small armies of slaves. Few First Ones ever die in these engagements, and the slave who does kill one of the masters suffers severe punishment. They wage social war on each other, feeding rumors and ruining each other's reputations to gain an advantage in court.

SLAVES

Because slaves are constantly arriving through the Mists, their lives are not worth much. However, slaves who wield blade or spells are highly sought by the great houses.

In spite of the lack of resources, the ArchDespot and the rulers of House Faremh still believe themselves as major players in imperial politics.

An important element of Faremh's society is the constant influx of foreign elements into society. While most die shortly after arriving, a number succeed in carving out a life as part of the local society. Because of this, Faremh is one of the best locations in Saggakar to find members of odd or unique races.

Claiming a newcomer is quite simple: any First One must announce his intention to do so. If proven that a claimed one had been previously claimed (with a *minion mark* or similar), then the claim is invalid. Until marked, there is a lot of jostling, infighting and backstabbing over slave ownership. Claims made by servants of a First One are not legally binding, but are sometimes used by First Ones until they can claim the newcomer themselves.

CRIME

Each nation has a system of laws that classifies crimes into three categories: Capital, Serious and Minor, as defined below. Although the specific method of punishment varies from

place to place, the overall categories of crimes are constant across Saggakar.

Capital: These crimes include espionage, regicide, or treason, and conspiracy to commit such crimes. The penalty is death, but may include torture or necromantic transformation (usually transformation into a zombie).

Serious: These crimes refer to crimes that involve physical violence, massive property damage, or that prevent the government from functioning effectively. They include armed robbery, arson, counterfeiting coins, kidnapping, murder, and illegal slave trading. The penalty for such crimes vary greatly depending on where they are committed, many result in slavery, torture or confiscation of goods and titles.



TYRANTS! SAGGAKAR

Minor: These crimes usually refer to those where the impact do not include violence, such as burglary, petty theft, and embezzling. Penalty usually involves time in the stocks, whippings, and fines.

LOWERING PUNISHMENT

In the Legacies Campaign, PCs with a favor point from a powerful faction in the nation where the crime was committed may spend a favor to lower the gravity of punishment one step: from serious to minor and minor to none. Use of multiple favors can lower the severity by multiple steps.

Crimes dropped down from minor are commuted to a fine equal to 10xlevel of the offender in gold pieces. These fines usually end up in the magistrate's pockets. A DC 15+APL Diplomacy check further drops the bribe to one's level in gold pieces, doing so is usually considered an admittance of guilt – or that some crime did take place.

ADVENTURE LOCATIONS

The ancient ruin of Akafaremh at the headwaters of the White River is the subject of frequent expeditions. Story goes that the Red Empress reduced the city because it refused her entrance. The magic she used spawned new types of monsters whose descriptions are impossible to define. The ruling class often has contests where they send bands of slaves to “explore” the ruins, few participants ever return.

There is a story of a great treasure lost in the Spiderfen Forest. Two decades ago, the archdespot's younger brother was escorting the pay chest to mercenaries in Brumis. Rumors say the swamp swallowed the convoy and almost

everyone with them. Tales of dragons, great demons, and even of swamp gods abound as to what actually happened.

The Great Arena in Farelis is home to many slaves. Despots and masters trade these would-be gladiators like a hot commodity and even foreign trainers pay attention to the new arrivals.

The Foreign District of Farelis is home to a varied and unique gathering of slaves. It houses the Treeshadow Planar Institute. This institute, run by a half-elf priest, seeks to understand the nature of the Mists in relation with other planes. They keep extensive travelogues of their voyages beyond the Mists. For nominal fees, they allow others to consult these tomes.

In the Mists to the West, a number of wardstones placed there centuries ago blink in and out of the Mists. They are supposed to serve as anchors, but their power seems to be fading as many vanish in the Mists.

