



PLAYER'S GUIDE

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Opinions on Atruaghin

If you want to make the next fortune, it will be found at the top of that plateau. Let me tell you, son, it's an untapped market just sitting there, and they will sell it for beads and cloth. They love bright colors. Just remember nothing made of metal, or else it's your head. You take those pots, blankets, and the jewelry, and you send it to Thyatis, Norrvik, and Dengar, and you increase your profits fivefold. They are a primitive people with no concept of the value of gold, so be sure to exploit it.

-Bors Anjou, House Franich Merchant

When you get to Whale Bone Island, you listen to what the old scarred man has to say. He knows more about whaling than both of you. Remember it's their island, we're just visitors. Be grateful for that. There's plenty of room for all of us. Help out when and where you can. When you are there you are under their supervision, don't talk back, don't slack off and don't embarrass yourself and you'll do fine. You'll go to sea only when he says your ready and not a second before. Oh, and remember to tell Kusinet he still owes me for those tools he borrowed.

-Jaq Cao, Ierendi Whaler

Murderers and thieves, the lot of them. They come in the night, looking for slaves. They come from that cursed city of theirs to the west. Because of those blighters, we have to keep the bonfires at the city's edge-lit through the night. If we had the numbers, I'd say go in and clean them out. Course the last group that tried that disappeared without a trace, right now we all sleep uneasy with weapons nearby.

-William the Cutter, Port Tenobar

Second subject has expired. Cause of death due to exposure to magical energies in an attempt to test their threshold against sub-freezing temperatures. Waiting for delivery of third subject for testing. New subject is again from Atruaghin stock, exactly as previous test subjects, a primitive people with stone-age technology good for little other than experimentation. Subject is physically fit yet mentally deficient, a typical trait of his people. Subject possesses his people's superstition against metal, pointing to their culture's inferiority. Subject's lung capacity will now be tested against vacuum.

-Sofia Forza, Glantrian Wizard

Look at these plants that merchant prince sold us. We've three new types of corn and tobacco richer than anything I've ever seen. I can replace my potato plants with the new species they brought and double the yield! The merchant said they were from Atruaghin, with seeds brought from the top of the plateau. He left me a seed catalog for everything they sell; if I had the gold, I would buy it all. These plants aren't cheap at all. Of course, if I had the coin, I could visit myself. Anybody who can create plants like this can't be all bad.

-Daelin Buckleberry, hin farmer

Sheer scope of the plateau is insurmountable. Bear Clan cities would require assault under fire against natural formations at an impossible height for siege weapons. Tiger Clan is isolated and openly hostile to neighbors. Tiger Army lacks arms and armor sufficient to withstand an assault. Suggest that is our primary target, any attack against the plateau itself is suicide.

-Hans Brecht, Thyatian engineer

What do they call those creatures again? Armadillos? They are so ugly, and it's adorable. I must have more. Tell the ambassador to purchase more on his next visit. I want my zoo full of them. And double my offer for those totem poles, they will look perfect arranged around my pool. I don't care if the Turtle Clan says they are not for sale. Offer them an elephant for every totem pole they will provide, money is no object. Bring me some buckskin; I will make it the next court fashion this fall!

-Rajadhiraja ul-Nervi of Sind

I didn't ask if they were selling them, I'm telling you we need more jewelry from those backward barbarians. I just sold a dozen authentic Atruaghin turquoise jewelry for ten times what I paid for it to some Alpathian noble. She told all her friends about how rare it was. Now I need a hundred more pieces, and I don't care from where. You slap the word Atruaghin on anything you increase the value by at least double. So get me more. Steal them, smuggle them, counterfeit them. I don't care how.

-Mirr Quickhands, Minrothad trader

You'll see a herd of bison on your left, a creature native to the Atruaghin plateau, and found nowhere else in the known world. These creatures number in the hundreds of thousands here, feeding on the grasses only found locally. Over the right wing there, you can see Atruaghin braves starting their hunt for these majestic creatures. Whoop,s we seemed to have spooked the bison, and the braves aren't happy with that judging from their arrows headed this way. Time to go, folks!

-Bollo Parr, Serraine tour guide



THE KNOWN HISTORY OF THE ATRUAGHIN

Inside the warmly lit hut, Unaduti Skunk Hair was getting ready for guests. The Owl Tribe was the traditional home of the few wizards that the Atruaghin people had. The wizards of the Elk Clan kept with the Old Ways. As repressive as the clan was to the arcane studies, they did leave the tribe alone, something the wizards appreciated.

But today was different because today, the Elk Clan was sending numerous children to be educated on the history of their people. The Atruaghin have a written language but rarely used it. Only the library of the Spider Clan held a written history of the people. Unaduti knew that having the children just read the vellum scrolls would bore them. Instead, he called in a favor from one of the oldest creatures in all of Mystara, a fey the Atruaghin called the Sani Hoya Asdzaa, but the rest of the world knew as the Forwyn Oedran. The creature was all too happy to help, as her kind was

known for their love of preserving history. The one that had occupied the area around the Great Plateau was known as Wi-No-Na, and though she was mostly unknown outside of the Spider tribe, she was one of Atruaghin's oldest and most loyal allies.

Unaduti made last-minute preparations for the children that were going to arrive at any moment. This wasn't his cabin; instead, the tribe had allowed him to use one of the larger buildings that were used to test spells. Typically, children wouldn't be allowed anywhere near the building, but there were over fifty about to arrive, and it was the only place that comfortably holds many people.

The giggle of children outside let him know his guests had arrived. The doors opened, and the children ran into the room, each trying to get the best view of the upcoming history lesson. The children came from all the tribes of the Elk Clan except for

the Spider tribe itself. Unaduti's tribe taught its children from an early age, so the lesson today was something they had already heard numerous times before. A few minutes later, the children had all found their seats, and Unaduti could finally start.

"Welcome children, so good, so see so many of you here. Today is special as we have a guest to teach you about the history of our people," Unaduti smiled as he greeted the children before him.

"I was told there was going to be magic! My father said this is where all the wizards live," a girl from the Bobcat tribe shouted out.

"I was told that magic eats your soul, that's why the wizards are banished to the deep forest away from the rest of the clans," a boy from the Squirrel tribe shot back. The Squirrel tribe was long the enemy of the Owl tribe because the former disliked magic.

Unaduti laughed at the questions of the children. He was above the politics of other tribes, concerned only with his studies. He calmed the class by clapping his hands. His enormous size seemed to fascinate the children. He was by far the largest man from their clan they had ever seen.

"No time for magic, unfortunately, but it is time to meet our special guest. Wi-No-Na, will you come forwards and greet the class?"

From the very back, a young girl stood up and began to walk forward. The children hadn't noticed her because she was behind all of them and had covered her head with a shawl. But it was apparent she was not from the Atruaghin; she wasn't even human from her features. Her skin was pale and flawless, her hair long and black as a raven's feathers. Her eyes seemed too large if you looked into them long enough. As she walked, a transformation began to take place as she began to age rapidly. By the time she reached the middle of the room, she was a middle-aged woman with gray streaks in her hair. When she finally reached Unaduti, she was ancient and had to lean on him for support.

"She's a witch! My father was right about the Owl tribe! We should have never come here! They want us for their magic experiments!" One child stood up and shouted, pointing at Wi-No-Na.

A young girl stood and shouted at the first child. "She's not a witch; she's one of the nūñē'hī, the forest spirits. My grandmother used to tell me stories about them when she put me to bed."

"She's a hag! She wants to eat us!" Another terrified child cried out.

"Children, if I may," Wi-No-Na finally spoke. All the children's eyes turned towards her. She stood up straight, ignoring her frail appearance.

"Please don't eat us," one of the children begged.

The fey's appearance once again changed as she became much younger, time reversing itself on her face until she was a young woman with a warm smile. "Is that better?"

The children all nodded in unison. One finally got the courage to talk to her directly. "What are you?"

"In your language, I am called a Sani Hoya Asdzaa, a woman of wisdom. The men of coin call me a Forwyn Oedran, and yet others call me a Crone of Ages. You may call me Wi-No-Na. I am very pleased to meet you."

"Are you a nūñē'hī?"

"No, I am related to them, but I am not one of their number at all. Now, who here wants to hear a story?"

The children nodded together, and Wi-No-Na and Unaduti sat down in front of the children to make them more comfortable.

"A long time ago before the Great Plateau, your people were as one, and they called themselves the Azcans. They built large cities and flourished. But their neighbors, the Oltec, were warlike and conquered everyone around them, including the Azcans. The Azcans waited until the Oltec were distracted and then rose up, and a great war started between the people."

A small girl raised her hand. "Who won?"

"Neither of them. There was a disaster far away that turned the sky black and red, fire fell from the skies, and the Oltec people perished. Only a few Azcan were left

after the Great Rain of Fire ended. They hid in a plateau like this one, only much smaller until it was safe to come out."

An illusion of the meteors from the Great Rain of Fire filled the room over the children's heads. The sudden gasps amused Unaduti as he ended his illusion. Wi-No-Na glanced at him sideways and smiled.

"After it was safe to come out, the leader of the Horse tribe decided he wanted to rule all of the Atruaghin people, and his tribe began to demand all the other tribes bow down to him."

"Tahkati Stormtamer!" A smart boy shouted out, proud of knowing the answer.

"Correct, you are a wise young man. Tahkati allied many of the tribes to the Horse tribe. Together they became the Horse Clan that lives on the western portion of the plateau today. The tribes that would not join him he conquered by force. He harshly ruled, but he kept his people safe from the humanoids and others that threatened the Atruaghin. Eventually, he was raised to the ranks of the Immortals because of his deeds."

"But now his children raid my village in the middle of the night and steal our horses and food!" A boy from the Trout tribe protested.

"Yes, they do. They always take what they want, that is the way Tahkati instructed his children. They long for battle, but they have no one to fight."

"I hate them. I wish they would die!" The boy snapped.

"Don't worry, if they get their way they won't live around you much longer. But on with the lesson children. The Horse Clan ruled the Atruaghin for centuries, finally

allying with the Sidhe court, the creatures you know as the nūñnē'hī. Though the nūñnē'hī have been separated by the Great Plateau, their leader who calls himself Chief Haw-Haw has never broken his agreement."

"Chief Haw-Haw? What kind of name is that?" another boy shouted out.

"It's a dumb one. He does love all things about your culture, but unfortunately, he doesn't quite understand it. So he copies you."

"He could just visit us, and we can tell him about us," a girl suggested.

"I don't think he realizes this; maybe when you grow up, you can tell him yourself," Wi-No-Na smiled.

"I will do just that then!" the girl smiled back at the fey.

"Centuries passed with your nation under the control of the Horse Clan. But then the man who would give your people their name arrived. And what was his name?"

"Atruaghin!" All the children shouted together.

"Correct. He was a great leader, challenging the rulers of your people, defeated them, or convinced them to join him of their own free will. He ruled for centuries, unable to age and stronger and wiser than mortal men."

"Was he a nūñnē'hī?" a voice called from the back.

"No, he wasn't one of the good folk. We don't know what he was. He said he came from a distant land similar to yours, where he ruled as a king until he was overthrown. But he never explained where that land was or if everyone there was a long-lived as he was. Even my kind want to know his secrets, but he took that knowledge with him when he became immortal."

"So why don't you ask him? Aren't you Immortal too?" one of the children asked earnestly.

Wi-No-Na forced a smile. "I'm afraid it doesn't work that way. My people are different from the Immortals. Neither of us age, but for different reasons. The fey have always been around, but we can't create more of ourselves. Your Immortals were once mortal, and because of that, they don't think they need our help."

"So, you don't like Atruaghin?"

"It's not like that, it more we are neighbors who never speak to each other. Atruaghin has his interests, and I have mine. We don't cross paths, that's all. Now, who wants to hear more about Atruaghin?"

Hands went up across the room, and the children were enraptured by the creature speaking to them. For many, she was the first nonhuman they had ever met in their entire life.

"Atruaghin ruled fairly and openly

for two centuries. He took a mate, does anybody know her name?"

"Ahmanni Turtlerider!" The same boy that knew the founder of the Horse Clan spoke up again.

"Right you are! But because Atruaghin didn't age, he couldn't marry Ahmanni. Eventually, Atruaghin grew curious about why he didn't age, and he left to seek answers. But first, he created the other four clans and gave you his rules, the same rules that you live by today."

"But where did he go?" a curious child asked.

"He traveled the world. I met him personally when he was leaving for what outsiders call Alphonatia. He doesn't remember me, but he was going to centers of learning to discover the cause of his eternal youth and learn of the history of his adopted people."

"Where's Alphonatia?" a timid voice from the back asked.

"It's across an ocean far to the east. It's a land of magic where blue-skinned people from another world live in flying cities, and everyone is a wizard."

"You made that part up!" a boy from the Squirrel tribe claimed.

"You're right, that was just a story. But Atruaghin did leave, and unfortunately, when he left, the foul orcs decided to attack. The Horse Clan was at first spared the ravages of the evil orcs, but eventually, they too were conquered. The orc enslaved your ancestors for four hundred years until Atruaghin returned, having aged not a day."

"And then Atruaghin killed them all?"

"Not by himself, Atruaghin called out for his people to rise up at once against the orcs. Many of the



Atruaghin died, but the orcs were finally defeated and driven from your lands. And do you know what he did next?"

"He made the great plateau!" the clever boy called out. It was apparent he had studied his history.

"That's right. Atruaghin used all the magic he had learned to raise the Great Plateau out of the ground, just like the plateau that had kept the ancient Azcans safe from the Great Rain of Fire. But Atruaghin's magic wasn't as strong as he thought. When it was done three of the tribes were safe on the plateau, but the Tiger and Turtle Clans were just

outside of the magic and cut off from their cousins by the very plateau that was meant to help them.

Atruaghin didn't have the strength to create a plateau large enough for all five clans. He used up all the magic items he acquired during his travels and all the magic he had learned. But his effort was enough for the other Immortals to recognize him and make him one of their own."

"Is that why the Tiger Clan turned evil?"

