

SKYREALMS of Jorune

KHODRE

— Land of opportunity and diversity —

By Sholari James

The Reunited Khodre lies many leagues west of Burdoth, across the dry and hostile Doben-al wastelands. Its culture and loyalty is often associated with its powerful neighbour on the other side of the wastelands, but this is not entirely true. While Khodre is a fairly new actor on the political arena and an expanding realm, its roots stretch far back into the misty history of mankind on Jorune.

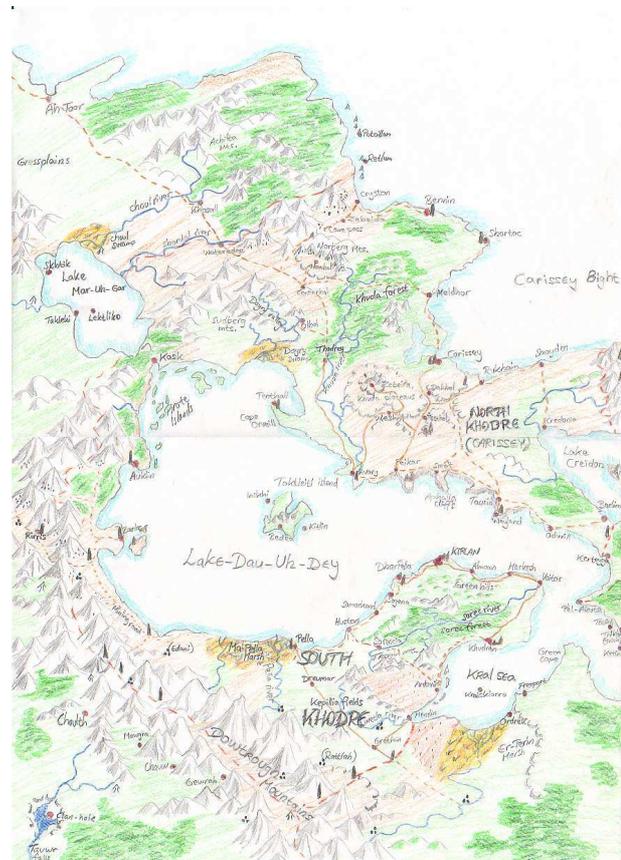
GEOGRAPHY

Between the vast grasslands of Temauntro and the desolate wastelands of the Doben-al, lies the fertile valleys and fields of Khodre. The green fields and fair cities of Khodre are on a constant vigilance against boccord barbarians from the east and crugar savages from the west.

To the south and west lies the mighty Downtrough Mountains. Jorune's highest mountain chain and constantly snow clad, these mountains provide the Khodrens with wealth in the form of crystal, ore and gem mines and also serve as natural barrier against the crugar hordes of central Temauntro.

Khodre encircles Jorune's greatest inland lake, Dau-Uh-Dey, but for a small portion to the west. Lake Dau-Uh-Dey splits Khodre into a natural northern and southern part. Traffic is heavy upon the great lake as merchants, fishermen, transporters, pirates and acubon ply the waves. The great lake is a vital link in keeping the realm united and without it

The realm of Khodre



transportation from one end of the realm to the other would take many weeks. In actual size, Khodre is huge, but in most places scarcely populated compared to other realms, such as Burdoth, Heridoth and Thantier.

Southern Khodre is the home of the ruling kesht families and it is here that most of the realm's wealth and most of its political intrigues can be found. Southern Khodre is also the greenest and most fertile part of the realm. The largest cities are found in southern Khodre and Khodren civilisation is centred on the peninsula that juts northward into the great lake. On this peninsula lies the capitol Kirlan and the neighbouring university town S'nabla. Southern Khodre also houses most ancient ruins from the original inhabitants of the lands and most of the scars from the crugar invasions. Therefore, the borders of southern Khodre are heavily guarded and patrolled. Stern forts and high guard towers gaze out over the Doben-al plains and the grim foothills of the Dowtrough Mountains.

Northern Khodre is a more rugged and rocky. Great hills or inland mountains harbour old mines, where mainly metals and crystals are produced. It is in northern Khodre the open sea ports are found. These are vital to Khodre's economy and a vital trading link to the other civilised realms. Great trading armadas leave these harbours for Jasp, Dobre, Lundere, Burdoth, Heridoth and Anasan. The great Jaspian Trading Houses have for centuries had a strong influence here. Their power stretches far beyond monetary power in northern Khodre, and it is not uncommon to find Jaspian Trading Lords among the kims and kimmits of the area. Also northern Khodre guards its borders carefully. The crugar are a menace to the west and the lands of the barbarian boccord tribes of Ros Crendor are watched from old guard towers to the east. However, most of the forts of northern Khodre are in a sad or ruined state. It is the scars of the long civil strife that ravaged the countryside in northern Khodre and nearly tore the realm apart forever.