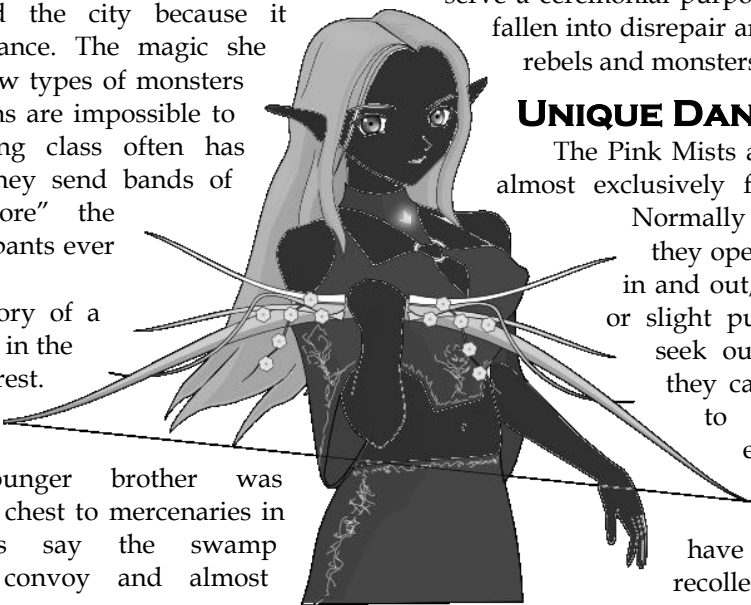
The village of Hellsmere in the foothills of the Markhem Peaks in southern Faremh is an important entry point for goods traveling south into Markhem or north into the ArchDespotate. Its baron is senile and a little crazy. However, the village administration is efficient and its guard alert and well trained.

South of Hellsmere, one can find the Dark Path, a passage through the Markhem Peaks barely wide enough for a pack mule. It used to serve a ceremonial purpose but it has since fallen into disrepair and is now home to rebels and monsters of all kinds.

UNIQUE DANGERS

The Pink Mists are a phenomenon almost exclusively found in Faremh.

Normally dull grey, when they open to allow traveler in and out, they glow a pink or slight purple hue. Slavers seek out locations where they can wait for people to exit. Like everywhere, those who emerge from the mists have little to no recollection of where



TYRANTS! SAGGAKAR

they came from or who they are. Although the mists also glow in other places, they have that distinct shade only in Faremh.

Slave alley is an area along the western Mists where slaves frequently emerge. It is a place where bounty hunters of every skill and organization scour constantly for new arrivals. Only a few inhabitants live in that area, most of them powerful enough to remain free and independent.

PLOT HOOKS

Not only the gladiators are sought commodities, wild beasts of all kind fetch a high price at the arena. The great houses seek to outdo each other in lavish and expansive games. Finding and bringing back rare beasts for the arena are a great source of revenue. If only the beast themselves were as dangerous as the bands of cutthroats trying to steal or kill the beasts before they can make it to the arena.

Adventurers with means and power can set up or take over one of the many abandoned keeps across Faremh. Taking over such a keep requires funds but also a willingness to protect and defend one's claim. This is a good way for PCs to gain some measure of independence from their masters.

MAJOR NPCs

ArchDespot Gaztokell Head of House Ougozar, the ArchDespot seeks to avenge his loss of the "provinces". He constantly plots to retake his lost lands. However, Faremh is not capable of maintaining an effective, sustained campaign of conquest. He seeks to expand and ensure his powerbase through dynastic weddings and strategic alliances. He harbors a particular hatred of the Empress-Dowager and seeks to undermine her efforts across his domain, not overtly but often.

Despot Pirith Ruler of Spiderfen and a member of House Faremhi, he is stuck in a three-way tug of war with his wife Vronka and his brother Theewa. All three constantly fight

SPIDERFEN

CE Small Town

Corruption +4, **Crime** -1, **Economy** +1, **Society** -2

Qualities power struggle, strategic location, timbertown

Danger +10

DEMOGRAPHICS

Government Overlord

Population 1,500 (100 anukas, 200 humans, 400 kalibans, 200 ptahn, 200 skythians, 400 others)

Notable NPCs

Despot Pirith (male First One, ruler)

Ur'Ta'Sha'Le'Mnazzar (male hajit, head diplomat)

Lady Vronka (female First One, despot's wife)

MARKETPLACE

Base Value 1,250 gp; **Purchase Limit** 7,800 gp;

Spellcasting 4th

Minor Items 3d4; **Medium Items** 1d6; **Major Items** -

Nestled by the Spiderfen forest, the town of Spiderfen grew out of the timber industry. Saw and paper mills surround the city, owning more than half the town's slaves. With the massive influx of money, bloody games are held regularly to keep the populace in line.

Easily one of the most cosmopolitan towns in the ArchDespotate, Spiderfen imports a large amount of slaves to work in the deadly lumberyards.

Despot Pirith, his wife Vronka, and Pirith's brother Theewa vie for control of the city and its riches. This struggle splits the locals in a clandestine civil war where murder, blackmail and slave theft are common. Because of it, the city has nearly descended into an open battlefield, which is only barely contained. Rebel factions and foreign support from Brumis to the north only add to the instability.

To prevent violence from breaking out in the streets, the First Ones play a variety of little games with each other. These games are usually deadly and pit unknowing or unwilling slaves to take the brunt of the damage. This entertainment is highly prized and highly praised by the local nobles and courtiers.

the other in a series of minor battles fought through intermediaries.