"No, that tale is far more tragic. Yes the isolation from the other clans didn't help, but the Turtle Clan was isolated and they did not turn to evil. The reason behind the Tiger Clan's corruption was an Immortal called Atzanteotl."

"Atzan..." one of the kids tried pronouncing the evil Immortal's name.

"Te-o-tl. It's not easy to say. I know."

"Who is he?"

"They don't teach you about him do they? No, I don't suppose they

would. He is one of the vilest Immortals to have ever lived. He liked to corrupt things and watch the world burn because of it. He claims to be the original patron of the Azcan people and claims Atruaghin stole you from him."

"Why would we ever worship an evil Immortal?" a child asked innocently.

"That's a good question. For the Tiger Clan it was because Atzanteotl made their patron, Danel

Tigerstropes feel underappreciated.

Danel was tortured by the orcs.

They left him with the scars that made him look like a tiger. Danel needed someone to hate because he couldn't hate the orcs any more. So he was convinced to hate Atruaghin for abandoning his people."

"But Atruaghin saved us!" a girl protested.

"Yes he did. But Atzanteotl convinced Danel and the Tiger Clan that the orcs would have never invaded if Atruaghin had never left. He also convinced them that he could protect them since Atruaghin left them defenseless. So the Tiger Clan left behind the teachings of Atruaghin and began to worship Atzanteotl. But because of the Great Plateau, the Tiger Clan could not strike in full force at the rest of the clans, leaving them to direct their wrath at the Turtle Clan and the nūññē'hī."

"Why do the Tiger Clan attack the nūññē'hī? They are our friends!"

"The Tiger Clan are no longer Children of Atruaghin. They hate the Old Ways, and they hate their cousins. Hate is the only thing they know anymore. They could only take their wrath out on the Turtle Clan, but to get to them they had to go through the Singing Forest, home of the nūññē'hī. The nūññē'hī

didn't like that."

"How can the Tiger Clan fight the nūññē'hī? They are the spirits of the forest, you cannot fight a forest." A young girl protested.

"They don't fight them well. The Tiger Clan hates them more than any others, but the nūññē'hī cause their warriors to get lost, drives off their livestock and makes their crops grow sour."

"That's not a fair fight." a voice from the back shouted.

The fey let out a slight smile. "No it's not. But the Tiger Clan likes to fight, and they don't care who they fight. But on with the lesson. The Atruaghin tried to settle down and adjust to their life now that most of them lived on the Great Plateau.

The Horse Clan, greatest warriors of the Atruaghin hunted the buffalo and fought any monsters that found their way to your lands. The Bear Clan built great cities into the very cliffs of the land. The Turtle turned towards the sea to stay alive, cut off from the others. And the Elk maintained the Old Ways free from the corruption of outsiders.

"That's because Atruaghin knew best for our people and we should never doubt him!" A girl from the Squirrel tribe boasted.

"During a trying time because of a bad winter the four clans decided to unite as one and present a single face to the outside world, and the Atruaghin Confederation was born. Every clan would help the other clans in time of need, and laws were passed so justice could be handed out if one member of a clan wronged another member of a clan. And it was the Elk that took charge of the Confederation."

"But our chief said the Confederation is falling apart unless

we force other to comply," said a boy from the Bobcat tribe.

"Everything changes, time makes sure of that. Except me. There's a reason why the confederation is falling apart, does anybody know why?"

"Because the other clans have turned their back on the Old Ways and are only looking out for themselves now," the same boy replied.

"It's much more complicated than that. How old are you?"

"I'm nine."

"Let me ask you this, have you ever met a member of the Bear Clan?"

"They bring the caravans in."

"What about the Horse Clan?"

No, they are raiders and thieves, and I hope never to meet one."

"Okay, what about someone from the Turtle Clan."

"No, they live at the bottom of the plateau. They can't get up the cliff." Wi-No-Na stood up so the children could see her better. "Okay, everybody raise your hand if you've ever met anyone from the Turtle Clan."

Not one hand went up. The children looked at each other confused.

"And you've found the problem. When the Great Plateau went up, the Turtle Clan was left behind. The Horse Clan, the greatest of your warriors, was left with nothing to fight. The Bear Clan was the only one that had any contact with the outside world to the north."

"But they should still keep to the Old Ways as we do. The word of Atruaghin is still the law." The boy responded.

"Well, unfortunately, outsiders have made it impossible to stay isolated because the outsiders desire to

trade or believe that all Atruaghin are like the savage Tiger Clan because that's the only clan they meet."

"But we're nothing like the Tigers," a girl in the back protested.

"And I never said you were. But for the men of coin, they have endured the attacks of the Tiger for many years. The men of the islands share the same waters with the Turtle Clan; it makes sense that they would learn to live together. The Bear are the only way up the plateau; anyone who wants on the plateau must deal with them."

"But what does this have to do with the Elk? We keep to the Old Ways, we do not associate with outsiders," another child shouted out.

"A confederation only works if everyone keeps with the laws. Your confederation required that the Turtle Clan remain loyal to its cousins, cousins most of them have never met. The Horse Clan want to fight. They nearly started a war with the Bear Clan over stealing their sacred animal. The Bear were long the poorest of the clans, and now they have enriched themselves through trade with the men of coin."

"Those men from Dar-O-Kin are to blame. They brought outsiders to our lands," an angry boy shouted out.

"They only arrived when the Bear Clan invited them. The men of coin could not have created their World Elevator without the help and permission from the Bear. And the Bear profited greatly from the merchants that came with the builders."

"But what does that have to do with the Elk?"

"You think the new crops that you are eating came from this plateau?"

Your elders bought seed from a race called the Hin, who share your clan's love of farming."

"That's different; the Old Ways say nothing about taking plants from the low lands."

"And how would you have gotten the plants? The hin did trade seed for seed through the men of coin, but the men of coin got the seed from you."

"The Elders would never violate the Old Ways like that."

"You have to realize the Turtle Clan is in the confederation in name alone. They have no contact with you. Instead, they are closer to the men of sand and the men of the islands. The Horse Clan is tired of just hunting; they want to wage war like in the days of blood. But they honored their agreement and did not wage war on you or the Bear. But now they see there is plenty of war to be waged in the low lands. Your confederation is now down to three members, and one of them wants out."

"But how do we save it?"

"Why does it need to be saved? Why should the Horse not wage war on the orc, like in the days of old? Or the Turtle Clan be allowed to make friends with the men of the islands? Unaduti stood up and stretched.

"Children, unfortunately, it is time for you to return home. Thank you for coming here."

Multiple children expressed displeasure but shuffled out. Wi-No-Na waved as they left. Unaduti asked her. "What do you see in them?"

"A chief, a warrior, a wizard, a killer, a saint, and immortal and three that will die before their time."

"Which one is which?"

"That's for them to decide."

Atruaghin Classes

The clans have all the traditional human classes present, even wizards, despite the Atruaghin aversion to arcane magic. While the vast majority of Atruaghin adventurers are fighters, every clan has some number of each class.

Cleric. Clerics are typically rare among the Atruaghin except for the Tiger Clan, since the majority of their religious leaders are shamani. Atruaghin that have left the plateau or follow the entire pantheon of their people are more likely to be clerics than shamani. Of the Atruaghin that follow the path of the cleric, almost all of them transition to druid when the opportunity presents itself.

Clerics are held in great esteem by the Atruaghin, with the same respect as the shamani. Not many Atruaghin worship all members of the Atruaghin pantheon, but those that do are held up as examples of maintaining the old bonds of the confederation. On the rare occasion when an undead menace threatens the Atruaghin, their clerics are expected to be first to respond to the threat.

Fighter. Every one of the clans has large numbers of these because of the culture of the Atruaghin people. Atruaghin braves, because of their cultural disdain for metal weapons and armor, rely on their dexterity and stealth to avoid stand up fights with the monsters that stalk the plateau. Their traditional weapons are bows and tomahawks, though spears and war clubs are also common.

The Tiger Clan alone wears heavy armor, most of it taken in raids. The Turtle and Horse Clans also

wear armor, made from turtle shell or bone, though the Horse Clan will gladly wear magical metal armor taken in raids.

Magic-Users. Wizards and similar spellcasters are exceedingly rare among the clans. Only the Spider tribe from the Elk Clan openly welcomes them. The Tiger Clan actively hunts wizards, causing them to flee their tribe. Wizards in other clans will often seek different lands or join the Spider tribe for protection.

The few wizards that stay with their tribe are hampered by prejudice, even when they use their magic to defend their people.

Thieves. Rogues found among the Atruaghin have a different role than in other lands. Pickpockets and trappsmiths have little to do in the communal and technologically backward plateau. Instead, they rely more on stealth and climbing to

aid their clans. Their ability to backstab is used in hunts where they can injure an animal before the rest of the hunters can close.

A growing number of Atruaghin rogues have used their new status in other nations to defraud the merchants and nobles of their neighbors, especially in the Bear Clan merchants.

Shamani

The shamani are powerful yet humble people. They are typically of lawful alignment and are the most influential of the Children of Atruaghin, for they claim to be in touch with his energies. It is through the shamani; the clans believe that Atruaghin speaks his will. Thus, the voice of a shamani is always treated with respect, even awe, by any member of the clans.

Shamani are similar to the Known World clerics as they oversee the mystical practices of the Atruaghin



Clans. The main difference is shamani hold to the Old Ways set down by Atruaghin in the code he left for his people when he ascended to Immortality. In addition, shamani have much in common with the mysterious druids found in dark and secluded wildernesses. They are not trained in combat, fighting as magic-users, but do manage to keep themselves in shape due to the nature of many of their devotions. Atruaghin blesses Shamani and, thus, can employ some potent magical spells.

Shamani have two prime requisites, just as do the demi-human classes: Wisdom and Constitution. A shamani character with a score of 13 to 15 in both of these attributes receives a 5% bonus to all experience points awarded for an adventure. If the character has scores of 16 or higher in both of these attributes, the bonus is increased to 10%. Players and Dungeon Masters should note that the ratio of ability scores to experience bonuses are not the same for shamani as they are for other humans or demi-human characters. Atruaghin demands much of his followers, and even more from their spiritual leaders.

Class Information:

Hit Dice: d6 per level up to 9th level. +2 hit points per level, and Constitution adjustments no longer apply.

Armor: Restricted to leather and shield. Can never use metal armor.

Weapons: Any non-metal weapons.

Shamani use the magic-user chart to attack.

Shamani use cleric saving throws.

Shamani cannot turn undead.

Special Abilities:

Shamani have a natural affinity for the wild lands of the Known World. Because of this, they can tell whether plants and animals are safe to eat after a quick (1 round) examination and to spot unhealthy water on sight. This ability reveals natural poisons, diseases or any other commonly occurring taint but has only a 50% chance of spotting artificial toxins. If artificial toxins have been placed on some consumable by a character with thieving abilities, this chance drops by 2% per level of the poisoner.

Non-magical animals, including giant versions of mundane creatures, will never attack a shamani character. This protection does not extend to those traveling with or near the shamani.

As mentioned earlier, shamani have numerous magical spells available to them. These are granted by Atruaghin

SHAMANI EXPERIENCE TABLE

Lvl	XP	1	2	3	4	5	6
1	0	1	-	-	-	-	-
2	1,500	2	-	-	-	-	-
3	3,000	2	1	-	-	-	-
4	6,000	2	2	-	-	-	-
5	9,000	3	2	1	-	-	-
6	15,000	3	2	2	-	-	-
7	25,000	3	3	2	1	-	-
8	50,000	4	3	2	2	-	-
9	75,000	4	3	3	2	1	-
10	125,000	4	4	3	2	2	-
11	200,000	5	4	3	3	2	1
12	300,000	5	4	4	3	2	2
13	400,000	5	5	4	3	3	2
14	500,000	6	5	4	4	3	2
15	600,000	6	5	5	4	3	3
16	700,000	6	6	5	4	4	3
17	800,000	6	6	5	5	4	3
18	900,000	7	6	6	5	4	4
19	1,000,000	7	6	6	5	5	4
20	1,100,000	7	7	6	6	5	4
21	1,200,000	7	7	6	6	5	5
22	1,300,000	8	7	7	6	6	5
23	1,400,000	8	7	7	6	6	5
24	1,500,000	8	8	7	7	6	6
25	1,600,000	8	8	7	7	6	6
26	1,700,000	9	8	8	7	7	6
27	1,800,000	9	8	8	7	7	6
28	1,900,000	9	9	8	8	7	7
29	2,000,000	9	9	8	8	7	7
30	2,100,000	9	9	9	8	8	7
31	2,200,000	9	9	9	8	8	7
32	2,300,000	9	9	9	9	8	8
33	2,400,000	9	9	9	9	8	8
34	2,500,000	9	9	9	9	9	8
35	2,600,000	9	9	9	9	9	8
36	2,700,000	9	9	9	9	9	9

or a clan's patron Immortal, with the understanding that the shamani will use them for the betterment of all members of the clans. Thus, a shamani who turns against or fails their people may find their magic stripped away from them without warning. Further, the shamani's spells are vital to many of the ceremonies so crucial to the clans' daily lives. They are expected to use their powers for such rituals whenever called upon to do so.

General Skills

The Gazetteer has been updated for use with the Rules Cyclopedia. This section references the General Skills rules found on page 81 of that book. Shamani characters are required to devote themselves to their duties from an early age. Thus many of their skill slots are filled in a specific manner. First level shamani (that is, all newly created characters) are required to have the following general skills, using up all four starting slots:

Knowledge (History of Atruaghin)

Nature Lore

Ceremony (Atruaghin or Clan Immortal)

And one of the following:

Fire Building

Healing

Animal Training

Endurance

Leadership

Storytelling

If the character happens to be blessed with an Intelligence high enough to earn some extra slots at first level, or as they advance in level and acquire additional slots through experience, it is recommended to acquire the optional skills not taken at first level. Shamani characters are forbidden to select more than

one skill that does not appear on the above list until they have all of the suggested skills. It takes a long time to learn all of the things that a good shamani must learn.

