

Bronwyn's D&D Game

Human Culture

Land: Amara. The capital of Amara is Petathos.

Racial & Prime Deity: Humans have no specific racial deity, but Pelor, god of the sun and of fire, is the deity most commonly worshipped by humans. He is generally regarded as the creator and sustainer of the world, the giver of life. He is depicted as a handsome, golden-haired and bearded, middle-aged human man. Many households will have small hearthside shrines to Pelor. Lighting candles at a temple of Pelor in thanks for a happy event is a common religious observance.

Secondary Deity: Humans will often worship a variety of other gods, excepting those of evil alignment, who are typically shunned, and occasionally the worship of them is banned. The worship of Hexta (goddess of tyranny), Erythnul (god of slaughter and fear), and Nerull (god of death, darkness and disease) is banned throughout the land, and the worship of Gruumsh (god of orcs), and Vecna (god of secrets) may be either discouraged or banned in certain regions.

Religion: The worshippers of Fharlanghn and Obad-Hai are very supportive of increased peace and trade between the human and elvish lands. The order of Hieronea is distrustful of the new initiatives, as they remember past trickeries and injustices strongly. They are disgruntled over the concessions made, but will support them as being the will of the king. The followers of Cuthbert are mixed in their opinions. The older members disapprove of the peace process, as many are old enough to recall the war and consequent suffering involved, and want retribution, not peace. The younger members hope the peace initiatives will prevent future suffering, and protect the commoners. Cuthbert's followers antagonistic towards the peace process will oppose the measures vocally and politically, but without disparaging the monarch's intentions or character, for whom they have the respect due his status. Tithing to the church of 5-10% of one's income is encouraged, but not legally enforceable.

Literacy: 60% literate population. Commoners are instructed as children in the basics of reading and writing by the local temple priests and clerics. The Common alphabetic script (Common) is used. Where there is no local temple, such as in small rural communities, literacy levels are often poor. The nobility often employ professional tutors for their children, who may or may not be associated with a temple, and will often tutor in history, geography, the nobility, swordplay, and other areas regarded highly by the parents, as well as basic literacy.

Government: Monarchy and aristocracy. Not patriarchal; succession goes to the eldest child. Lines of succession are clearer when the noble is female; determination of a male noble's heir may be unclear, where paternity is cast into doubt. Thus, male nobles are particularly insistent on marrying virgins, and faithfulness in marriage for both parties. Female nobles are typically less concerned with faithfulness than the male nobles, as their firstborn is their guaranteed heir. Nobles of both sexes may often be the romantic target of commoners aspiring to rise to the nobility through marriage, as marriage with commoners is not *officially* prohibited or discouraged (so long as they be of good character, well-educated, and good looking, etc). Noblemen are more likely to marry within the nobility than are noblewomen, as may have insecurities about the faithfulness of commoner wives, and thus harbour doubts that their family line may continue

unbroken through them. They don't want the line to go to a sibling or cousin, as heirs must be of their own line in order to inherit (proven bastard children of either male or female nobles may not inherit). The king or queen is the absolute authority (currently King Lirenor), and those below them rule lands on their behalf; princes and princesses, dukes and duchesses, barons and baronesses, lords and ladies.

Many weapons are restricted in human controlled lands, particularly in cities. Any weapon that is regarded as having its main purpose as being to kill humanoid creatures may be prohibited from being worn or displayed in cities, except for members of the nobility. Visitors to such areas will be often required to leave their weapons with the local guard or militia, or keep them packed away while in the city. The list of prohibited weapons often includes all Martial weapons, excluding the shortbow, handaxe, pick, trident, and scythe, and all Exotic weapons, excluding those resembling agricultural implements, such as kama, nunchaku, whip, and the net. The prohibited weapons are seen as encouraging violence in cities, and not necessary for self-protection, given the civilized area and the presence of a city or town guard. In areas where the nobility are not loved or respected, there can be rigorous enforcement of the weapons restrictions, and some weapons may be confiscated or banned.

Economics: A yearly tax is co-ordinated by the lowest-ranked noble in a region, and collected from all resident in their lands, and delivered to the monarch for distribution or addition to the royal treasury. It is around 5% of one's yearly wages, and the amount given is recorded, and sometimes checked against the mayor's information about the prosperity of her people, or information supplied by informers.

Races: Humans, halflings, gnomes, half-elves, half-orcs, dwarves, and elves (in rough order of commonality). All the major races are represented in human lands, with humans the clear majority of the population. Other races often form enclaves in human towns, or will know other members of their race (or half-race) through informal networks. Halflings are a nomadic group, and travel through human controlled lands often, but rarely settle down in towns or cities.

Magic: Unregulated. Most magical instruction is carried out on a master-apprentice basis. "Mage" is the generic term for anyone displaying the ability to cast spells, more specific terms (e.g. wizard, cleric, paladin) are applied if clues in dress or spell-casting method are apparent, or if they introduce themselves as a particular type of magic user. Mages are respected, loved, avoided, or feared, depending upon the mage's individual disposition and reputation, and the townsfolk's prior experience with mages (if any).

Trade: Exports include grain, spices, dried fruits, silver and gold. Imports include metals, artistic goods, wood, gems, silk and cloth, furs and jewelry.

Cultural Values: Respect and Obedience to Authority, Virtue and Charity, Individualism and Ambition, Bravery and Honour, Wealth and Luxury.

Sayings: "Lovely and honourable it is to die for one's country", "Virtue is the fount whence honour springs", "Sow an act, and you reap a habit. Sow a habit and you reap a character. Sow a character, and you reap a destiny", "Perfect freedom is reserved for the man who lives by his own work and in that work does what he wants to do"

Recreation: Barrel-ball (primitive soccer), medieval formal dancing (aristocracy), folk-dancing, skill-based competitions (e.g. pumpkin growing, dancing, balance, strength), tourneys (aristocracy).