In the western parts of Khodre lie great crystal mines among the foothills of the Dowtrough Mountains. The great wealth of these mines lured many Khodrens and immigrants to these barren areas where wealth could easily be made. This area is full of conflicts and crugar tribes claim it as their ancestral grounds. Raids are frequent and the military of both Khodre and Burdoth is present to guard the wealth of Khodre's ruling families. Ghost towns dot the landscape and are quiet reminders to all that life can be short and brutal in these parts of the realm. Except for crystals, the Dowtrough Mountains also supply merchants with the beautiful kulunn marble which is used in the magnificent palaces, temples and state buildings throughout Khodre, Jasp and Burdoth.

Close by, in the westernmost areas of Lake Dau-Uh-Dey, lies the Pirate Islands archipelago. It is a small stretch of land between the Dowtrough and Sudberg Mountains which is not claimed by crugar or Khodrens. Among its treacherous reefs, island and cliffs are the hideouts and safe havens of Lake Dau-Uh-Dey's many pirates. Most notorious of these havens is the pirate town of Kask. Its streets are full of scum and villain and its ports guarded by the fleet of the pirate lords. There is no law in Kask and human and crugar walk the dangerous streets. Raiders from Kask have built up a considerable fortune during the chaos of the civil strife and have fortified the town against Khodren military raids. The rulers of Kask have become a force that has to be reckoned with.

HISTORY

The first people to inhabit the lands around Lake Dau-Uh-Dey were the Korrin. The Korrin people wandered down from their age-old refuge in the Dowtrough Mountains around 600 PC. Among the mountain vales they had found protection from the shantas but had become separated from other survivors. No Earth-Tec had survived the colony disaster and the Korrin had returned quickly to their roots. The increasing numbers of crugar finally forced them to seek new lands. They settled in the fertile fields and hills south of Lake Dau-Uh-Dey and worshipped a pantheon of gods (the Sa-Ying pantheon) associated with the waters and the mountains. These gods had strong and varying personalities. They were of two hosts. The Water Gods and the Mountain Gods. The Water Gods lived in all waters and were in charge of the lakes, rivers, rain, snow, the fish of the lakes and streams as well as the protection of boats. The Mountain Gods lived among the high Dowtrough Mountain peaks and were in charge of the winds, the lands, the growing of crops and animals of the forests. Together they had created man and hidden inside them the secret of the stars. The two hosts were constantly contesting with each other's powers and playing tricks on each other's realms. This friendly and mischievous competition was reflected in the Korrin culture as well. Offerings were placed in Spirit Houses along the shores of lakes, rivers and on cliffs on in special small temples among the mountains.

The gods and their traditions moulded the Korrin into simple farmers, hunters and fishermen, never building great towns. The name they gave the new land is forgotten. Their tongue was a surviving strand of Colonial Chinese and many aspects of their culture preserved traces of their Terran ancestry.

When settling the shores of the great lake, the Korrin came into contact with the Homo Aquatus humans who had survived in the area. The Homo Aquatus (calling themselves Humans of the Aquamon Line or Last Humans) were relieved to find that their Land Cousins had survived the Blind Ones Fury and the Korrin were grateful for the help the Linjau ("Deep Ones") gave them regarding edible fish, fishing techniques and the construction of boats. Careful, sporadic trading commenced between the two cultures and they respected each other's territories. None of the people were numerous enough to cause conflict between them. Slowly, some of the Korrin started to settle the northern shores of Lake Dau-Uh-Dey. However, all islands of the lake were regarded the territories of the Acubon. To this day the remnants of the Korrin people will not settle on any island, as it brings bad luck ("Never have water as your neighbour to the north, south, west and east.").

The crugar clans continued to pass silently through the lands of the Korrin during their Great Wanderings. Most of them passing the still more numerous humans south of the great lake and settling among their brethren in Temauntro. Old and forgotten Korrin legends speak of the Kaujau ("Furred Ones") that passed south of their lands and over the great Dowtrough Mountains. The crugar would later return to become the greatest threat to the region.