Despot Qatneh Ruler of Hellsmere and a member of House Tioten. His mind is failing in his old age. In spite of him, his town operates



TYRANTS! SAGGAKAR

quite effectively due to an effective and well-organized bureaucracy

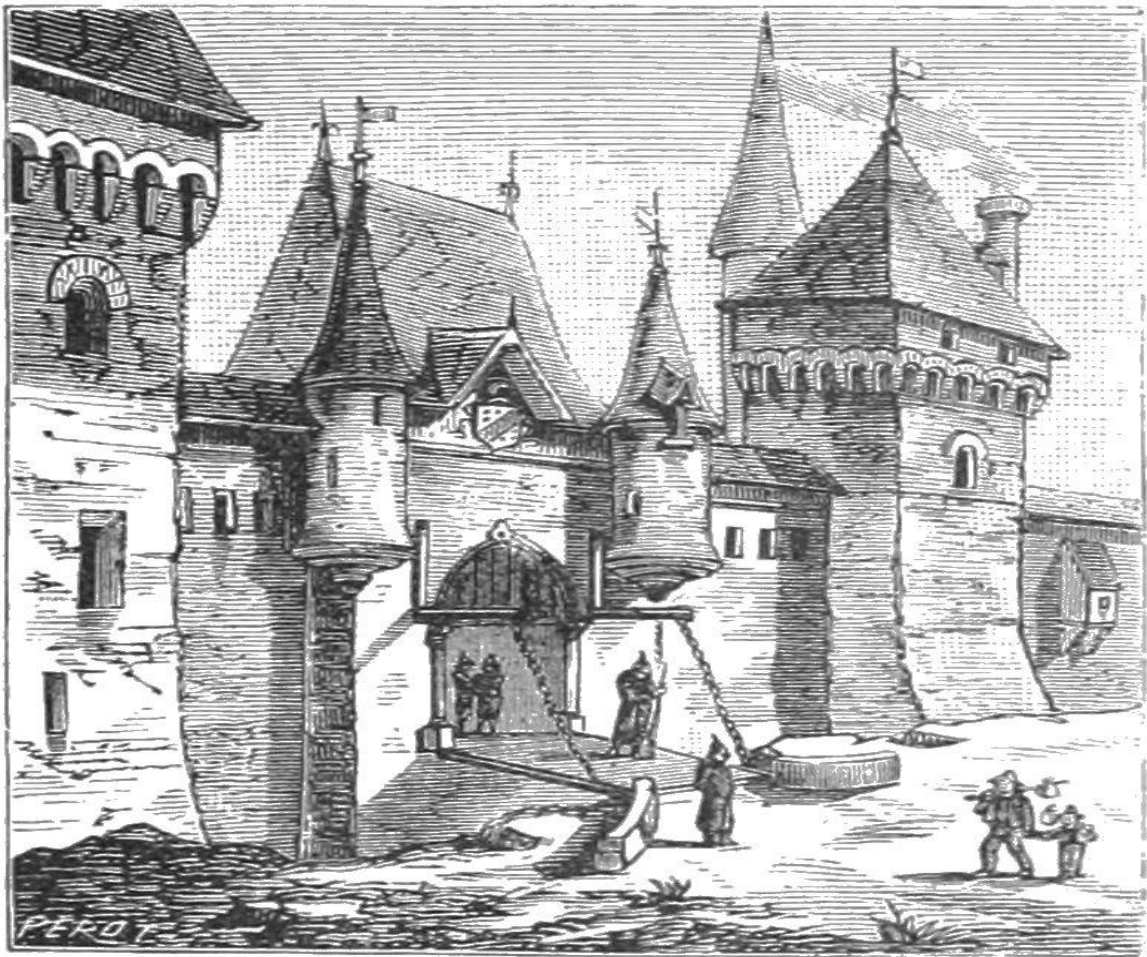
Lucrezia A scion of House Faremhi, Lucrezia actively hunts the area near the Mists trying to take over the area to ensure that she and her family can control the inflow of new slaves. She hires adventurers frequently to help her achieve her goals and has a reputation as a fair, but cruel and merciless woman.

