

# Overview of the Living World of ALQUENNAS

## Table of Contents

### Preface:

<b>Section Zero:</b>	<b>Introduction</b>
<b>Section One:</b>	<b>Geographical Data of Alquennas</b>
<b>Section Two:</b>	<b>Technology of Alquennas</b>
<b>Section Three:</b>	<b>Measurements &amp; Economics of Alquennas</b>
<b>Section Four:</b>	<b>The Calendar of Alquennas</b>
<b>Section Five:</b>	<b>The Plague</b>
<b>Section Six:</b>	<b>The Religions of Alquennas</b>
<b>Section Seven:</b>	<b>Magick in the world of Alquennas</b>
<b>Section Eight:</b>	<b>What's Next?</b>

## PREFACE

This guide is a general overview to better familiarize the player to the Chivalry & Sorcery: Living World of Alquennas. This document is to give players a taste of Alquennas' Geography, coinage, culture, history, tech and a few more items. If you have any questions please feel free to contact Mystic Station Design, LLC at [mysticstation@mysticstation.com](mailto:mysticstation@mysticstation.com).

## SECTION ZERO: INTRODUCTION

### Date: 1249 TK

The wondrous blues of the oceans and brilliant greens and browns of the land hide the terrible history of this planet. The dawn and the coming age of man will determine the fate of this world. A world who names means of water and its beauty is not measurable by scale or rule, but by wonders of the spirit of the ones who call her home.

For a time lasting four human generations, the war between the races turned into starvation and worldwide famine. Which led to the Alliance between the Humans, Dwarves, Haeflin, Centaurs and Elves several hundred years ago? The five races protected each other and traded food for knowledge and medicine. The Haeflin with the gift from the Gods for languages brought the races to the parley table. Together the races pulled their people out of the dark of despair of the time of shadows and into the light of the dawn of a new ear of light and hope. The races created the Three Great Laws:

- 1) One will not allow another to die of thirst even if the other is a blood enemy.
- 2) One will not allow another to die of hunger even if the other is a blood enemy.
- 3) Only a High King or Queen may sentence another to die by Thirst or Hunger

Each of the races made the three laws the first to be written in all of the languages on the great tablets of Unity. The races grew together until the Horde attempted to destroy the Alliance. The Alliance shattered and, if it were not for a few individuals, the World would be in darkness. The former members of the Alliance of Races beat the Horde brought forth their greatest builders, to thank the one family that held them together allowing them to beat back the Horde. The Races built the Human City of Azin five miles from that last battle in the war against the Great Horde. The city has stood for 230 years. Now as then there are new challenges in the world as well as the old ones.

Some of the old ways are gone, some have been rediscovered and new ways are always challenging everyone. The Horde threat is real, the ambitions of young rulers who have never felt the whip of the Horde as the plot their own glory are not afraid. They should be.

The name of the world of the Chivalry & Sorcery™ Living World is Alquennas. In the ancient tongue, it means "Of Water". Magick is very much alive on this world in most areas. In other areas, magick is but legends. Do not tell that to the Dragons, however.

Sumi' Ysa Ellime' Nari' Princess of Azin  
Great, Great Grand Daughter of Rene' Arthur Michael Nari' the Bringer of Balance

Taken from "The World of Alquennas" written in 1260 TK by Sumi' Ysa Ellime' Nari' Princess of Azin

## SECTION ONE: GEOGRAPHICAL DATA OF ALQUENNAS:

Geographical Data:	
Land Area	88,158,000 sq. miles.
Water Area	188,693,400 sq. miles
Total Surface Area	276,851,400 sq. mi.
Size of Earth:	1.4 x the size of Earth
Number of Continents	12

Continent Name	Meaning of the Continent Name	Number of Countries on the continent
Cellenda	Lady's Favor	3
Terla	Sea of Sand and Beauty	5
Kenda	Mountainous beauty	8
Vitaninnia	Local inhabitant word which means land given by the great spirit	4
Bryagel	Vale of the mist	2
Fyngel	Vale of the Sword	2
Cimmeran	The continent that the Horde calls home is Cimmerian, which in the language of the Elves means fire of life.	1
Mednadda	Glorious Morning in Ancient Kingdom	6
Xendarna	Fortified Hearts (Fortified Spirit)	2
Patronna	The name translates to the ancient kingdom word of fortified door	3
Northern Shield	It is also called the land of shifting Ice and Snow.	1
Southern Shield	This land is also referred to a the Islands of storms (ice Storms)	1

Players of the Living World can be from the following Countries:

Player Characters in the Living World can be from different countries from different continents. Characters can choose one of the following countries to come from.