A great plague swept through the Korrin lands in 800 PC. It would be nothing compared to the plagues that would come during later centuries, but is still remembered in sad old songs. During this time the Homo Aquatus suffered terribly and were believed to be extinct by the Korrin. Great laments were made over their lost cousins.

However, in 1100 PC the Homo Aquatus re-appeared, now as the acubon. They had changed physically and mentally and were very xenomorphic. The forced seclusion in their underwater world to survive the plagues had altered them somehow. The Korrin never learnt their secret, but trade between the two people started again. The Korrin and their ancestors would be the people who best understood the acubon and the ones most often used as negotiators or interpreters.

In the lands north of Lake Dau-Uh-Dey the Korrin met and mixed with the boccord tribes during the great boccord migration west- and northward from Ros Crendor in 1100 PC. This migration would eventually bring some boccord tribes all the way to Jasp. It was a successful mix between the Korrin and the boccord, without much tension or hostilities. However, while their cultures and traditions became mixed, the fransei language prevailed at the expense of the original Korrin tongue. The boccord blood still runs deep among the people of northern Khodre, who are known for being big, bulky miners.

When the greatest plagues swept through the humans lands in 1200-1700 PC, the acubon suffered greatly and disappeared from the shores of Lake Dau-Uh-Dey. The Korrin believed them extinct and created many laments for their lost brethren that still are sung today. It took the Korrin and the Fransei tribes of the northern lands more than 500 years to return the population to what it was before the plague years.

Around 1500 PC the first Jaspian Trading Houses started to establish themselves along the coasts of the Jaspian Sea and the Carissey Bight. Jaspian-Salu trading ships had been present in the area for more than 200 years, but now the traders had become a great political power that created strong fortifications around their harbours. Safe harbours became small towns and forts, but soon grew into cities and protectorates along Temauntro's north-eastern coast. Many such trading ports were also established along the northern coast of the Korrin/Fransei lands and the organised Jaspians made their influence felt in the area. Jaspian crystal schooners started to chart the inner regions of the land and Jaspian explorers mapped Lake-Dau-uh-Dey. They brought influences of a greater civilisation and sophisticated tools to the Korrin and Fransei tribes in the area, while bartering for natural goods of the lands. Of special interest were the great crystal deposits north of Lake Dau-Uh-Dey and the first crystal mines were established. The Jaspians seemed to have a great appetite for crystals and cemented their power in the inner regions of what was to become northern Khodre.

[See *Acubon Secrets* essay for more information about the acubon.]

In 2200 PC a large group of Thanterian people migrated to the lands through the western passes of the Thodic Mountains and through the wastelands of the Doben-al. They were of Coronian descent and their culture had flourished in eastern and central Thantier after a century of unity. The great number of people established colonies in these lands north of the Thodic Mountains and the simple Korrin people were no match to the battle hardened and highly competitive Coronians. Towns and forts were established, but soon grew into cities along Lake Dau-Uh-Dey's southern shores. It was the Coronians that gave the region its first documented name, Carissey and introduced metal coinage that replaced the crystal currency previously used. Powerful dakrani families such as the DharWin, DharMartin, Galitei and Corolia take turns at ruling Carissey over the centuries to come. Along with their powerful infantry and more sophisticated civilisation came more effective means to till the earth and the secret of durlig. The Korrin were at first conquered, but soon absorbed all the foreign influences. Their language was replaced by the language of the Coronians, Than, and their ways forgotten. The most crucial blow to the Korrin and the final destruction of their culture was the loss of their religion. The Coronian priests would not tolerate any other worship than that of The God and the Korrin shrines of worship in the forests were slowly abandoned.

[See *Spread of humanity* and *Religions of Jorune* essay for additional details about the Korrin and their gods]

The Coronians had no respect for the acubon of the lake and their territorial claims. They soon came into conflict with the strange and extremely territorial acubon. The acubon made all sea-faring and fishing incredibly risky for nearly two decades before the Korrin managed to negotiate a truce between their Coronian overlords and the acubon. The eastern territories of

the acubon and some island were declared “Homelands” of the acubon and off-limits to humans. These lands are still today fiercely protected by the acubon, who do not tolerate human trespassers. Slowly trade was resumed between the two people and through the more organised Carissean and Jaspian traders the beautiful and mysterious coleel gems were introduced to world trade.