Experience Progression and Spell Availability

Shamani advance in levels just as all other characters do. The following table shows the experience point total required for the character to attain various levels, as well as the number and levels of spells that become available to the character as they become more and more powerful.

Shamani Spell Descriptions

Many of the spells employed by the shamani use different rituals and gestures than similar spells used by other character classes. In many cases, however, it is possible to equate a shamani spell with one employed elsewhere in the Known World. On the following pages, each of the shamani spells is described. Most reference other sources for the spell descriptions, but some are unique to the clans and are fully described below. An asterisk indicates that a spell is reversible.

Level One Spells

Cure Light Wounds*

This functions in the same manner as the first level clerical spell of the same name.

Detect Evil

This functions in the same manner as the first level clerical spell of the same name.

Detect Magic

This functions in the same manner as the first level clerical spell of the same name.

Detect Totem

Range 0'

Duration: Permanent

By means of this spell, the shamani can determine the totemic spirit associated with a given individual. It is cast on all youngsters in the tribe when they pass age fifteen and reach maturity and upon all newcomers who wish to join one of the tribes.

To cast this spell, the shamani must enter into a deep trance. The meditations and contemplations required for this trance take 1-4 hours to complete. As soon as the shamani enters the trance state, they must look upon the subject and call upon the Immortals to reveal their inner nature. When this is done, the shamani sees the subject not as an Atruaghin but as a wild animal.

In cases where the Dungeon Master has assigned a specific totem to an individual, this spell will reveal that totem to the shamani. If no such assignment has yet been made, the DM should assign a totem to the subject. The totem can be any normal animal found within the borders of the Atruaghin territory unless cast on an outsider. Typically the totem is special in some way to the subject, usually from an event during childhood. In the case of outsiders on occasion the totem animal will be native to their homeland but not found in Atruaghin.

It is impossible to obscure the effects of this spell in any way save by interrupting the meditations of the shamani. However, the magic will only work on a willing subject who is truly honest in their desire to become a member of the Atruaghin Clans.

The benefit of a totem is once per game you can reroll a stat or skill check that the totem animal would be skilled in. A mountain goat

totem, for example, would allow a reroll of the mountaineering skill, while a dolphin would allow a reroll of any skill related to swimming.

Minor Blessing

Range: 0'

Duration: Permanent

This spell is used by shamani during the performance of certain rituals and blessings important to their tribes. In actual game play, it has the effect of bestowing a magical aura onto an object, person or place. This aura will last until it is dispelled by some more powerful force and can be sensed by anyone using a detect magic spell.

This magical aura has almost no effect if not associated with some mystical ceremony, although weapons enchanted in this way will be able to inflict damage upon creatures who can be harmed only by magical weapons. Use of this spell in that manner instantly negates the effects of the casting, however, so that the spell must be cast again on the weapon if it is to continue functioning against foes of that nature.

Predict Weather

This functions in the same manner as the first level druid spell of the same name.

Protection From Evil This functions in the same manner as the first level clerical spell of the same name.

Purify Food & Water

This functions in the same manner as the first level clerical spell of the same name.

Level Two Spells

Animal Charm

Range: 60'

Duration: 1 hour

This spell enables the shamani to command the actions of any non-

magical creature that fails its saving throw versus spells. The creature will follow the shamani for the duration of the spell or until it is cast again to charm another animal. If used on a second creature, the first animal is released.

Normally, the animal charmed can have a number of hit dice equal to the level of the shamani employing the spell. If the target is the shamani's totem spirit, however, it may have hit dice equal to twice the level of the shamani. Thus, a shamani would have to be at least 8th level to charm a great white shark, but if it was the shamani's totem spirit, they could charm it as soon as they reached 4th level.

Bless

This spell (and its reverse) functions in the same manner as the second level clerical spell of the same name.

Hunting Paint

Range: 0'

Duration: 1 day

This spell can be cast over any manner of pigments, paints, or dyes. It instantly transforms them into magical paints that can be applied to the face of a character prior to entering combat or engaging in a hunt. The effect of these pigments is up to the shamani (as described below), but must be declared at the time of the casting. The paints allow the wearer a +2 bonus to all attacks rolls, damage rolls, saving throws or a -2 bonus to AC.

It is not possible to mix the effects of this spell with either another hunting paint spell or a war paint spell. The application of the paints to the recipient takes 2 rounds and must be done by the shamani who created it.

Know Alignment

This functions in the same manner

as the second level clerical spell of the same name.

Locate Totem

Range: 0'

Duration: 1 hour

This spell can only be cast on someone whose totem spirit is known to the shamani weaving it. Once cast, it reveals the distance and direction to the nearest example of an individual's totem spirit. For the next hour, that shamani will know whether the animal is approaching, moving away from, or remaining the same distance away from the shamani. In order to invoke the spell, the shamani must touch the spell's subject on the forehead and focus their thoughts on the type of animal to be found. Produce Fire This functions in the same manner as the second level druid spell of the same name.

Resist Fire

This functions in the same manner as the second level clerical spell of the same name.

Speak With Animals

This functions in the same manner as the second level clerical spell of the same name.

Level Three Spells

Call Lightning

This functions in the same manner as the third level druid spell of the same name.

Call Totem

Range: Special

Duration: Special

This spell enables the shamani to mentally command a person's totem animal to come to them. To cast the spell, the shamani must know the totem animal of the subject and then touch the subject on the forehead. At that instant, the animal (if one is within 1 mile per



level of the shamani) will feel an overwhelming compulsion to seek out the shamani. This compulsion will last for 1 hour per level of the shamani.

If the animal reaches the shamani before the spell's time limit is exceeded, the shamani may command the animal to perform one service. The task's complexity must be within the creature's normal intellectual limitations but may involve any difficulty (even self-sacrifice) on the part of the creature. For example, a squirrel could be ordered to gnaw through a rope or fetch a small object. It could even be commanded to attack an animal it would not normally engage in combat with, but could not be told to open a locked chest.

Cure Disease*

This functions in the same manner

as the third level clerical spell of the same name.

Dispel Magic

This functions in the same manner as the third level clerical spell of the same name.

Firebow

Range: 0'

Duration: Special

By casting this spell upon a wooden bow, the shamani gives it the ability to shoot magical flaming arrows. One arrow per level of the shamani can be fired, and normal rate of fire rules are in effect.

When the archer using the enchanted bow draws back on the string, a spectral arrow will form, ready to fire. If a normal attack roll is made, the arrow has struck its mark, and the target must take 1d8 points of damage. If the arrow is

fired at a flammable target to set it alight, there is a non-cumulative 10% chance per point of damage inflicted that the combustion will occur. The firebow can affect monsters that are only hit by magical weapons.

Hold Animal

This functions in the same manner as the third level druid spell of the same name.

Thunder Drum

Range: 120'

Duration: 1 round

When this spell is cast, it bestows upon any single percussion instrument (usually some manner of drum) the ability to unleash a deafening cacophony when played by the shamani. Curiously, those within 10' of the shamani are not affected by the roar of the drum-

whether they are friends or foes of the shamani.

Beyond the 10-foot "safety zone", the effects of the drum are quite fearful.

All characters with fewer hit dice than the shamani are instantly overcome with panic and must flee in absolute terror for 2d6 rounds. Creatures with hit dice equal to the level of the shamani are entitled to a saving throw versus spells to avoid the panic causing roar of the drums, while those creatures with more hit dice than the shamani may save with a +4 bonus to their roll.

Regardless of level, all creatures (outside the "safety zone") hearing the beating of the thunder drums suffer a number of points of damage equal to the level of the shamani.

War Paint

Range 0'

Duration: 1 day

This spells functions just as the earlier spell Hunting Paint but at doubled effectiveness. Thus, the shamani can create a set of pigments that will reduce armor class by -4 or provide a +4 bonus to all attacks, damage rolls, or saving throws. The effects cannot be combined with other magical auras, or the spell fails.

Level Four Spells

Bind Totem*

Range: 60'

Duration: Permanent

This spell enables the shamani to bind an animal to an individual who has its totem. Once the spell takes effect, the animal will follow the spell's subject and obey their verbal commands to the best of its ability. The less intelligent the creature, the less sophisticated its commands can be. Only one totem animal may be bound to an individual at any given time; casting the spell a second time

releases the first animal. Both the subject and the totem animal must be within range when the spell is cast.

Cure Serious Wounds*

This functions in the same manner as the fourth level clerical spell of the same name.

Fire Gate

Range: 0'

Duration: 5 turns

To use this spell, the shamani must build a special fire out of various sacred woods, powders, and herbs. This takes one hour but produces a special magical fire that will burn for one hour per level of the shamani. Once this fire is created, this spell can be cast upon it at any time until it burns out.

When the spell is cast, it allows the shamani to walk into the fire and be instantly transported to any other man-made fire. Because of the requirement that the shamani know the location of the fire they wish to be transported to, all of the tribes try to maintain some manner of a campfire at all times in the event that a shamani should wish to visit them.

The casting of the spell does not allow the shamani to return to their starting point, nor does it permit them to take along other characters. Because the spell will transport everything that the character is currently holding, however, a shamani can bring another person so long as that individual is held by the shamani and does not exceed the shamani's maximum weight allowance.

Growth of Plants*

This functions in the same manner as the third level magic-user spell of the same name.

Neutralize Poison*

This functions in the same manner as the fourth level clerical spell of the same name.

Sanctify

Range: 0'

Duration: Permanent

This spell is employed by the shamani during various mystical rites and is vital to some of the most important ceremonies held by the various clans. In-game terms, its effects are minimal outside of the role save that it can be employed in the same manner as a minor blessing to make weapons strike creatures normally harmed only by magical weapons or to give an object a magical aura that can be seen with a detect magic spell. Unlike the minor blessing spell, however, the sanctify enchantment is permanent when used in this manner.

Speak With Plants

This functions in the same manner as the fourth level clerical spell of the same name.

Summon Animals

This functions in the same manner as the fourth level druid spell of the same name.

Level Five Spells

Commune

This functions in the same manner as the fifth level clerical spell of the same name.

Cure Critical Wounds*

This functions in the same manner as the fifth level clerical spell of the same name.

Dispel Evil

This functions in the same manner as the fifth level clerical spell of the same name.

Eye of the Eagle

Range: 0

Duration: 1 day

This spell can be cast upon any individual only at the moment of sunrise. Once in place, the enchantment makes it impossible for the character to miss their target when using missile weapons until sunset of the day on which it was cast. Factors such as range apply only as they limit the weapon itself, not the archer, for no roll to hit the enemy or target is required.

If the weapon is used scores its maximum damage, it is assumed to have hit its mark so perfectly that it does damage above and beyond what is ordinarily possible with the weapon. To reflect this, the damage roll is made again, and this second total is added to the first to determine the total amount of harm inflicted. If the second roll also comes up with a maximum score, the process continues until a lesser roll is made. Thus, there is theoretically no limit to the amount of damage an archer with this spell cast upon them can inflict.

Polymorph Self

This functions in the same manner as the fourth level magic-user spell of the same name. If the shamani is assuming the shape of their totem animal, the duration is doubled.

Totem Mastery

Range: 240'

Duration: 1 turn/level

To cast this spell, a shamani must capture the totem animal of their intended subject. This can be done with or without the knowledge or permission of the subject. Once the totem animal is captured, the spell is woven over it.

From that point on, until the end of the spell's duration, anything that

affects the animal will affect the spell's subject (and vice versa). Thus, if the animal were given a sleeping potion, the subject would also fall asleep. This extends to the point of death, the animal's demise also bringing on the death of the subject.

When the spell is first cast, its subject is allowed a saving throw versus spells to avoid the effects and negate the spell. If that fails, the subject receives the full effect of the shamani's treatment of the totem animal.

True Sight

This functions in the same manner as the fifth level clerical spell of the same name.

Level Six Spells

Creeping Doom

This functions in the same manner as the seventh level druid spell of the same name.

Cureall

This functions in the same manner as the sixth level clerical spell of the same name.

Infusion

Range: 0'

Duration: Permanent

This spell is the most powerful of all of the shamani ritual magics. It is used only in their most holy and sacred services when creating shrines or similar areas of absolute faith.

When used in gameplay, it has the effect of drawing the blessings of Atruaghin or the Clan Immortal down on the shamani and their companions (up to one person per level of the shamani) so that each will automatically make their next saving throw. Once that has happened, the spell fades out for that person but continues to remain

in effect for every other enchanted character. Thus, the spell can linger indefinitely until each person cast upon has been forced to make a saving throw for some reason.

Lore

This functions in the same manner as the seventh level magic-user spell of the same name.

Quest*

This functions in the same manner as the fifth level clerical spell of the same name.

Symbol

This functions in the same manner as the eighth level magic-user spell of the same name.

Weather Control

This functions in the same manner as the sixth level druid spell of the same name.

Wrath of Atruaghin

Range: 240'

Duration: 1 turn

This spell draws the attention of Atruaghin or a patron Immortal of one of the Clans to some great threat to the Atruaghin people. It causes him to direct his legendary sense of vengeance at the target. Because of this, shamani must be careful to use it in only the most important of situations. This spell can have many manifestations. Damage is equal to 1d8 per caster level, up to 20 hit dice of damage. The dice can be divided up between targets in the area, and each die can do a type of damage determined by the shamani, changing the damage type per die as desired.

Laws and Traditions

Atruaghin Confederation

A thousand years ago, the Tiger Clan staged a particularly vicious raid on the plateau. After the raid, the shamani of the other four clans met at Kin Náshdóifbái. They developed strategies for coordinated defense against the Tiger Clan, and against any orcs that might invade again. The shamani were joined by the High Chief of the Elk and were given the authority to speak on behalf of the other three clans.

Over the next month, the shamani also discussed terms of trade, and how to deal with criminal matters between the clans. Finally, the shamani reached an agreement, which became known as the Atruaghin Confederation.