### Human

Country name: **Azin**  
Continent: **Cellenda**  
Own Language: **Kingdom**  
Ruler: **High King Rene´**

Country Name: **The Highlands of Alquennas\***  
Continent: **Cellenda**  
Own Language: **Kingdom or Kandinavi**  
Ruler: **King Eric Thoran**

Country Name: **Terralen**  
Continent: **Terla**  
Own Language: **Aerronna**  
Ruler: **Sultan Namir (Swift Cat) Kel**

Country Name: **Moshven**  
Continent: **Cellenda**  
Own Language: **Kingdom**  
Ruler: **Merchant Prince Richard Connors**

### Dwarves

Country: **Kingdom of the Forked Mountains\***  
Continent: **Cellenda**  
Own Language: **Dwarven**  
Ruler: **King Tobin**

Country: **Low Kingdom of the White Mountains\***  
Continent: **Cellenda**  
Own Language: **Dwarven**  
Ruler: **King Ganit (defender)**

Country: **Stone's Rising**  
Continent: **Mednadda**  
Own Language: **Dwarven**  
Ruler: **Garren Gerik (Guardian Swords and Riches)**

### Elves

Country: **Low Kingdom of the Golden wood\***  
Continent: **Cellenda**  
Own Language: **Elven**  
Ruler: **Prince Jandar**

Country: **Low Kingdom of the Silver Oak Forest\***  
Continent: **Cellenda**  
Own Language: **Elven**  
Ruler: **Prince Roghnall (Wise and Powerful)**

Country: **Low Kingdom of Stone Oak\***  
Continent: **Cellenda**  
Own Language: **Elven**  
Ruler: **Countess Ellime´**

### Haeflin

Country: **City of Dawn**  
Continent: **Mednadda**  
Own Language: **Haeflin and Trade Tongue (common)**  
Ruler: **Lord Mayor Needle**

Country: **The City of Koalh located**  
Continent: **Cellenda**  
Own Language: **Haeflin and Trade Tongue (common)**  
Ruler: **Lord Mayor Lanna Kar**

Country: **The Country of Currerria**  
Continent: **Vitaninnia**  
Own Language: **Haeflin and Trade Tongue (common)**  
Ruler: **Low King Revelin Dar**

## SECTION TWO: TECHNOLOGY OF ALQUENNAS

The world is set in a medieval setting that ranges from the early medieval time period to the vast edges of the later medieval era almost renaissance in technology (with out gun powder). There are a few exceptions to this. They are:

### THE GATES:

The Gates that allow transport from continent to continent are a mystery in themselves. Not even the Elves or First ones know who create them or how they truly work. What is known of the gates is they are expensive to operate. In coinage, they cost more the most people are able to earn in 10 years of service as a man-at-arms. The gates have allowed for a greater exchange of trade and ideas among different cultures. They have greatly affected the world. Each gate has its own unique location recognition symbols; the symbols are arranged in four groups. Most of the gates have their address listed on the location mechanism or on the gate itself. The gates can only remain open for 49 minutes.

#### Description:

A gate is constructed of an obsidian or snowflake obsidian ring 15 feet in diameter with several gemstones imbedded within it. The inside of the ring is silvered. It is rumored that all of the rings were quarried in Cimmeran (the horde continent) before the horde existed. Two Kitar (carved blocks of a blue rare stone) hold the ring upright. It is believed that the Kitars channels the energy of the payment stones which are located in the center of the destination control table (DCT) to focuses in the center of the ring. The DCT and the Ring is attached together by a length of cooper rod that is ten inches thick that is wrapped in pottery that is then baked. The copper rod usually set in a trench underneath and protected from the elements.