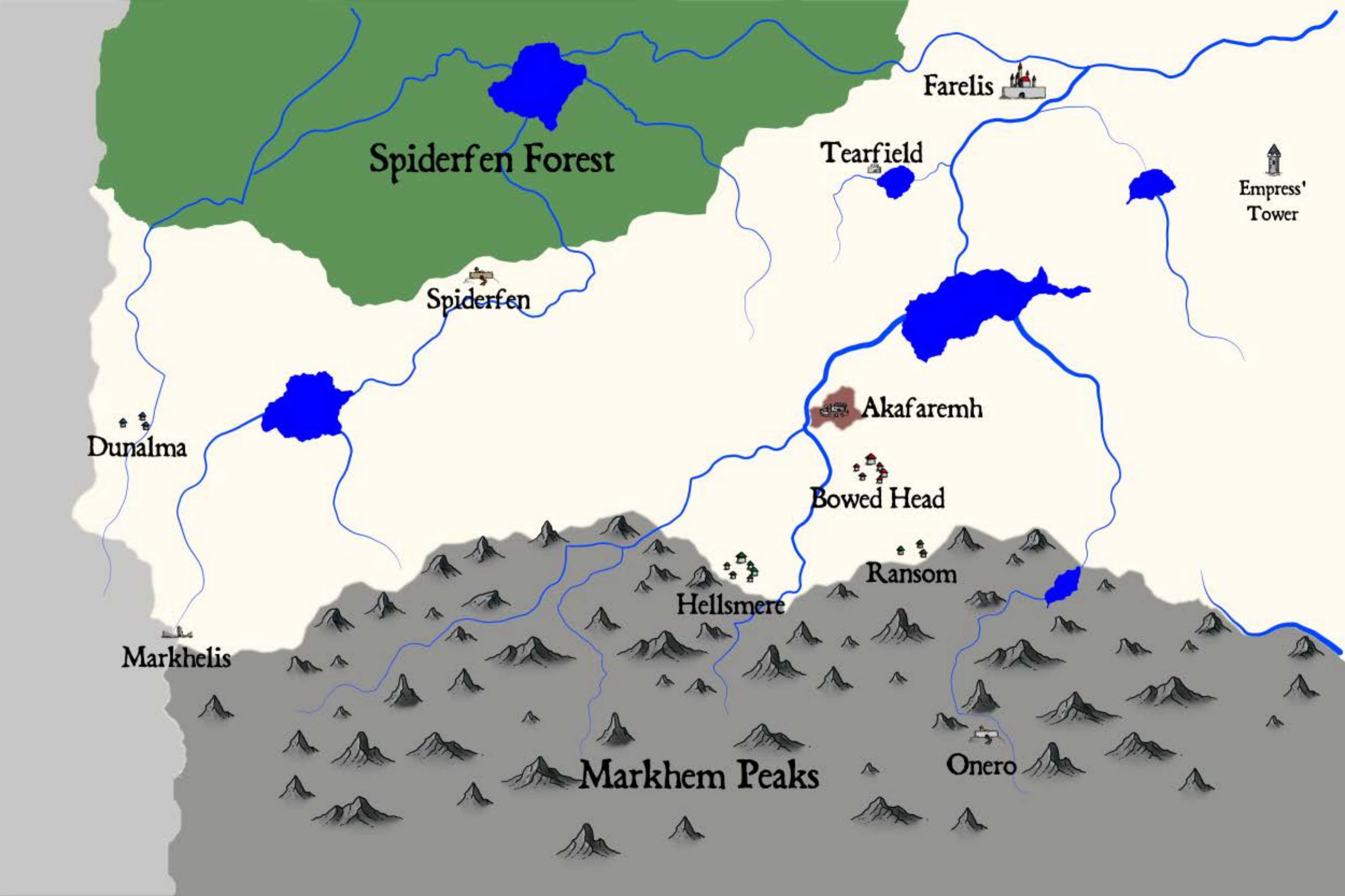
Shin-Breaker This massive anuka is the current arena champion in Farelis. Though renowned for his brutality, he rarely kills his opponents. Instead, he beats them senseless in bloody but ultimately non-lethal means. Belonging to the ArchDespot, Shin-Breaker is kept satisfied at the head of a large harem. His fights generate much interest and bring in funds from across the empire. Tales of his exploits far outweigh the actual events.

Corfell Treeshadow This aging half-elf

priest of a deity he cannot remember (now reformed to Keron) came through the Mists in chains. He earned his freedom in the arena and was allowed to retire. Using his own funds, he gathered books dealing with the world beyond the Mists. He since made a small fortune for himself serving as a librarian. He funnels funds and money to freedom fighters and anyone who oppose the ArchDespotate and First One oppression.

Melnie Underley "The Fox" This middle-aged human female came through the Mists about a decade ago. A trained and competent diviner wizard, she made herself invaluable to the ArchDespot by warning him of betrayals and secret threats. In a few short years, she surrounded herself with a veritable army of spies. Her nickname comes from her banner which depicts a leaping fox.





Spiderfen Forest

Farelis

Tearfield

Empress'
Tower

Spiderfen

Dunalma

Akafaremh

Bowed Head

Ransom

Hellsmere

Markhelis

Markhem Peaks

Onero