At its heart, the Confederation is a loose alliance of clans governed by agreed-upon laws about clan interaction. These laws cover civil disputes or criminal cases where participants are from different clans. The written laws are stored in Owl Tribe's Naaltsoos bá Hooghan, where anyone may study them. Trials are settled by a tribunal made up of three shamani from clans not involved in the case. Trial by combat is allowed if both parties agree, but if one side dissents, then the case goes to the tribunal.

While the tribunal is almost always held in Elk Clan territories, if one party to the dispute is an Elk Clan member, it will be moved to one of the uninvolved clans. On infrequent occasions, the tribunal is even held in the Turtle Clan lands. This typically only happens if parties in dispute are shamani since only they can reach the Turtle Clan easily through the use of the fire gate spell. Once a decision is made, the

word is sent to the other clans so all who are interested can know of the outcome.

The increase in foreign trade from outside nations has bolstered the Confederation's number of cases. Bear Clan has raised numerous trade disputes regarding Horse Clan raids on their caravans and Elk Clan removing "contraband" items.

The hsiao messenger, known as Handsome William, filed a recent grievance over superstitious Elk Clan braves hunting him for sport because "owls are bearers of ill tiding". While his claim has little chance of being heard, it does bring the Eternal Powwow one step closer to formal relations with the rest of the Atruaghin Clans.

The Confederation has held strong through the centuries, proving it is beneficial to the loosely organized clans, allowing them to function as a unified government in a legal sense. The Confederation has been modified when needed through mutual agreement between the clans, making sure that no clan gets special treatment over the other three. It makes the Atruaghin Clans an actual nation rather than a collection of independent territories and unites the clans as one so the rest of the world can forge relations with them.

The Old Ways

In 795 BC, Atruaghin used powerful magics to create the Great Plateau to save his people from the red orcs that had enslaved them for centuries. This act of supreme sorcery elevated him to Immortality, where he could stand directly against the evil of Atzanteotl.

Before Atruaghin left the mortal plane, he gave his people a code of laws that became the entire

structure of their civilization.

Twelve laws, one for every full moon of the year. For centuries the Code of Atruaghin was the only law the people needed. When the Children of the Tiger rebelled, the Code was amended, so it no longer applied to them. The Code remained unchanged but has begun to crack. The clans' culture evolved in response to contact with outsiders and internal conflict with the Old Ways. For some of the clans, the Old Ways are still the law of the land; for others, they are just guidelines.

Shed No Blood of Another Child of Atruaghin

The most important of the laws restricted the clans from waging war on each other. Conflicts were to be mediated rather than settled by combat. The penalty for violating this law was harsh. Typically the punishment was exile, slavery, or execution depending on the clan. This law did not apply to outsiders or the Tiger Clan. Those who made their way onto the Great Plateau could be dealt with as the clans saw fit. The response could vary from Turtle Clan welcoming outsiders as guests to Horse Clan hunting them for sport. Violence was almost always the preferred way of dealing with the Tiger Clan.

In reality: Every clan except the Horse, this law still holds true, but the Horse Clan has long bristled under this restriction. They consider themselves warriors first and foremost. Their issue is they have very few enemies to fight. To get around this law, they conduct raids on other clans with a focus on stealth and non-lethal combat. In rare cases where someone is killed accidentally the Horse Clan punishes the offender in their own

way, usually a ritual suicide. For the other clans, killing a Horse Clan raider is considered self-defense, and there is no punishment.

Use No Magic of the Outsiders

Atruaghin saw what arcane magic could wreak upon the world, so he forbade his people from learning it. The fact he had learned arcane magic to create the Great Plateau mattered little to him, as he had centuries of experience while his subjects had very little. Over time arcane magic all but died out across Atruaghin territory, with only a small pocket of wizards hidden away on the fringes of Elk Clan land. Wizards are viewed with distrust by almost all clans. Outsider wizards can expect a hostile greeting if they are discovered.

In reality: Few clans violate this rule. The fear of arcane magic has been ingrained over centuries into the culture of the Atruaghin people. Even Turtle Clan lets visitors know wizards are not welcome. There are two exceptions to this law, one from a surprising source. The Horse Clan has hired a Glantrian wizard to strengthen the walls of the tunnel they discovered, leading to the plateau's base. The Owl tribe can be found among the Orthodox Elk Clan, which is the largest gathering of wizards on the entire plateau. The Owl Tribe's only knowledge of the arcane arts comes from Atruaghin and from methods they've discovered themselves. The clan doesn't trust them, but technically they aren't breaking the law.

Never Harm the Totem Animal of Your Clan, Your Tribe, or Yourself.

Animal spirits are familiar across the lands of Atruaghin. The ceremony of adulthood in all clans ends with the summoning of a totem

animal spirit. This spirit is said to aid the individual for life by providing some of the totem animal's skills and abilities when called upon.

Atruaghin proclaimed each individual's totem animal as sacred to that individual. Each tribe has a totem animal specific to their region, and each clan holds their namesake animal sacred. Hence, a Deer Tribe member with a falcon as their personal totem spirit would revere falcons, deer, and elk. The same individual may hunt all other game, even the totem animals of other individuals, tribes, and clans.

Although an individual killing their totem animal is unheard of, even by the eldest shamani, the punishment for such a crime is execution.

Killing a tribal or clan totem animal also draws heavy punishment though some exceptions may be made in times of great need like drought or famine.

In reality: This is one of the Old Ways that is still held sacred by all four clans. This is a problem when food is plentiful, and a plague of sacred animals overrun a city. Accidental killings of sacred animals are often forgiven with a small penance, such as when salmon and trout are caught in fishing nets by their respective tribe members. No one dares to kill their totem for fear of losing its influence. Anyone trespassing on another tribe or clan's land can expect the harshest of penalties if they kill the tribe or clan's totem animal.

Do Not Make Use of Weapons or Tools of Metal.

Atruaghin held a disdainful opinion of metal tools, believing food grown in soil worked by metal tools was tainted by it. Additionally, he felt

metal weapons poisoned the souls of those killed by them and tainted the flesh of any game animal felled by them. He forbade his Children from working metal, trading for it with outsiders, or even using metal coins as a form of barter. This has been hard on the Bear and Turtle Clans, who have the most contact with outsiders.

In reality: The Turtle Clan has abandoned this law in large parts. They initially justified it by claiming it only applied to the soil of their land, but eventually, they finally stopped enforcing it. The Horse Clan gave itself the exception that any weapon taken in hand to hand combat could be claimed by the victor, and tools taken in a raid were treasure, not tools. In the Bear Clan, there is a healthy black market dealing in metal tools. While still illegal, the authorities tend to look the other way if the contraband is kept hidden.

Care for the Elderly, the Young, and the Infirm

The life of the Atruaghin people is a harsh one. Starvation, predation, and illness claim many each year. Atruaghin made it a law that it was the responsibility of the healthy to take care of those that could not take care of themselves. The clans make sure the elderly are taken care of and that children are always looked after. Those that have been hobbled or permanently injured are also helped, but becoming handicapped is still secretly a mark of shame among the Atruaghin. Those permanently crippled are seen to have insulted the Immortals in some way and treated with suspicion.

In reality: This law is still upheld throughout all of the clans, at least

in part with protecting the children and the elderly. Children are the future of the clans. They are always fed first. New skins or cloth are used to make their clothes before that of an adult. The elders are considered sources of great wisdom and are held up as exemplars of the clans. They are typically given small duties fitted to their abilities while the clan turns to them for advice. For those crippled through accident or defect, the shamani try to heal them, but failing that, the afflicted will be given tasks that would not be too hard on them. If magic cannot help the poor victim, the Atruaghin view the afflicted as guilty of some crime that displeases the Immortals. Because of this stigma, suicide is common among the injured or sickly. Most of the time, the afflicted will wander into the wilderness to die of exposure; however, walking off the plateau or going over the falls in the Horse territory are common ways to commit suicide. Those that die this way are held in esteem, for they have willingly reduced the burden placed on the clan. The elders supposedly dissuade suicide, but the tradition continues.

Share the Bounty of Your Harvest Across the Land

Atruaghin wanted his people to be united as one, despite the differences between the clans. He declared that all work needs to be shared in times of scarcity, even going so far as to send excess crops or goods to tribes that struggle under challenging seasons. All clans are meant to be self-sufficient, but many are just one bad harvest or poor hunt away from lean times. This law is separate from the rule about helping those who cannot help themselves, for its meant to

facilitate trade between the Atruaghin as well. When a tribe has a disaster that threatens them, they send out word to other members of their clan for aid. Each tribe is expected to send whatever help they can, in either food, goods, or labor (if the tribe's village was damaged due to a storm or animal attack).

In reality: The obvious problem with upholding this law is that there is no practical way for other clans to assist the Turtle Clan due to their location, and vice versa. The proud Horse Clan rarely asks for help, even among their people, finding suffering builds character. Elk tends to be reluctant to assist the other clans because they feel the other clans have rejected the old ways. Bear is tearing itself apart as the wealthier cities are hoarding their increasing wealth from the poorer outlying cities. Turtle has adapted the system by specializing it's villages' production. The tribes like the Sea Lion still receive grateful assistance from the other tribes even though they don't produce much, spending all their time defending against the Tiger Clan. However, a tribe that is continuously in need will often receive a visit from the High Chief to see precisely what the failing is and force the tribe to change its ways.

In Another's Territory, Respect Their Laws

The clans vary significantly in their traditions and beliefs. To prevent conflict from arising over cultural disagreements, Atruaghin made clear that when in another clan or tribe's land, their laws override an individual's culture. Metal weapons taken as war prizes will still be seized and destroyed inside of Elk territory. No matter how good a fisherman a Horse brave maybe, if

he is in a Turtle village, he must get permission from the village elder before setting out to fish. Scolding a wizard in the Owl tribe village will cause the village elder to intervene. It's more of courtesy as it seems obvious enough.

In reality: The Horse Clan doesn't even bother to acknowledge this law. They are raiders, and their desire to seek combat is more important than the Bear or Elk Clans laws. The rest of the clans follow this law, though the Turtle Clan's interactions with outsiders make it difficult for the few visitors they do receive to accept the massive changes to the clan's culture.

All Tribes Must Maintain a Bonfire at All Times

This is an old law that had a practical use. The shamani make heavy use of the spell fire gate, which requires them to know the location of a fire that is currently burning. Because of the long distances needed for the shamani to travel, having a fire in every tribe's village is a great aid. The fact that a bonfire initially kept away predators also kept the tradition alive.

In reality: This law is universally followed by all four clans. Not only does it allow shamani to visit even the far away Turtle Clan, but it does provide the infirm and elderly the task of gathering firewood. The benefits of the bonfire far outweigh any disadvantages.

Worship No Immortal That Did Not Come From Your People

The danger of violating this law became evident when Atzanteotl corrupted the Tiger Clan turned them against the other clans. Atruaghin believed that only he and the other Immortals that came from the Children are worthy

of the worship of his people. Because of the isolation of most of the clans, this was not a problem, especially as Atruaghin would often visit his worshipers to guide them. When the Tiger Clan turned on their kind, the wisdom of the law was revealed. Now, shamani look for outside religious influence among their people, though outside Immortals attempting to influence the Atruaghin people is rare.

In reality: Only one clan even has temples to other Immortals, the Turtle Clan. To facilitate a large number of foreign merchants, some of their villages have allowed churches to the Immortals of Sind and the People's Temple of Ierendi on their shore. The clerics are not allowed to proselytize, but several Atruaghin have begun attending services out of curiosity. On Whale Bone Island, there is a shrine to Proteus alongside that of Turtle Rider's. One gets almost as much tribute from the whalers as the Atruaghin shrines. The Turtle Clan claims the shrine is on the Ierendi portion of the island, but in truth, all sailors seek protection from whatever source they can find.

Marry Within the People, But Outside the Tribe When Possible

In an attempt to prevent inbreeding but keep the lineage pure among his people, Atruaghin restricted that the Children should never marry outside of their people. If at all possible, they should intermarry between the various tribes or even other clans. Arranged marriages are common among the Atruaghin. Exchanging children between tribes is standard in many regions. Shamani are asked to set up marriages between tribes, and even clans on occasion. For the clans that allow marrying for love,



shamani often set up festivals for the young of different tribes to mingle and meet each other.

In reality: All the clans obey the restriction against inbreeding, but they vary significantly on the ban against marrying outsiders. In the Horse and Elk Clans, outsiders are rare, so marriage between them is unheard of. For the Bear Clan, their association with Darokin has resulted in a few marriages, but these are often business alliances rather than romantic unions. Only with the Turtle are marriages to outsiders somewhat common. The clan finds kindred spirits among the Ierendi, and many of them enjoy the company of the colorful and festive Sindhi. Marriages among the Turtle Clan are often romantic, and the lure of exotic foreigners has increased the number of outsiders marrying into the clan.

Keep the Plateau Safe From the Ancient Enemy

The Atruaghin suffered terrible cruelties during their centuries of enslavement at the hand of the orcs. When the Atruaghin finally pushed out the orcs, and the Great Plateau was created, the clans finally had peace. Atruaghin laid out this law so that if the orcs ever tried to scale the plateau, they would be met with complete defiance. Fortunately, this

law has never been tested, as the only place the orcs could assault easily was the Bear Clan cliff cities, and they were so well fortified that the even the tremendous Thyatian legions turned back at the sight of them.

In reality: The plateau makes a direct assault by any sizable force suicidal. The only clan even partially vulnerable to the orcs are the Turtle Clan, but the orcs have to go through Sind first to reach the Turtle Clan. The law has been extended to include the Tiger Clan, who have replaced orcs as the primary threat against the Children. When the Tiger Clan ventures into Atruaghin territory, they are met with merciless resistance.

An Attack on One Clan is an Attack On All

Atruaghin knew the secret to success and prosperity was for the clans to work together. He instructed them to come to each other's aid to enforce a sense of camaraderie in case of an attack by an enemy force. Because of this rule, every clan maintains a number of braves, despite the lack of any credible threats from intelligent foes. Every brave capable of help would be required to assist if there were a severe threat to a village.