### Legend of the Gates

#### 18000 BK

The Elves discover mysterious portals. It takes the Elves 500 years to unwrap how to use the portals. The only thing that is discovered is how to power them, turn them on and connect them to other portals on the world of Alquennas. A small obsidian tablet is found with coordinates for three other portals upon it.

#### 17200 BK

The Elves find a stone table near one of the portals in the ancient Language that inform the Elves that these are not Portals but Gates. The difference to the elves is meaningless, however the elves begin to call the portals gates. The table details how a gate is constructed and what spells and rituals are required to make a gate operational. It is discovered that the gates only connect to other gates on Alquennas.

### MISSILE WEAPONS:

The World of Alquennas is very diverse in the level of technologies. In some areas of the planet, their bows are equal to ancient Greek bows while in other areas the art and technology of the bow and missile weapons are equal to that of the Renaissance era. There is NO GUN POWDER in the Living World. One must also take the cultural impact of missile weapons into consideration. There are several examples of this; The Elven Crossbow Quandary. If an Elf is discovered using a crossbow except for extraordinary circumstances, they and their blood will become immediate Lost Bloods to all of the Elven races (true Elf, Great Elf and Wood Elf). Another example is the leader of the One True God Religion called the Pope has deemed the use of a bow to be unchivalrous however against the Horde is another matter entirely. Some of the great Houses of Man have Knightly Orders that their primary weapon is that of a bow.

There are some impressive missile weapons available in the living world. The following are a few examples:

#### Dwarven Multiple Medium Crossbow called the Horde slayer

Wpn Type	Weapon Name	Prod Time (days)	Wt. lbs.	Lgth	Base Damage	Crit Die Mod	Bash Chance	Cost in Pennies
M	Horde Slayer	30	20 lbs	3 1/2'	-	-	-	8,500
-	Mdm Crossbow Bolt	2 for 20 bolts	1/2 lbs	18"	12	+1	9	50 for 20 bolts
-	AP Crossbow Bolt	3 for 20 bolts	1 lbs.	18"	18	+2	8	75 for 20 bolts
H	Horde slayer as a club	-	20 lbs.	3 1/2''	6 C	+2	8	As above

The major advantage of the Horde Slayer Dwarven Multiple Crossbow is not that it causes great amounts of damage with a single shot, no its advantage is that it has the capability of firing two shots before reloading. Even after both shots have been fired, the user can use the crossbow as a steel club. The disadvantage to the Horde Slayer is that it takes one of considerable strength (STR 15 +) and the reload time for the second (bottom) bolt.

Action	AP COST BASED ON CHARACTER'S PSF%					
	1-25%	26-45%	46-60%	61-74%	75-85%	86-96%
Reloading Top Bolt	30	27	24	21	18	15
Reloading Bottom Bolt	50	48	46	44	42	40

Mdm Crossbow Bolt				AP Mdm Crossbow Bolt				
Success Modifier	Distance in feet	Damage	Crit Mod	Success Modifier	Distance in feet	Damage	Crit Mod	RANGE
0%	20	12	+1	0%	20	18	+2	SR
-5%	50	10	+1	-5%	40	16	+2	MR
-10%	100	7	0	-10%	90	15	+1	LR
-20%	200	2	0	-20%	180	8	0	ER
-30%	900	-1	-1	-30%	800	7	0	MAX

### Centaur Field Bow called The Stinger

Wpn Type	Weapon Name	Prod Time (days)	Wt. lbs.	Lgth	Base Damage	Crit Die Mod	Bash Chance	Cost in Pennies
M	Stinger	20	1800 lbs	12'	-	-	-	14,500
-	War Bolt	2 for 20	3 lbs	6'	35	+2	8	200 for 20
-	Armor Piercing Bolt	3 for 20	8 lbs	6'	50	+3	7	300 for 20
-	Grapple Bolt	8 FOR 20	7 lbs	7 1/2'	30	+1	9	800 for 5