In reality: The law has proven to be unenforceable in practice. None of the other clans can hope to help the Turtle Clan. The Bear Clan has turned away attempts to invade their cities, with no need for any help from the other clans. The lack of a threat to the clans on the plateau keeps their braves honing their skills against animals and practice dummies. The only real dangers are from Horse Clan raids or the occasional flying monster.

Atruaghin Abroad

Atruaghin are rarely found outside of their ancestral lands. The Old Ways frown on leaving the clans, and for the Horse and Elk Clans living on top of the plateau, leaving is almost impossible. The Bear Clan does mostly obey the Old Ways, and while the clan does have access to the World Elevator, only a handful of its people have ever left. The Turtle does have the largest number of members outside of their territory, especially with their contact with foreign traders. While people think the Tiger Clan are evil raiders no better than orcs, a few members of the Tiger Clan have turned their backs on their people's evil ways and have left on pain of death. There are numerous reasons the children of Atruaghin leave their home no matter their clan.

Curiosity. With the invention of the World Elevator, the plateau has received its first regular visitors in centuries. Darokin merchants regale the tribes they visit with tales of the land outside the plateau, causing many of the younger members of the clans to want to see the outside world for themselves. Most Atruaghin leaving to explore come from the Turtle Clan, though Bear and Horse can be found. Members of the Elk Clan are rarely found as explorers.

Merchants. Only two clans deal with other nations and their caravans. The Turtle Clan has long done business with Ierendi and Sind, and have recently begun sending their merchants out to new lands. While uncommon, they are the best known of the Atruaghin Clans. The Bear Clan has a few merchants in the low lands, but they are almost only found in Darokin cities bringing their wares.

Exile. The clans have little crime because of their communal nature, but on occasion, they do have to punish their own. The genuinely vile usually are executed, but for crimes not warranting death, exile is often the sentence. Most of the exiled live with other tribes or even clans, but a few will seek a path to other lands to live among foreigners. The Turtle and the Bear Clans have the most exiled criminals in other nations, but even the Tiger Clan has a large number of exiles. Members of the Tiger Clan that reject their clan's evil ways have no option except fleeing into new lands. Tiger exiles have to disguise their origins because of their clan's reputation.

Arcane. Wizards are rare on the Great Plateau, the Immortal Atruaghin was distrustful of arcane magic and discouraged it among his people. But there are practitioners of magic among the Atruaghin, especially in the Spider tribe of the Elk Clan. Because of their people's distrust of wizards, the Atruaghin mages have little to help them research new spells. It is not uncommon for Elk Clan wizards to use their powers to visit the lands below to get spells or components, and magically return home. The Bear and Turtle Clan also have their wizards that visit other lands, but not in the same numbers.

Mercenaries. The fighting styles of the Atruaghin braves have earned them the attention of the armies of other lands. Atruaghin mercenaries are exceedingly rare, but they do exist. Mostly found in Darokin and Ierendi, they are used as scouts or military trainers for the local troops. While Horse Clan braves are greatly desired, Bear and Turtle Clan members have more braves in the employ of other nations.

Religion. Shamani rarely leave their tribes, much less the Great Plateau. But when the Immortals have a quest of great importance, they will send a portent to their chosen shamani. The Atruaghin allow the chosen to leave the plateau with their blessing, often with a cadre of braves sworn to protect the mission. The shamani will only stay away from home long enough to fulfill the given quest but will take as much time as needed. Often the shamani will join up with foreign adventurers to help in completing the task at hand, though the language barrier is often a problem. On rare occasions, the quest will take decades to accomplish, meaning the shamani spends more time outside of his people than with them.

Kidnapped. Sadly the people of the Atruaghin Clans are viewed as backward and primitive by many foreigners, and some of the viler see them as little more than beasts. Because of this, there are numerous Atruaghin found outside their home that were taken by force. They are a frequent target for the Iron Ring, as Atruaghin slave fetch a hefty price in many nations. Escaped slaves often have no way of getting back to their homes and have to adjust to living in the outside world.

Love. Only rarely will an Atruaghin meet an outsider that will steal her heart away. In those circumstances, the Atruaghin might swear off his or her people to live with their loved one. This is most common among the Turtle Clan to the point it's not even taboo anymore, but the Bear Clan also has had several of their clan members go live with a spouse in Darokin. Even the Tiger Clan has had more than one member change their ways because of falling in love.

Atruaghin Trade Goods

Trade from Atruaghin has increased in recent decades because of the construction of the World Elevator, as well as the opening of the Turtle Clan's ports to outside merchants. Demand for Atruaghin goods are only increasing, not just for luxury goods like jewelry but also for the crops native to their lands. While demand for relics has driven the prices up to prohibitive levels, most of the antiques sold are nothing more than replicas.

Cultural Artifacts

Feather Headdress. Commonly found among the Horse Clan, these headdresses are all the rage in Darokin and distant Alphatia. But as they are earned after many years of combat and raiding, no member of the Horse Clan would be willing to part with one. The only ones found in the low lands are either fakes or were taken by force.

Golden Ones. One of the few metal objects sacred to the Atruaghin, the Golden Ones are customarily used to end feuds among rival Turtle Clan families. They are sought after by nobles in numerous countries. However, because the Golden Ones' cultural value is far beyond their actual price, all the Golden Ones sold to the merchants and nobles are just gold statues that aren't blessed by a shamani and have no cultural significance.

Totem Poles. The most iconic symbol of the Turtle Clan fetches thousands of gold pieces if returned intact. The clan itself will not part with any true totem pole willingly as they have a magical effect and are tied to the clan's protection. However, several members of the clan are more than happy to carve up ordinary logs to resemble the

traditional totem poles and sell these mundane forgeries to foreign merchants who cannot tell the difference.

Fauna

Armadillos. These small, shy, and armored mammals are only found on the Great Plateau. They don't keep well in captivity, but their odd appearance makes them in great demand in zoos in nearby nations.

Bison. One of the most numerous of the creatures found on the plateau, they are also one of the largest. Getting a live bison down to the lowlands for transport is almost impossible without magic, making them highly valuable to the noble of Glantri or Thyatis. However, the numerous items made from the bison can be transported easily and fetch hefty prices in foreign markets.

Raccoons. These playful and intelligent arboreal creatures resemble terrestrial phanatons, something not lost on the phanatons. Raccoons transport well and love to play with all sorts of mechanical devices, which makes them valuable in the menageries of countless nobles. One downside is that if they escape into the wild, they breed quickly and adapt to wherever they find themselves.

Flora

Cocoa. This treat only comes from the Tiger Clan lands, making its acquisition quite dangerous. But the sweet confection has created an insatiable demand for the bean in every port it has reached. The cost for a single bag of cocoa beans is measured in platinum pieces.

Maize. Atruaghin corn comes in so many varieties some merchants don't know they are the same plant. The hin of the Five Shires can't import it fast enough and even talk

about sending their expedition to the plateau to cut Darokin out of the trade.

Pemmican. This paste made from meat, fat, and berries is a staple among the Atruaghin on the plateau. Its ease of production and the fact it travels well means it has spread quickly in the lowlands. While it is easy enough to make if you know how, there is a demand for authentic pemmican. While nowhere near as valuable as other foodstuffs, the fact it doesn't take up space and transports easily makes trading in it profitable.

Tobacco. Atruaghin tobacco is considered the finest in the world. It commands double the price of the finest hin tobacco. The plant doesn't grow in the soil outside the plateau, making the leaves of the plant almost worth their gold weight.

Objects of Art

Jewelry. All of the clans make distinctive jewelry, from the turquoise of the Bear Clan to the elaborate gold chest plates of the Tiger. There is always a demand for Atruaghin jewelry, something the clans recognize in creating trade goods.

Kachina. These children's dolls are almost exclusive to the Bear Clan and are made to resemble the fey creatures of the same name. Darokin and Glantri merchants can't get enough of the dolls for their children. No word from the actual Kachina on their newfound popularity.

Masks. Commonly found among the Turtle Clan, but occasionally with the Tiger or Bear Clans, ceremonial masks can command prices of hundreds of gold pieces in pristine condition.

Known Monsters of Atruaghin

Archer Bush. This plant has managed to transplant itself to the Great Plateau and is somewhat common in Elk Clan lands, a constant threat in the Tiger Clan lands.

Ayanadine. One of the largest spirits known to the Atruaghin, these bison headed giants, are both feared and respected by the clans, especially when they gather in large numbers.

Bekkah. These great cats are known to plague the lands around the Tiger Clan. A Tiger brave than can bring back the corpse of a bekkah is showered with favors from the priests.

Blink Dogs. Though uncommon, when befriended, the blink dogs are used for hunting bison by the Horse Clan. The intelligent canines are treated as equal members of the tribe instead of just normal dogs.

Bodendrucker. There are three levellers found on top of the Atruaghin plateau, all of which are thought to be related. They hunt the purple worms mostly but will attack other animals if sufficiently hungry enough.

Brain Collectors. Exceedingly rare on the Great Plateau, the neh-thalggu have been recorded as manifesting in the Spider Tribe looking for specimens.

Brownies. There are many brownies found in the lands of the nûnnë'hî, and the diminutive fey have taken a secret but helpful interest in the construction projects of the Beaver Tribe.

Cheval. The guardians of horses have a keen interest in the Horse Clan and their treatment of their namesakes. However, the Horse

Clan view the cheval as pests, to be driven off when encountered.

Chindi Spirit. One of the only undead found on the Great Plateau, these revenants will appear anywhere someone commits treachery while violating the Old Ways.

Chokers. A large number of these creatures are found on the plateau's walls, lurking for victims to get too close to the edge.

Dark Wings. These foul creatures are found near the top of the Great Plateau, especially around the Elk Clan. They only occasionally feast on man-flesh as the Atruaghin will organize war parties against the dark wings when they reveal their presence.

Decapus. The Forest of Death outside the Tiger Clan is known to be crawling with decapi. They have been found in Turtle Clan territory before.

Deer Woman. This murderous creature has been found near all the clans. They stalk the Elk Clan more than any of the others.

Displacer Beasts. These cunning creatures hunt the bison normally, but if they can isolate an Atruaghin brave, they will gladly hunt humans.

Dragons. Despite the seeming helplessness of the Atruaghin on the plateau, dragons don't often attack the Atruaghin. Their mineral poor status means there's very little for the dragons to steal, though they will gladly grab a horse or a bison for a meal.

Dragon, Sea. A trio of these creatures menaces the sea near Roaring Surf Island. The Thyatian observers want to eliminate them but can't give away their outpost's location.

Dragon Turtle. A single dragon turtle is found in the waters near Whale Bone Island. The creature has made a deal with the whalers to provide them with occasional help and protection in exchange for food in the form of whales.

Dragonne. Not generally found on the plateau, dragonne are found closer to Sind's warmer climate. However, there have been reports of dragonne flying to the top of the plateau to hunt.

Earthquake Beetle. There is at least one earthquake beetle found on the Great Plateau. It prefers to hunt the monsters in the plateau itself but has erupted to attack both animals and men in the past.

Faedorne. These fey women, alongside their magical constructs known as the Silver Warriors, take a deep and mysterious interest in the lifestyles of the Atruaghin. While not affiliated with the nûnnë'hî, they will often interfere with anyone that disrupts the Atruaghin way of life.

Feywings. These monsters are rare on the plateau, but a single feywing can decimate a herd of bison in just a few weeks, making them a priority for hunters and braves of the Horse Clan.

Flitterlings. These tiny fairy folk are found in massive numbers in the land of the nûnnë'hî, under the protection of Chief Haw-Haw.

Forwyn Oedran. There is only one of this elusive fey known to the Atruaghin. The crone known as Wi-No-Na avoids contact with outsiders but serves as the living history of the Atruaghin Clans.

Frogs, Giant Poisonous. An uncommon creature found in the Forest of Death, these monsters are hunted for the poison found on their skin for weapons.

Gakaraks. There are numerous gakaraks found in both the Forest of Death and the Singing Forest, often clashing with the nūnnē'hī's sylvan allies.

Geonids. Located in the caves on the side of the Great Plateau, geonids are possibly the second most numerous form of intelligent life in the Atruaghin lands, living literally under the feet of the humans.

Giant, Hephaeston. There is one hephaeston found in a cave on the south side of the Great Plateau. He mostly wants to be left alone but rarely has been sought by adventurers looking to commission an artifact.

Giant, Mountain. A tribe of mountain giants has established themselves on the western side of the Great Plateau. They get along with the Atruaghin for the most part, though their habit of hunting bison on occasion puts them at odds with the Horse Clan.

Griffins. The bane of the Horse Clan, griffins nest on the plateau's side and will attack the large herds of horses when the opportunity presents itself. The Horse Clan kills griffins on sight.

Harpies. Considered a mortal enemy of the plateau dwelling Atruaghin, harpies hunt lone Atruaghin, having to avoid detection by the clans who will send war parties to kill them and burn their nests when discovered.

Hippogriffs. Like the griffin, the hippogriff is a plague on the Horse Clan, targeting both horses and bison. They are hunted where found, though some braves will try to capture one alive for the prestige.

Hsiao. Numerous sage owls populate the nūnnē'hī lands one of

their number is counted as one of the leaders of the nūnnē'hī. The Atruaghin doesn't trust them as owls are considered harbingers of death, but those in the know will put aside their superstition to listen to the wisdom the hsiao possesses.

Hypnosnake. An uncommon menace around the Bear Clan, when detected it is hunted for their skin and meat.

Kachina. These playful fey creatures are valued allies to the Atruaghin, and harming one is taboo everywhere outside of the Tiger Clan. For unknown reasons, they are most numerous near the Bear Clan.

Kal-Muru. These elemental terrors are found only near the Island of Spirits, attacking any shipping that passes close to the island.

Killer Tree. These carnivorous plants are known to inhabit the Forest of Death in large numbers.

Kimen Kay. These undead creatures are mainly found off the coast of the Turtle Clans, though they have been known to threaten the waters near the Tiger Clan.

Kna. The fish merchants are frequent visitors to the Turtle Clan, bringing the bounty of the ocean to barter for Atruaghin goods.

Lycanthrope, Werejaguar. These creatures are held in great esteem by the Tiger Clan, being sacred to their patron Immortal. As such, they are widespread inside the Tiger Clan territory.

Manticores. Found nesting on the side of the plateau, manticores are a long time threat to the Atruaghin people. Hunted with bows when discovered, the Atruaghin will render down a slain manticore, using every part of the creature for tools or food.

Pachydermions. The elephant men have set up several settlements at the base of the Great Plateau to the northwest, where they must deal with the red orcs and the Sindhi.

Pegasi. Greatly sought after by the Horse Clan, these majestic creatures nest near the Great Plateau's top. A Horse Clan warrior that can capture a pegasus and tame it is marked for greatness in his tribe.

Piranha Birds. Sought after for their bright and colorful feathers, they also account for numerous deaths among the Tiger Clan braves that hunt them.

Pookas. The time meddling fey are few in the Atruaghin lands, but all of them will invariably take on the aspect of one of the more unusual creatures.

Purple Worms. The Great Plateau is known to have at least half a dozen purple worms burrowing through it. The worms will erupt from the ground to try and devour as many bison or horses as possible. The Atruaghin hunts the worms, but killing them is quite tricky.

Randara. These shapeshifters are legends to the Atruaghin. While very few, their past exploits are taught to children as warnings never to let their guard down.

Rhagodessa. The arachnid monsters are common in Atruaghin lands, especially in the heavily wooded areas of the Elk, Tiger and Turtle Clans. Occasionally they are hunted for meat.

Rocs. These massive creatures are known to live in numerous areas around the plateau. They are feared and respected by the Atruaghin, whose only defense against them is to run and hide.

Ropers. Only found in the tunnels that riddle the Great Plateau, ropers

are mostly unknown; except for those who venture into the numerous caves on the plateau's side.

Sacrol. These undead horrors are only found near the slaughter grounds of the Tiger Clan. The Tiger braves are tasked with hunting the undead monsters.

Sasquatch. Though few, there are enough of them in the north of the Turtle Clan territory that the clan has friendly relations with them.

Shargugh. These sylvan creatures are one of the reasons the Elk Clan lands are so fertile. Mistaken for nūññē'hī, the Elk view them as sacred creatures and forbid anyone to harm them.

Sidhe. The most numerous fey found in the nūññē'hī lands, the sidhe are commonly found singing and dancing in the Eternal Powwow. Against the Tiger Clan, they are feared as fierce warriors that attack out of nowhere.

Sirenflowers. Found throughout the Forest of Death, these carnivorous plants are one of the first things Tiger Clan children are taught to look out for.

Skinwalker. These malevolent shapeshifters are found anywhere the Atruaghin murder each other. Though mercifully rare, they are found near every clan.

Spider, Giant Wood. The most common of all the giant spiders found in Atruaghin, they plague the Elk Clan but are also hunted for food, especially during the winter. Sphinxes. Not native to the plateau, a sphinx found in the lands of the Atruaghin is there for a purpose. They are often searching for some piece of knowledge, and are most commonly seen near the Spider tribe.

Spirits, Nature. Ubiquitous all across the Atruaghin lands, nature spirits flock to the plateau in vast numbers. The Atruaghin respect and revere the spirits, but also fear them when they gather in great numbers.

Stranglevines. Another hazard of the Forest of Death, These plants helped give that section of Atruaghin its name. Tiger Clan braves are frequently sent out to clean out pockets of it.

Stirges. These flying monsters are regular around wooded areas, making them a minor threat around the Elk, Tiger and Turtle lands.

Surtaki. Common around the foothills at the base of the Bear Clan lands, surtaki threaten the numerous caravans that approach the plateau and keep the Darokin guards on constant alert.

Thunderbird. The appearance of this massive elemental creature over the plateau is considered the greatest of omens. All the clans celebrate it atop the plateau.

Treants. Located primarily in the Singing Forest, they serve as the first line of defense against the Tiger Clan's predations.

Thunderheads. Probably found on the Atruaghin plateau more than anywhere else in the Known World, thunderheads are a constant threat to the Atruaghin atop the plateau. They are especially feared because of the plateau's frequent storms.

Two Face. Another creature brought about by an Immortal curse, the Atruaghin converted into a Two Face can be found near any of the clans.

Uktena. These magical snakes are exclusive to the Horse Clan territory, though other tribes are known to hunt them for both the challenge

and the magical properties their bodies possess.

Unicorns. Rare on top of the plateau, these creatures are typically found in the nūññē'hī and often sought after by Turtle Clan women to prove their worth, and Tiger Clan hunting parties.

Vampire Rose. The Forest of Death grows an especially vicious form of the plant and commands a great price among wizards looking to transplant the flower or acquire parts of it for spell components.

Wendigo. Rare everywhere across the Atruaghin lands, found only where the bitter cold can isolate wanderers. They are mostly found in the Turtle and Elk lands. Hunting them down them is a major priority for the Atruaghin.

Whipweed. While not common, the plant is found in the forests of the Elk Clan lands and has to be cleared out at least once a year.

Wood Imps. These Unseelie fey are driven continuously out of the nūññē'hī lands into other lands. They take sadistic pleasure inflicting pain against the Atruaghin and hunt the kachina for sport.

Wyverns. Once a significant threat to the Atruaghin and their way of life, wyverns have been hunted almost to extinction by the plateau dwelling clans. Now wyvern are hunted for sport when discovered, as their skins are a much-desired luxury item from the Atruaghin.

Yowlers. Nothing strikes more fear in the heart of a Horse Clan brave than hearing the baying of a yowler. Thankfully very rare, they have been known to wipe out entire hunting parties when the opportunity presents itself. Killing a yowler results in an immediate increase in clan status, no matter the clan.

Naalyéhé bá Hooghan

A recent addition to the Clans of Atruaghin, the World Elevator has spawned two small villages at the base and the top of the Great Plateau. The natives call the villages Naalyéhé bá Hooghan or just the trading post. Visitors refer to them as just Upper and Lower. Upper is fully controlled by the Bear Clan, with adobe and wooden buildings dotting the surface. Lower is supposedly under complete control of the Bear Clan, but in reality, the day to day operations, including the World Elevator, are handled by the Darokin Diplomatic Corps.

Atruaghin law does apply in both areas, despite Darokin's influence. Because of the Atruaghin ban on metal, all trade in Naalyéhé bá Hooghan is made with Darokin printed Certified Letters of Credit. All coinage must be converted into CLOC's at the money changer located in Lower. The CLOC's aren't useful anywhere outside of Naalyéhé bá Hooghan, but it does establish a method of barter for outsiders.

While Darokin dominates trade with Atruaghin, by Atruaghin law, any nation is welcome to come to Naalyéhé bá Hooghan and deal with the Atruaghin merchants. While just a fraction of trade, merchants from Sind and the Five Shires aren't rare. Merchants as far away as Alfheim, Karameikos, and even one merchant from Vestland have visited Naalyéhé bá Hooghan. At one point, merchants from Glantri arrived, but the scrutiny was so thorough that they never returned. Most of the merchants only travel to Lower, the costs to use the Elevator to visit Upper are almost punitive if you're not from Darokin.

Darokin has taken advantage of its ties to the Bear Clan to secure numerous financial benefits from the operation of the World Elevator. Darokin Guilds pay a deeply discounted rate to use the Elevator and has priority on using the merchant housing in Lower. Guild caravans are the only ones allowed to leave Upper for other areas of the plateau, something Sind and the Shires are trying to get permission to do.

Law in Naalyéhé bá Hooghan is mostly based on Atruaghin law. Metal is banned from reaching the top of the plateau, magic items are restricted, and clerics are forbidden from proselytizing. Violations of these laws result in immediate expulsion from Atruaghin, up to execution for violent crimes. Because of the threat of losing access to trade, Darokin makes sure to vet any member of a caravan thoroughly.

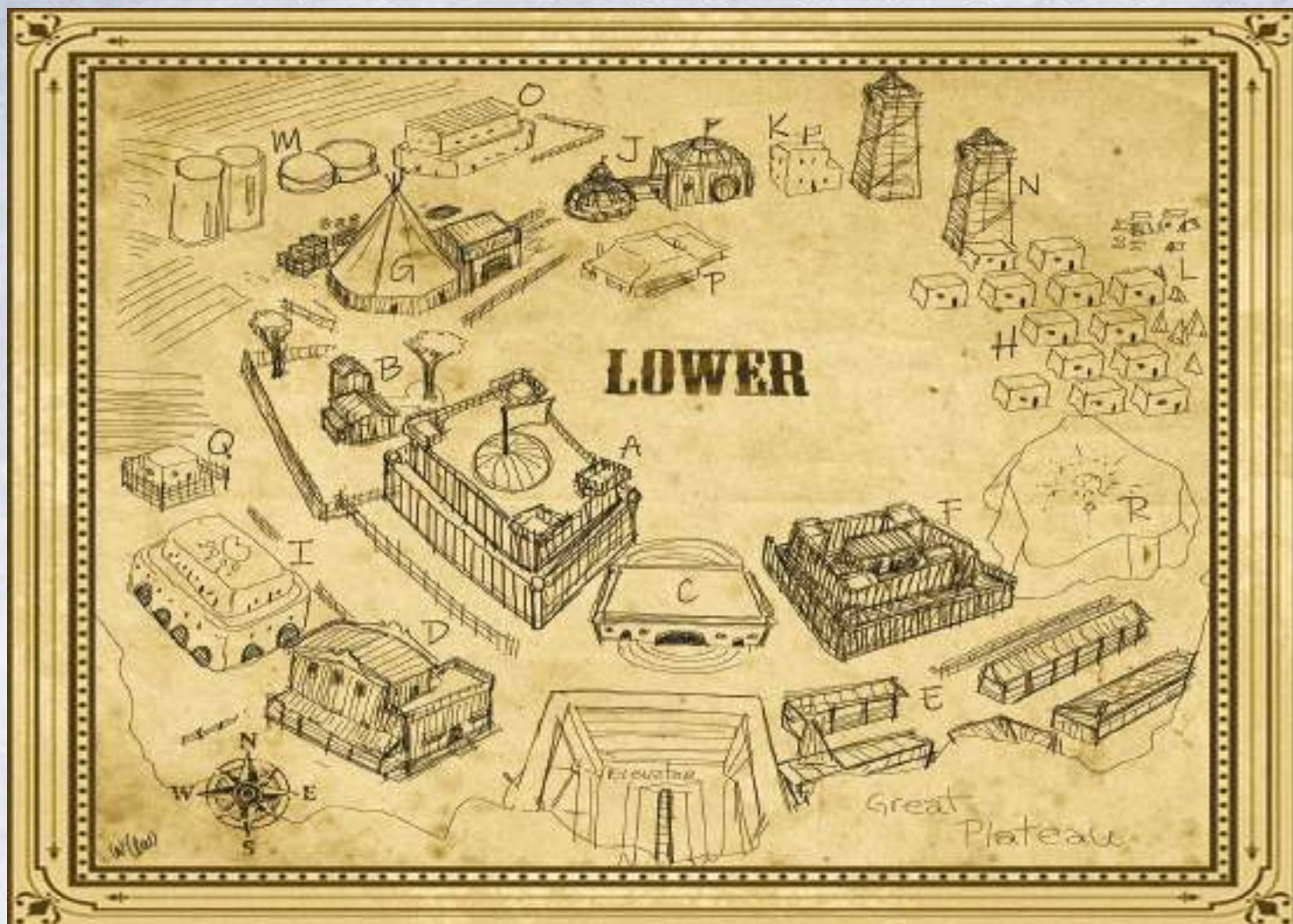
The goods available at Naalyéhé bá Hooghan are typically trade items, no magical items are allowed to be bought or sold in Upper or Lower. Lower has the largest number of goods available, but those goods are considered to be of lower quality than the goods available in Upper. This is mostly in part because the Darokin Guilds cherry-pick the better items at the trading post in Upper before the goods are sent down. Food and seeds are the most common items for sale, though fresh food is more of a luxury than a trade good. Horses are also frequently offered for trade, but the better horses are again, only found in Upper. Most of the items sold in volume are traditional Bear Clan

blankets, jewelry, and household items.

Lower is the larger of the two areas, with a population of a few hundred Atruaghin and up to a thousand merchants from other lands during the busiest seasons. The Atruaghin maintains several lodging houses for the caravans and large corrals for the caravan animals and the large teams of horses that operate the World Elevator. Also, Darokin operates its official embassy in Lower, the money changer, and a recruiting station for the Diplomatic Corps. All the free-standing buildings are made from adobe or wood in Bear Clan style, with other buildings carved into the cliff face.

Upper has little in the way of creature comforts except for a single inn that charges a fortune for the tourists that have flocked to Upper for the view and to say they have visited the Great Plateau. The buildings here are mostly homes. There is a trading post and a corral for horses brought in by the Horse Clan for sale. The Atruaghin gather at a public house at night, where certain forbidden items like alcohol can be obtained if friends with the owner. Another commodity that can be acquired in Upper if you know the right people are mercenaries. Atruaghin can't leave the plateau normally, but permission can be purchased under the table.

Members of the Bear Clan have often been hired as guides, but now increasing numbers of the Horse Clan are flocking to Upper looking for employment in the lands below. The Elk Clan has spies in Upper, trying to stop the illegal activities but with little success.



LOWER

A. Darokin Embassy. The largest building in Lower, Darokin's embassy serves as the de facto city hall for the town. Here you can meet with representatives of most of the largest guilds and seek employment in the caravans. Inside the building people find employers, diplomats and merchants ready to help both Darokin citizens as well as Atruaghin curious about the outside world.

B. Emil Falte's House. The leader of the Darokin contingent lives here with his wife. Only actual friends are invited to visit, uninvited visitors are directed to the Embassy or the Atruaghin Meeting House. His wife

is normally found here raising their children.

C. Atruaghin Meeting House. The official government building in Lower is run completely by the Bear Clan. There is little actual government business occurring in the Meeting House. Instead the the clan uses the building to introduce themselves to visitors with elders and shamani teaching the curious about the history and culture of the Bear Clan. The clan has a large number of older volunteers who enjoy sharing stories to the visitors that are drawn to Lower.