The Centaur Field Bow is a crew operated bolt thrower. The centaurs use a crew of two centaurs to move and fire the Field Bow. This device has been designed from its conception as a siege and anti-siege weapon. The common tactic is to deploy 50 to 100 Stringers against a fortification. The Centaurs will use most of the Stingers to keep the defenders in hiding and will have one or two launch a grapple bolt to grapple a line onto the fortification. The Grapple has a three-prong grappling hook at its front and an iron pulley at its back. Light cord is attached to the grapple when it is fired. This increases the range of the grapple. Once the grapple is attached to the defender's wall the crew will attach a heavy rope to the light cord and pull it through the pulley of the grapple. Thus doubling the strength of the rope attached to the grapple. The centaurs will then pull, in teams of 10 to 30, on the grapple attempting to pull apart the defenders' fortifications.

Action	AP COST BASED ON CHARACTER'S PSF%					
	1-25%	26-45%	46-60%	61-74%	75-85%	86-96%
Reloading The Stinger	90	80	75	70	75	60

Grapple Bolt				War Bolt				Armor Piercing Bolt				
Success Modifier	Distance in feet	Damage	Crit Mod	Success Modifier	Distance in feet	Damage	Crit Mod	Success Modifier	Distance in feet	Damage	Crit Mod	RANGE
0%	300	25	+1	0%	600	35	+2	0%	500	50	+3	SR
-5%	800	20	+1	-5%	1200	35	1	-5%	1000	45	+3	MR
-10%	1500	15	0	-10%	1800	20	+1	-10%	1500	40	+2	LR
-20%	2000	10	-1	-20%	2200	15	+1	-20%	2000	35	+2	ER
-30%	3100	5	-1	-30%	3500	10	0	-30%	2900	20	+1	MAX

### Sailing Technology:

Travel through the gates and the sharing of technology among allies several areas of technology have improved. Of these sailing and ship technologies have been one of the major benefactors to this exchange of knowledge.

#### Legend of Sailing Technology:

##### 200 BK

The sea engineers of Unadrian discover the use of angled sails provides much better performance. These sails allow the practice of tacking which allows one to travel towards their destination even if the wind is coming from the opposite direction.

##### 190 BK

The sea engineers of Unadrian discover by using a Plita (flat plate) submerged under the front of the ship, the ship will move at 6-8 miles an hour without sail or oar. The use of wave action to power the ship intrigues many of the sea going races. The sea is still the major form of transport between the continents.

##### 650 KT

The Elves of Clease (sea faring) develop a sail they call the Beetle. This new type of sail harnesses the wind much better. The Clease set a new record for crossing the great sea. They estimated 19 miles an hour. The Clease develop a ship they call the ship an Elven sloop or a Wind Sloop designed to carry 1200 barrels (roughly 19 tons) and a crew of 25.

##### 950 TK

Admiral Walter Mason of the Azin navy experiments with what he calls a bird's wing sail. A canvas sail that is wrapped around a rigged frame that is shaped like a bird's wing. The Azin navy builds three ships with these sails. The performance is equal to current designs in speed however; there are control problems to be worked out. Walter Mason was killed in an accident late in 950 TK thus ending the interest in this experiment.

## Medical Technology:

Given the diverse cultures and levels of technology of the races and countries of Alquennas the level and understanding of the healing arts is varied. Some cultures rely solely on magick to heal the sick and wounded as other cultures will only use technology and some cultures will use a combination of technology and magick to heal the sick and injured. There is the understanding that cleanliness is important to healthy many of the races on Alquennas, but not to all of the races or cultures.

## Writing and Reading Technology:

The most literate race in the living world is that of the Haeflin. They have an average literacy rate of 50% of their race. The Elves are next with around 30% of their population is literate. The Dwarves are close behind the elves with 27% of their population literate and then the humans with around 19% to 25% literate. It is unknown the percentage of saurian and centaurs that are literate at this time.

Numbers reflect literate in own language.

The Azin crown has stated a program to teach the people of Azin how to read and write (which is why the numbers for humans are so high). The reason behind this is that if a subject can read the King's laws and write their name on the tax rolls then there will be no excuse not to pay the Kings tax.

## Steel Technology:

In the Living World of Alquennas' the Dwarves produce the strongest steel. They have a process that allows them to create steel twice as fast as humans. The only way humans currently make steel is the same as Earth's later medieval era.

## SECTION THREE:

### MEASUREMENTS & ECONOMICS OF ALQUENNAS

The world of Alquennas is a mostly a silver based economy in most places, however in some areas the economy is based on cooper. The economic systems vary in Alquennas from ancient times to early medieval times to the vast edges of the later medieval era almost renaissance in the types of economics.

#### The Legend of the House Coins

##### 565 TK

The Houses of the Kingdom of Man begin to design a universal currency between houses. The cost of resources and time converting from one type of currency to another is costing the Kingdoms. The arguments start with the attempts to standardize weights and measures for the gold, silver, copper, iron, crystal, grains, fruits, cloth, and the list goes on. The rulers of the Houses are perplexed as to how the discussion of making coin has turned into a discussion on how long a building is. The Houses of Man invite the Dwarves, Haeflin and Elves into the discussion.

##### 570 TK

The Elves, Human, Dwarves and many of the other races adopted the Alquennas measurement touchstone. The measurements were crafted on steel devices to insure they would be equal.

The measurement for distance is based off the size of a heart stone. A heart stone is a quartz crystal. These stones are all the same size and are found near the White Mountains. No one understands how they are the same size

Unit of Distance (Linear measurement)			
Distance	Abbreviation	Description	Equivalent
1 Inch	In. or "	The size of heart tone	1/12 foot
1 Foot	Ft. or '	12 heart stones	1 ft = 12 inches
1 Yard	Yd	36 heart stones	1 yd =3 ft =36 inches
Pace	Pa	60 heart stones	1 pa= 5 ft = 60 inches
1 Rod	Rd	198 heart stones	1 rd= 5 ½ yd= 3 1/3 pa=16 ½ ft = 198 inches
1 Furlong	Fig	7920 heart stones	1 fig=40 rd =220 yd = 132 pa= 660 ft = 7920 inches
1 Mile	Mi	63360 heart stones	1 mi =8 fig = 320 rd = 1760 yd = 1056 pa = 5280 ft =63360 inches
League	L	190080 heart stones	1 L = 3 mi = 24 fig = 960 rd = 5280 yd = 3168 pa = 15840 ft = 190080 inches
Grand League	GL	1900800 heart stones	1 GL =10 L =30 mi =240 fig = 9600 rd = 5280 yd = 31680 pa =158400 ft =1900800 inches

A player can find the rest of the measurements used in the Living World in the Apothecaries' Document that can be found on the Mystic Station Design, LLC website at [www.mysticstation.com](http://www.mysticstation.com).

##### 580 TK

The Houses of the Kingdom of Man adopt a single set of currency to increase trade between houses. The Dwarves and Haeflin adopt the human coin as their currency.

##### 606 TK

The Elves reluctantly adopt the human coin as their currency. The Elves had other ideas for the look and the feel of the currency. They did not put into practice soon enough their ideas.

## 620 TK

All of the known races that use currencies adopt the Human coin as currency except the Horde.

The following Table EC1 is the conversion rate of the coins.