D. The Half Daro Pub. A tavern set up by the merchants of Darokin, it's

unusual in the fact that Atruaghin are technically banned because of the restriction on alcohol. However with the lack of Elk Clan puritans the rule is more along the lines of if nobody complains there's not a problem. As Atruaghin have no locally brewed beverages, all the drinks served here are imported

E. Lower Corrals. Actually two separately owned stables and corrals, the larger of the two has a number of Atruaghin horses brought to Lower for sale to outsiders for a healthy markup. The better horses are reserved for the Upper Corrals.

The other corral has the horses that operate the World Elevator and are exclusively draft horses. These are never for sale, and many of them come from Darokin rather than Atruaghin. The horses are well cared for and cycled often to avoid wearing them out.

F. House Mauntea Exchange

House. A counting house where all metal coinage must be turned in for letters of credit by Atruaghin law. The house does keep the exchange rate reasonable as to not discourage trade. The building is naturally heavily guarded at all times.

G. Smiling John's Trading Post.

The only store that sells authentic Atruaghin goods in Lower, the store is owned and run by 'Smiling John' Hanetha, an Atruaghin merchant that jumped at the chance to sell goods to outsiders. Most of his goods are basic trade goods like blankets or pottery, and occasionally he is able to get goods from the Horse and Elk Clans.

H. Housing. Here are a number of adobe row houses used by the various caravaners and Atruaghin living temporarily in Lower. Only the best connected merchants can rent one of these houses, most merchants and caravaners have to pitch tents and sleep on the outskirts. The houses themselves are sparsely furnished with little more than a bed and a desk, but it's better than sleeping outside.

I. Great Bear Inn. For visitors not visiting the plateau for any length, most stay at the Great Bear Inn. It is run by the Atruaghin but it's clients are exclusively outsiders. It is a well kept building with an employee always sweeping out the constant dust. The food is traditional Atruaghin fare, the beds

are comfortable and the prices are quite high.

J. Five Shires Embassy. This wooden building is actually two buildings connected by a single open air breezeway. The Shires just recently opened up formal relations with the Bear Clan, and have a small delegation there mainly to further trade. The first building is hin sized where the delegation lives, the other building is human sized where Atruaghin merchants can place orders for hin products and more importantly seeds.

K. Ierendi Embassy. This lone building is just a two story house for the Ierendi ambassador. Business is conducted on the first floor. The island nation has long enjoyed peaceful ties with the Turtle Clan, and has approached the Bear Clan for a formal relation. Right now their interaction is merely friendly, no trade has been agreed on yet.

L. Sind Compound. On the outskirts of Lower the Sindi have established a small camp in preparations for opening up trade with the Bear Clan. They have not yet been recognized by the Bear Clan as Darokin is strongly encouraging against it for obvious reasons. There are few permanent buildings, with the delegation largely living in tents.

M. Grain Silos. Maintained by the Bear Clan, these are simple adobe silos where the Clan keeps grain and other food stuffs for consumption or to sell to the visiting merchants. The silos are a frequent gathering spot after hours for secret deals between the Bear Clan and foreigners.

N Guard Towers. These wooden towers stand three stories tall and are manned by Bear Clan braves.

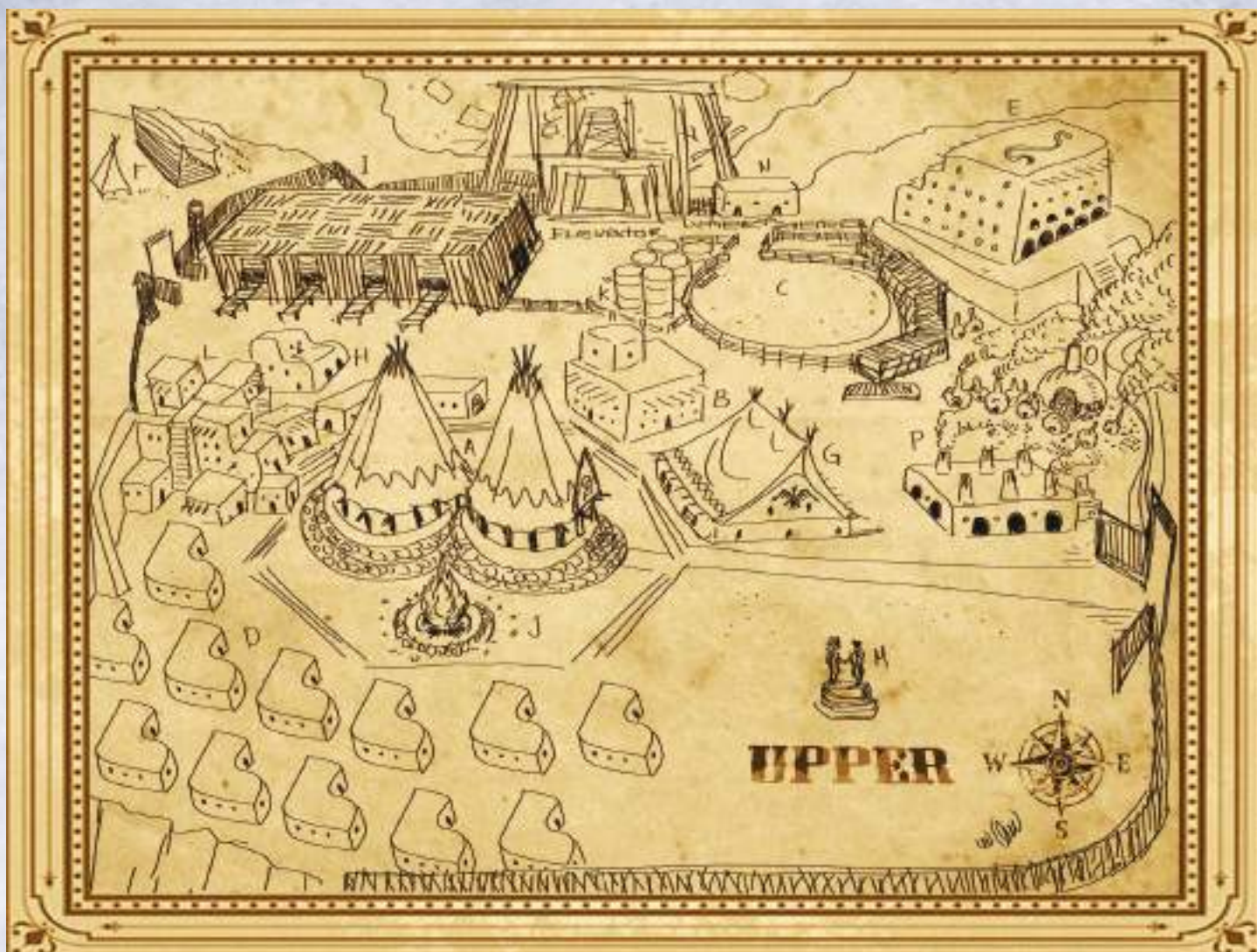
While the city has never been attacked, the towers have proven useful as it lets the Atruaghin spot approaching caravans from miles away and gives them extra time to prepare for arrival.

O. Tribal Farm. Rather than constantly transport food from the plateau, the Bear Clan created a large farm to grow the crops that would feed the population of Lower. The farmland stretches for miles from the city, but the farmhouse itself is located in the city. Most of the Bear Clan that live in Lower work on the farms.

P. Havi's Dinner Hall. An open air kitchen where the farm workers can eat in the shade, Havi provides meals for all Atruaghin working in Lower. She is provided food by the Bear Clan specifically to feed only the Atruaghin. However she gladly takes payment from merchants and visitors to provide hot meals for them as well. She uses this money to buy more exotic foods from the caravans to increase the variety of her menu. She is technically breaking the law, but no one who eats there dares turn her in.

Q. Jail. A large adobe building that has been converted from a house to a makeshift jail, this building is largely used to let drunks sleep it off where they pay a fine in the morning and are sent back to work. Serious crimes aren't prosecuted here, instead offenders are exiled or executed if foreigners, or sent back to be tried by the clan elders if Atruaghin.

R. Graveyard. This a recent edition to Lower, fewer than a dozen graves of foreigners are located here as deaths are rare and mostly accidental. The land is consecrated by the shamani of the Bear Clan.



UPPER

A. Temple to the Immortals. One of the larger buildings in Upper, this hogan houses two shrines to Atruaghin and Hattani Stoneclaw. The shamani stay in an adjoining building. Services are held regularly, and all residents are expected to attend. The shamani of the Atruaghin shrine is from the Elk Clan and forbids foreigners from attending worship. The shamani of the Stoneclaw shrine welcomes all worshippers.

B. Rattlesnake House. This large building serves as the government building for the Rattlesnake Tribe

and serves as a house for the Mayor of Naalyéhé bá Hooghan. Here crimes are punished, and disputes are settled, though any serious offense will be sent to the city proper. Fortunately, that has never happened.

C. Corral. This is where the horses for sale are kept before being taken to Lower for purchase. The horses are first looked over by Darokin merchants with permission, and the best of the herd is purchased at this location before they are presented to the other merchants for purchase.

D. Houses. Comprised of row houses explicitly created for the

Atruaghin who work in Upper, each building is identical in shape and can accommodate up to four people comfortably. There are more houses than needed, as growth is expected.

E. Rattlesnake Inn. This is one of the largest Upper buildings and is the only place where visitors to the city are allowed to stay. Prices are some of the highest in the Known World. While the service and quality are average at best, it's the prestige of staying here that justifies the prices.

F. Artist's Overlook. Originally just a bunch of chairs left by visitors,

permanent fixtures were added for the comfort of the paying customers. Here is where artists and tourists come to see the gorgeous view from atop the plateau or to paint the sunset in the evening. Painting people is frowned on after a Darokin artist attempted the first nude portrait of a young Atruaghin woman to the outrage of the rest of the village.

G. Thunderbird Trading Post.

This trading post sells authentic and rare Atruaghin art. The items here are custom made for the store, not mass produced like the items found in Lower. As such, prices are quite high, and payment is expected on purchase, though House Mauntea has an account. The store has tribal art, handcrafted furniture, goods from both the Horse and Elk clans, and exquisite jewelry. Items can be custom ordered, but it does take some time for the most complex items.

H. Public House. A large adobe building is where the workers tend to gather after a day's work for food and company. No alcohol is served here, though rumor has it the owner has a private stash he shares with friends. Foreigners usually are turned away, but the rules are relaxed if a bard wants to perform for the crowd.

I. Warehouse. This is the largest building in Upper, and the only one built using Darokin architecture. It's a standard warehouse, and trade goods both coming and going are stored here before being inspected. It's also guarded 24 hours a day by both Darokin and Atruaghin guards, both from thieves and overzealous Elk Clan braves. Officially it is a gift to the Rattlesnake tribe.

J. Bonfire. Keeping with the

sacred law, this large bonfire is kept lit at all hours to allow shamani to use their fire gate spell to visit the village if needed. This allows even the distant Turtle Clan to send visitors, something they have done on rare occasions in the past. Several members of the Rattlesnake Tribe maintain the fire in shifts.

K. Silos. Standard grain silos, these buildings hold the various grains that are being exported to the outside world or being purchased by traders before they reach the Elevator. The silos are under constant guard after an incident with several angry Elk Clan braves.

L. Darokin House. This building consists of several interconnected hogans and houses all the House Mauntea merchants and guards allowed to stay in Upper. It serves as an unofficial embassy for Darokin, and more specifically, for House Mauntea. It is considered a blight on the old ways by Elk Clan, but after an attempt to burn it down several years ago, all members of Elk Clan were banished from the village for a year. There haven't been any incidents since, though a guard is always present.

M. Friendship Statue. A gift from the nation of Darokin, this statue depicts Atruaghin and Ansel Eastwind clasping hands as friends. The marble statue was brought from Darokin City to Upper as a special commission from Darokin. It serves as a meeting spot for the village, and after hours it's considered a romantic location for young couples. Late at night, Horse Clan braves gather around the statue waiting for merchants to hire them as guards. While illegal, as long the meetings are discreet, they are overlooked.

N. Customs House. Despite being one of the most important buildings

in Upper, the Customs House is little more than a single hogan at the entrance to the village from the World Elevator. Here, representatives from the Bear, Horse, and Elk Clans inspect every caravan arriving looking for contraband. One inspector can be overruled by the other two, a common occurrence for the Elk Clan member. Forbidden items are confiscated and later destroyed, but once a caravan has been cleared, they are given a token of clearance that is supposed to serve as their proof they are breaking no laws. Not that the token stops fundamentalist Elk Clan braves or unruly Horse Clan raiders from stopping the caravans for their purposes.

O. Saka's Kiln. An adobe building with a dozen kilns in front. Originally just a simple potter, Saka Lapahie's father moved to Upper after the construction of the World Elevator to make clay pots for the new visitors to the plateau. As she is the closest to the Elevator she is the first merchant the caravans encounter. She began expanding her kiln and hiring assistants to keep up demand, and now she supplies all of Lower with her goods and has several private contracts with House Mauntea to provide them with goods exclusively. Saka has quietly become quite wealthy and is thinking of moving her entire operation to Akesoli.

P. Smokehouse. Another hogan devoted to supplying the caravans with goods, this hogan has several ovens and tables for smoking and preserving exotic meats into jerky and pemmican for the merchants. Bison is the most common meat, but elk and even griffon and hippogriff meat are used when available.

Immortals and Religion

Atruaghin

Sphere: Matter

Symbol: Warbonnet and tomahawk

Shamani: Can use hand axes (tomahawks) as a weapon.

Originally a banished king from the Hollow World nation of the Azcan Empire, Atruaghin reached the surface and reunited the tribes that would take his name as their own. Blessed with unnaturally long life, he organized the clans into their current form. He was a good ruler, fair and impartial in his laws and judgment. But he longed to see the known world and left his people to wander the world and to see what it had to offer.