Coin	Equivalent	Wt. in toz	Silver Value	Horde Equivalent
½ farthing	1/8 P	Ag 0.00625	0.00625	½ Crystal Chip (square shaped)
1 Farthing	¼ p	Ag 0.0125	0.0125 toz	1 Crystal Chip (pentagon shaped)
½ penny	½ P	Ag 0.025	0.025 toz	1 Crystal Flake (hexagon shaped) or 2 Crystal Chips
1 Penny	1P	Ag. 0.05	0.05 toz	1 Crystal Star (octagon shape) 4 Crystal Chip
		5	.5 toz	1 Length of Ag Chain
1 Shilling	12 P	-	.60 toz	
1 Royal Coin	1 RC or ½ Cr or 120 P	AU .5	6.0 toz	1 Grand Length of Ag Chain
1 Crown	1 Cr or 240 P	AU 1.00	12.0 toz	
1 Duce	1 D or 3 Cr or 720 p	AU 3.00	36 toz	1 Coil of Ag Chain
1 Mark	1 Mk or 2 D or 6 Cr or 1440 P	Au 6.00	72 toz	1 length AU chain
2 Mark	2 MK or 4D or 12 Cr or 2880 P		133 toz	3 Length of AU chain
1 Grand Mark	1 GM or 6 Mk or 12 D 36	AU 36.00	432 toz	6 Length of AU Chain
20 Grand Mark	20 GM or 120 Mk or 240 D or 720 Cr	-	8640 toz	1 Grand Length of AU Chain
60 Grand Mark		-	25920 toz	1 Spiral Au Chain or 3 Grand Length of AU Chain
120 Grand Mark		-	51840 toz	1 Coil AU Chain
720 Grand Marks		-	311040 toz	1 Grand Coil of AU Chain

Table EC1

It will be rare if ever a character will see a Duce or Mark. They are in this document for accounting and large transactions between estates and domains.

The source material in Table EC1 is from Chivalry & Sorcery: The rebirth volume one: Core Rules. The data has been extrapolated for the World of Alquennas

COIN TYPE	COIN SHAPE	COIN DESCRIPTION	
		STRUCK ON THE FRONT	STRUCK ON THE BACK
½ Farthing	Pierced Lozenge	Vines and Roses around the edge of the coin	The words Kingdom Freedom Peace, the country code where it was minted & the year minted
1 Farthing	Lozenge	Vines and Roses around the edge & a 8 pointed star in the center	The words Kingdom Freedom Peace, the country code where it was minted & the year minted
½ Penny	Pierced Triangle	Vines and Roses around the edge & a 12 pointed star in the center	The words Kingdom Freedom Peace, the country code where it was minted & the year minted
Penny	Triangle	Vines and Roses around the edge & an Eastern Dragon Holding a Dagger in the center.	The words Kingdom Freedom Peace the country code where it was minted & the year minted
Shilling	Pierced Disk	Vines and Roses around the edge & a 32 Pointed Star in the center	The word FREEDOM the country code where it was minted & the year minted
Royal Crown	Disk	Vines and Roses around the edge & a Great Whale in the center	The Words Alquennas "OF WATER" the country code where it was minted & the year minted
Crown	Disk	Vines and Roses around the edge & a Armored Arm Holding a Lightning Bolt	The Words PROTECTORS of FREEDOM the country code where it was minted & the year minted
Duce	Disk	Vines and Roses around the edge and a Sky Cat in the Center	Peaceful Strength the country code where it was minted & the year minted
Mark	Rectangle	Vines and Roses around the edge and a Great Hawk with a Lance in its Talons	Images of a Dragon the country code where it was minted & the year minted
Grand Mark	Rectangle	Vines and Roses around the edge and a Sword Wrapped in Silken Thread	Image of a Lion the country code where it was minted & the year minted

Table EC2

## SECTION FOUR: The CALENDAR OF ALQUENNAS

There are two divisions of time for the history of Alquennas. They are known as BK and TK. BK is the abbreviation for before the Kingdoms of man. The TK is the abbreviation for the Time of the Kingdoms of man

The TK Calendar and the BK Calendar had the same amount of days; however the organization of the days was very different and the names of the parts (months) were different from the old calendar. The Kingdoms of man spent two years developing the TK Calendar. The TK Calendar has 412 days in it divided by 12 parts (months):

Parts of The year and the number of days in each part			
Part	Number of Days	Part	Number of Days
Slumber	34	Harvest's Beginning	35
Preparing	34	Light	34
Seed's Dawn (Dawn)	34	Kingdom	34
Awakening	34	Harvest's end	36

Blossoming or growth	34	Storms (cold Rain)	35
The Frolic	34	Frost (Gallows)	34

The Cycle of the parts is broken down into 5 division (weeks) each with 7 days. It was decided to keep the names of the days from the old Calendar, which celebrates different aspects of different religions

DAYS OF THE WEEK	
Day	Meaning
Monhran	Day of the Moon Debohran (the mother). The moon is a symbol of the power of Debohran
Monhark	Day of the Moon Hyach (the protector and Debohran mate)
Thunder	Day of the God/Goddess of Thunder. The savior of Alquennas in the creation myth
Light	Day of the God/Goddess of Lightning and of Light. The companion to the God/Goddess of Thunder and the bringer of language and knowledge to the Eloanns
Korwend	Day of the God/Goddess of labor
Gathering	The day families' extended families) gather to feast and enjoy each other's company.
Sun	Day of the Sun

Holidays (only a few)

Midsummer's day is in the part of Frolic

Midwinter's day is in the part of Frost

Midyear's day is in the part of Blossoming (Holiday in the old Calendar it is not the 211<sup>th</sup> day)

Savior's Birth the 30<sup>th</sup> Day of the Part of Frost (Holiday of the One True God religion)

Salvation's Day the Third Sun in the part of Awakening

Rejoice of the faithful, the entire part of Dawn (the Azatar religion that is a splintered from the One True God religion)

## SECTION FIVE: THE PLAGUE OF ALQUENNAS

Every world has defining moments that occur through out its history. The Living World of Alquennas is not different in that respect. One of these moments is known as "The Plague" The Horde developed a magical plague that would kill specific types of plants. The horde had developed a ward against this magick. The Horde was wrong their ward failed because the magical plague altered itself. The following is the legend of "The Plague"

### LEGEND OF THE PLAGUE

#### 700 BK

##### Spring:

The Orcs complete a new gate. The other races do not even know the Orcs have the ability to create gates. The alarm from the Elven tribe of Shadows is heard too late. The Orcs send 15 thousand special trained troops per continent. There is an exception. The Orcs send 30 thousand to Cellenda. It coasts 9000 Orcish lives to break out of the immediate area around the gate in Cellenda.

#### 690 BK

The plague is spread completely across Alquennas. The horde miscalculated how strong the plague would be. The plague changed itself and began to destroy Horde crops these crops were suppose to be protected.

#### 680 BK

Several Thousands die of starvation. The races are working on a cure separately.

#### 670 BK

Several Tens of Thousands die of Starvation.

#### 660 BK

Several hundreds of Thousands die of starvation. Small conflicts are breaking out over food stores throughout the world.

#### 650 BK

Over a million have died in one year due to Starvation. Some nations are warring with other nations for food supplies. Racial alliances are breaking down. Dwarves are fighting Dwarves; Elves are fighting Elves, for resources.

#### 640 BK

Over two million have died in one year due to starvation.

#### 630 BK

Over four million die of Starvation in a single year. Queen Lysia, of the House Armod, convinces the four other great houses of man and the other races to unite and work together. The three great laws of the races are born at a conference in Vitainnia:

**ONE**  
A member of one of the intelligent races will not through his/her/there direct or indirect actions permit a member of an intelligent race to die of starvation. A member of one of the intelligent races will not intentionally deny food to a member of one of the intelligent races.

**TWO**  
A member of one of the intelligent races will not through his/her/there direct or indirect actions permit a member of an intelligent race to die of Trust. A member of one of the intelligent races will not intentionally deny water to a member of one of the intelligent races.

**THREE**  
Only a high King / Queen can order the sentence of the Death by starvation or a Death by trust.

The intelligent races include:

Humans	Giants
Elves	Eloann (The First ones of Alquennas)
Dwarves	Haeflin
Sky Cats (Cellestra Ta)	Centaurus
Orcs	Dragons

### **615 BK**

The Elves of the Golden Oak are on the verge of complete starvation. The Elves will not destroy the forest even to save their own lives. High King Darrian-Rory Nari' of Azin orders his people (mostly humans and Centaurs) to transport ¼ of their food reserves to the Golden Oak. The Elves of the Golden Oak are surprised by the human generosity.