Atruaghin spent time in many of the modern-day nations of the Known World. He learned the ways of magic in Glantri, sailed the seas on a longboat in Ostland. In the courts of Alphatia, he learned the ways of nobility and intrigue. The elves of Alfheim greeted him with open arms while he learned much about growing crops from the hin in the Five Shires. Once he learned everything he could from the outside cultures, he returned to his adopted people centuries later, only to discover them conquered by the foul red orcs.

The war against the red orcs united the clans one last time. Atruaghin, with the help of the Immortal Tahkati Stormtamer, pushed the orcs out of Atruaghin territory with incredible difficulty. The orcs had ruled over the Children of Atruaghin for nearly five centuries, with the loss of thousands of lives. To prevent this from happening again, Atruaghin used all the magic he has acquired in his long life, including magic he has acquired from Glantri,

Alfheim, Alphatia, and even the runic magics of the Northern Reaches to raise the Great Plateau. He forever isolated his people from the outside world. For this great act, in addition to his long life of exploration, Atruaghin was elevated to the ranks of the Immortals.

Personality

Atruaghin is known for his soft-spoken and patient methods, preferring to negotiate rather than threaten. War is not unknown to him; he spent much of his life fighting the forces of Atzanteotl. He is kind-hearted to a fault, doting on his chosen people and assisting them as much as possible. He has raised several of their numbers to join him in Immortality and is gathering allies for his inevitable showdown with Atzanteotl. His one flaw is his desire to see his people stay true to his word. Over the centuries, this has caused rifts between the clans. The Horse Clan bristle at their confinement on the Great Plateau and the Turtle Clan has begun to change because of their constant contact with neighboring nations. Atruaghin has a solution to keep his Children precisely as he left them, moving all the clans to the Hollow World before they each go their own way. He has not told the other members of his pantheon of his plans, for he knows some would oppose him.

Atzanteotl

Sphere: Entropy

Symbol: Silhouette of a feathered serpent

Shamani: None, Atzanteotl uses clerics only

The sworn enemy of Atruaghin, and by extension every one of his worshipers, Atzanteotl has already turned one clan against its patron

and now plots the total destruction of the Atruaghin people. Originally born an elf named Atziann before the creation of the Broken Lands, the Immortal migrated to the Hollow World when the elves destroyed themselves with a Blackmoor device they discovered. There he corrupted the Azcan people away from their traditional Immortals and earned Immortality for his deeds. The Immortal became obsessed with corruption and inflicting revenge against anyone who opposes him. He especially hates the nation of Alfheim and Atruaghin for standing in the way of his plans. He is not one to leave a grudge, so he is taking steps to destroy both nations.

Atzanteotl has already begun to turn the followers of Atruaghin against him. He successfully corrupted the Tiger Clan, turning them from a noble group of warriors into bloodthirsty savages. His attempts to use them to destroy the rest of the Children of Atruaghin has been stifled by the presence of the Darokin military to the east, and the Nūnnēhī to the west. To see his plans to the end, now he is trying to finish construction of a massive elevator from the Azcan Empire to the surface world, where he will overrun his enemies with millions of bloodthirsty Azcan warriors. First, he will exterminate every Child of Atruaghin, even the Tiger Clan, then turn his armies towards Alfheim and burn that nation to the ground.

Personality

More than any other motivation, Atzanteotl is driven by hate. He will not rest until anyone he sees as wronged him is destroyed. Everything about them must be eradicated; even their memory must be wiped from existence. His list of enemies is long, while his list of

friends is non-existent. He will destroy his followers if he feels they aren't giving him enough reverence or if they once stood with a hated foe. He does play the long game; the extermination of one's enemies is not something done quickly. He will whisper in the ears of those he feels he can corrupt; his favorite pastime is watching the betrayals he has caused.

Ahmanni Turtlerider

Sphere: Thought

Symbol: Whale tooth necklace, some shamani wear one tooth per level, others wear one tooth per whaling expedition participated in

Shamani: No special rules

Possibly Atruaghin's greatest influence and his closet ally, Ahmanni Turtlerider was once his lover when they were both mortals. She showed an affinity with nature at an early age, earning her name by her ability to ride on sea turtles that were common around her tribe. When she became the leader of her clan, she made the turtle their totem animal. When Atruaghin united the clans, she traveled to study under him and then began their relationship. When Atruaghin left to further his travels, she stayed behind to lead her people.

When the orcs invaded Ahmanni lead the resistance among her people, but she died in the early stages of the battle, overwhelmed by the humanoid invaders. When Atruaghin returned and drove out the orcs, he used his magics to return her to life. She left her tribe to explore the ocean beyond the horizon, where she eventually attained Immortality.

Personality

Ahmanni has a personality like the sea and can go from calm and

tranquil to angry with little provocation. She is loyal to Atruaghin but wants to see her people grow and develop on their own. She has accepted their desire to become closer to foreign nations, something she is trying to get Atruaghin to accept. She loves Atruaghin, but like a proud mother, she wants to see her children mature and become successful.

Danel Tigerstripes

Sphere: Entropy

Symbol: Cat's Eyes

Shamani: None, Danel Tigerstripes uses clerics only

Atruaghin's greatest failure, Danel, was his greatest general during the reconquest of the Atruaghin's lands from the orcs. He was tortured by the orcs as a child, leaving him with numerous scars that gave him his name. Because of his trauma, he grew up with a hatred of humanoids and was known during the war for his savage tactics and refusal to grant quarter to anyone he faced. He led his armies into more battles than any other of Atruaghin's generals during the war.

Atzanteotl worked his followers into Danel's confidence after Atruaghin achieved Immortality. The clerics were able to turn Danel's anger against Atruaghin, blaming him for the invasion and the torture Danel suffered at the hands of the orcs. Danel encouraged his clan to keep to the ways of war and to accept the worship of Atzanteotl. To achieve Immortality, Danel betrayed his people; when Hattani Stoneclaw confronted Danel, the Tiger Clan chief killed the Bear Clan patron in ritual combat. Then Danel made his greatest betrayal, as Tiger Clan warriors had infiltrated the lands of other clans. The Tiger Clan

attacked almost every village in the Atruaghin Clans, killing thousands of people in a night of slaughter. For this heinous act, the Tiger Clan was declared no longer Children of Atruaghin, and Danel Tigerstripes was made an Immortal in the Sphere of Entropy.

Personality

Danel's rage is never sated; he is always directing his people to fight against anyone they can fight. He demands sacrifices like Atzanteotl; the source doesn't matter to him. He is easily angered by any setback, such as military defeats or a lack of sacrifices. What he doesn't realize is how much he is being manipulated by Atzanteotl, who is driving the Tiger Clan to destruction so he can weaken the surrounding areas for his planned invasion with the Azcan Empire. Danel loves causing pain and suffering and is oblivious to the fact he is throwing the lives away of the very people that worship him.

Hattani Stoneclaw

Sphere: Matter

Symbol: Bear Claw

Shamani: Traditionally use stone war hammers in combat

Known for being Atruaghin's right-hand man, Hattani Stoneclaw fought alongside his patron more than any of the other members of the Atruaghin pantheon. He was the chief of the largest free band of Atruaghin when the war for liberation began, and he fought at every major engagement against the orcs. After the war and the Great Plateau was raised, Hattani helped his tribe carve the famous cities of the Bear Clan from the plateau's face, providing the only real access to the plateau from the lowlands. In just two years, the cities are created

from the sheer rock face with the help of shamani magic. The first and only test of the walls happened when the red orcs returned and were easily repelled with massive losses among the humanoid horde. No enemy ever again tested the cities.

When the corruption of Danel Tigerstripes became obvious, Atruaghin sent a vision to his trusted ally to confront Danel. By the time Hattani reached the Tiger Clan lands, Danel was already fully turned by Atzanteotl. Hattani challenged Danel to ritual combat, and in the end, fell to the younger warrior's blows. But as his shattered body fell to the ground, Atruaghin elevated his friend to Immortal status not just for his loyalty in the war, but also for the tremendous feat of creating the fabled cliff cities of the Bear Clans.

Personality:

Hattani is one of the more conservative of the Atruaghin pantheon. He is staunchly supportive of Atruaghin and an avowed enemy of Danel Tigerstripes, possibly more than any of his allies. He hates Atzanteotl and will assist other Immortals outside his pantheon in defying the Entropic Immortal. He is highly supportive of his people but is torn with the influx of foreign merchants and diplomats. He wants his people to continue in the Old Ways but also has to accept the decisions they make. His tribe is splintering over their newfound wealth and the greed of some of the tribes.

Mahmatti Running Elk

Sphere: Energy

Symbol: Clay pipe

Shamani: Use kinnikinnik as a material component in all spells



Of the patron Immortals of the Atruaghin, only Mahmatti was born after the creation of the Great Plateau. The Elk Clan patron grew up thirsty for knowledge that caused him to learn the magic of not only the shamani but the druids and even the arcane magic of the outlanders. He gained all this in an attempt to release Atzanteotl's hold on the Tiger Clan. However, the Entropic Immortal had his minions frame the shamani for the murder of a fellow clan member.

He was captured by a Glantrian wizard who enchanted him into loving her while draining away his power and vitality. With the help of unknown benefactors, he was freed and returned to Atruaghin. While he was only in his thirties, he had the health of a man more than twice that age. He used his magical powers to track down the minions of Atzanteotl, who framed him and brought them to justice. When he had finally caught the last of the conspirators, he returned to his people and cleared his name. His

daughter reinstated him into the tribe in a ceremony, but his accelerated aging caught up with him during the ritual. He died with a smile on his face, proud of his people, at that moment; however, he transcended his mortal form and joined the ranks of the Immortals.

Personality:

Mahmatti is possibly the most open-minded of all the Atruaghin pantheon because of his obsession in learning new magics and knowledge. He loves his people but is opposed to their orthodox approach to the Old Ways. He is at odds with Atruaghin over his law against the learning of the arcane arts, but it is a difference of opinion more than a rivalry. Mahmatti feels correctly that his tribe is more loyal to Atruaghin than him, so he spreads his message to those who will listen.

Tahkati Stormtamer

Sphere: Energy

Symbol: Warbonnet and knife

Shamani: Can use a bone knife as a weapon.

The only Immortal of the pantheon to precede Atruaghin in Immortality, Tahkati has gone from a jealous foe to a cautious ally. He was the first to unite the clans when the Horse Clan conquered all the surrounding lands. He ruled over the conquered tribes for decades until he ascended to Immortality. He became the patron of the clans, though eventually, his empire broke apart without his direct leadership. Hundreds of years later, he watched in anger as a newcomer attempted to become the dominant force in the clans when Atruaghin united them through diplomacy.

When the red orcs invaded, Atzanteotl offered Tahkati a deal to regain his power over his adopted people. The orcs would conquer the rest of the clans save the Horse, and Tahkati's people would be free to fight the orcs and prove them the most capable of all the clans. The powerful Horse tribe fought the paltry few the orcs initially threw against them until the clans were conquered. Then Atzanteotl showed his true colors and unleashed the full might of the orcs against the Horse Clan, killing and enslaving most of them. Tahkati swore vengeance for this betrayal and turned his allegiance to Atruaghin. He remains an ally but holds himself above Atruaghin in the devotion of his clan.

Personality:

Tahkati is as wild as his name suggests. He is chaotic but not evil. He acts on his whims but is devoutly loyal to his people. He doesn't like the influence Atruaghin has gained over his people and is fully supportive of their efforts to leave the plateau. He was the one

who caused the tremendous purple worm to create the tunnel that offered the Horse Clan their freedom. He asks his people to pay lip service to the Old Ways but to remember who is their true patron.

Other Immortals

Al-Kalim. Found only in the Turtle Clan, the spread of Al-Kalim can be directly attributed to the Ierendi influence that has been growing in the clan. No Atruaghin worship Al-Kalim, but interest in the religion is starting to increase.

Asterius. The patron Immortal of Merchants has a large following in Darokin, and his spread has reached the Bear and Turtle Clans. With the increased wealth that Atruaghin is starting to enjoy, it is no wonder that more than a few Atruaghin merchants have started including Asterius in their private prayers.

Brindorhin. An unlikely Immortal to be found worshiped by the Atruaghin, the hin Immortal's love of agriculture along with the curiosity of the hin merchants have caused a few Atruaghin task Brindorhin to bless their crops as they plant them. Under their breath, of course.

Chardastes. The gentle Immortal patron of healing was one of the first Immortals introduced by traders to first the Turtle Clan and later the Bear Clan. His worship is mostly restricted to Lower. The Atruaghin do not object when one of his clerics treats an injured member of their tribe.

Chiron. Another unusual choice to be found on the plateau, Chiron was introduced to the Horse Clan by their raiders, and their braves secretly ask the Immortal to keep their horses fit.

Hel. The Queen of Ice and Shadow knows Atzanteotl's ultimate plan for the Tiger Clan and looks to usurp his control over parts of the clan while he plots against Danel Tigerstripes. She has begun appearing in visions to certain warriors, warning them of the upcoming betrayal of their people and promising them power if they follow her advice. To this effort, she has had some success and seeks to increase her influence.

Ixion. The patron of light has little influence among the Atruaghin, but he is beginning to seek candidates for Immortality from their ranks. He has no attachment to the Atruaghin, but Atzanteotl is one of his most hated foes and looks to oppose him by any means necessary. This does bring him into conflict with Atruaghin, though at the moment, their relationship is still civil.

Ka. The protector was once worshiped by the Azcan people and still looks in on their ancestors. He does not influence the Atruaghin, but he does have worshipers among the coatl, a race long sacred to the Atruaghin. He uses the feathered serpents to try and provide the clans with his guidance.

Minroth. Introduced to the Turtle Clan by Minrothad merchants, their patron Immortal has little power among the Atruaghin. However, Minrothad priests have been actively trying to spread his religion in the Turtle ports, though they have been warned against it more than once.

Proteus. The Immortal of the sea has a strong presence among the Turtle Clan's sailors, though only when they are away from shore. Introduced by the Ierendi, he is gaining enough of a following that some even speak of him on land.