### **605 BK**

A mage known as Kemorian from Terla working with a group of Dwarven brewers from the Xendarna hills in Xendarna learn about a root only found in the foothills before the Crystal Mountains of Azin. The group travels to Azin where they notice that crops near the foothills are not affected by the plague. Soon enough the people of Azin gather many samples of the plant/root known as Algo. The government of Azin provides a tower and equipment for the team. The root is very powerful. While working on extracting the potency of the root, they discovered how to distill things. One thing led to another and the first fortified spirits were made. It should be noted that the cure was created from the Algo root before the fortified spirits were made. It took over 4 years to find a cure for the plague.

### **600 BK**

After the festival of Dawn (first day of spring) more than 10,000 Barrels of the Plague cure is transported north of the City of Azin to the Transport gate. There the humans are introduced to an unusual race known as the Cellestra Ta (in common the Sky Cats). With the help of Sky Cats, (Cellestra Ta) the cure is spread very quickly. By the end of summer, most of the planet is cured.

### **592 BK**

The Nari' commission the Mages guild to develop more extensive plant magick

It is thanks to the Plague that many of the races began working together and building strong ties with each other. Unfortunately these ties did not always last.

## **SECTION SIX: Religions of Alquennas**

There are several religions in the Chivalry & Sorcery Living World of Alquennas. It should be noted that thanks to the Horde the idea of religious tolerance is the norm not the exception. The following is a brief overview of the religions. There will be more detailed documents to follow.

### **Elven Religions**

The Elven religions are of the land the seasons and cycles of life.

### **Dwarven Religion**

The Dwarves were asked to come forth from another plan (earth) and they brought with them their customs and religion. The Dwarves religion is that of the Norse.

### **85000 BK**

The God of Thunder asks the keepers of the land of another place to come forth to this world to help heal it. The Dwarves began to help heal the land. The God of Thunder can still be heard with his mate the Goddess of Lightening and light on stormy nights.

### **Human Religions**

Humans have many different religions. The following is a list of the major religions of the human race that are part of Alquennas.

### **Ancient Religions**

Tribal religions

Date: beginning of known time

### **The Two pantheons**

Date: 2800 BK

The two pantheons were brought together when two countries merged in a common defense against the Horde. The pantheons were very similar to one another. There both had a father of the Gods and several aspects under them.

### **The Religion of the living Gods**

Date: 2900 BK

Location: Terla

The kings were the living embodiment of their primary God. This religion was prominent in the desert lands for thousands of years

### **The Children of God**

Date: 2400 BK

Their deity promises the Children of God that he/she will send a savior to redeem the world.

## **New Religions**

### **Religion of the One True God**

Date: Around 200 BK

The religion of the one true God sweeps throughout the world its message of peace and love. The messenger (prophet) claims to be the one the Deity of the Children of God promised. His message of peace and brotherhood, sweeps across the lands. The ancient religion of the two pantheons is replaced by the religion of the One True God.

### **Azatar Religion**

Date: 600 TK

This religion gained prominence in the desert lands thus replacing the religion of the living God.

## **SECTION SEVEN: MAGICK in the WORLD of ALQUENNAS**

Magick is very much alive on this world in most areas. In other areas, magick is but legends. In game mechanic terms most of the world has the standard Mana levels, were some areas have increased concentrations of Mana (enough to make Mana pools) and other areas there is not enough Mana to cast even a MR\*1 spell. The Game Master will inform the players what level of Mana is in the adventure of campaign area.

## **SECTION EIGHT: What's Next?**

The living world of Alquennas is a growing living campaign world. There will be additional files that will be placed on the Mystic Station Design, LLC website and in 2003 the first world books of Alquennas will be published. The world is vast with many adventures and secrets. Join the adventure and learn her secrets if you dare!

To find out more about the world go to the Mystic Station Design, LLC website at [www.mysticstation.com](http://www.mysticstation.com) or e-mail [mysticstation@mysticstation.com](mailto:mysticstation@mysticstation.com) for more information. The Adventures have begun, come join the excitement.