After a century or two, the Coronians soon found that they were more isolated from their homelands than their colony brethren in Drail. Drail could be reached during all seasons by ship, while the mountain passes north of Thantier could only be used safely during mullin. Slowly the Coronians changed. While the dakrani maintained the traditions of their homeland, the people had mixed with the Korrin and their surviving traditions. In order to defend Carissey against the Jaspian and the tribal mixture of men north of the lake, the Coronians had to adapt to their new environment and accept the remains of the Korrin as part of their people. Every chief and war party was needed to secure the precious crystal mines from the Jaspian. Mines were created along Lake Dau-Uh-Dey’s western shores and a great struggle for power started. The winner of this conflict was the Coronians (Now referring to themselves as Carisseans) as they had successfully allied and integrated themselves with the Korrin people south of the lake. They conquered and claimed also the northern lands as part of Carissey after the terrible battle of Dakhol in 2392 PC. The Jaspian agreed to surrender their mines and their power in northern Carissey, on the condition that they could keep their northern sea ports and some shares in the northern mines to secure their need for crystals. The Jaspian slowly regained their influence and, slowly, the Jaspian crept southward and extend their monetary trading influence throughout Carissey. A crystal schooner Skyport and a Jaspian trading district was built in Kirlan in 2493 PC and cemented their economic power in Carissey.

Ramian sometimes attacked the settlements of the northern ocean coast from 2200 PC and onwards. These attacks were however few, as the ramian avoided the numerous Jaspian settlements along the coast out of fear of crystal schooner retaliation upon Voligire.

As the Holy Coronian Empire was founded in Thantier in 2459 PC the ties to Carissey grew. Emperor Jan Hakiron wished to unite all Coronian people and sent many emissaries to the old Carissey colonies in the far north. The current rulers of Carissey, the Corolia Family, were blinded by the power and gifts of the Emperor and his offers of alliance and protection. They chose to subject Carissey to the great Empire and made it an official colony of the Holy Coronian Empire in 2465 PC. However, this alliance did not last. The ruling families of Carissey had changed and no longer resembled their southern cousins. When the Emperor chose to raise the taxes to pay for his war against the ramian and the Erucians, the Carisseans revolted in 2480 PC. It was a peaceful revolt where the outnumbered forces of the Holy Coronian Empire were sent home and the ruling Corolia family dethroned. Carissey officially declared its independence and cut all political ties with Thantier. Arhad DharMartin, the new ruler of Carissey and the leader of the Carissean revolt against the Coronian Empire, was declared the first Sage of Carissey.

Cultural differences still existed between northern and southern Carissey. The southern Carisseans were of mixed Coronian and Korrin descent, while the northern Carisseans were of mixed Korrin and boccord descent. The dakrani families and Thanterian culture was strong in the south, while the Jaspian and the tribal ways of the fransei tribes were strong in the north. In an attempt to unite all Carisseans before the chasm grew too wide, Sage Arhad DharMartin tried to expand Carissey into the lush farmlands of westernmost Ros Crendor in 2482 PC. This resulted in the first unification of the Ros Crendorian barbarians who repelled the invaders from all but the westernmost strip of their land along the shores of Lake Dau-Uh-Dey. Many border skirmishes erupted after this and the Ros Crendorian reputation as savage

raiders and cruel barbarians was established as they started to plague northern Carissey. Through the transgressions of the Ros Crendorians, Sage Arhad successfully united the people from northern and southern Carissey against the new enemy to the east. Great border forts were built to defend Carissey and the new territories from the barbarians. The barbarian raids escalated over the decades as more and more boccord raiders found Carissey to be a rich land ripe for plundering. In 2542 PC the young Sage Hyron DharMartin (grandson of sage Arhad) waged a second war upon the barbarians to stop their raiding and gain popular support by claiming more fertile lands for the miners of the northern region. This attempt failed miserably as the Ros Crendorian tribes once again united and rallied under their priestesses. Due to disastrous tactical manoeuvres, Sage Hyron himself fell during the retreat from a battlefield. All of the land taken by his grandfather fell to the barbarians who also took the Border Hill forts and put them to use against the Carisseans. After sage Hyron's death, the DharWin family ascended the throne and maintained a vigilant guard against the eastern enemy by heavily manning the remaining forts along the Crendorian Mountains.

The time between 2550 and 2750 PC was dominated by peace and prosperity for the Carisseans. Their wealth increased as their caravans sold coleels, crystals, gems, ore and other goods of the region to neighbouring countries or merchants. During this time the crugar raids along the western shores of Lake Dau-Uh-Dey increased. Pirates also started to attack rich merchant ships or raid smaller towns. The pirate strongholds were situated in the westernmost reaches of the great lake, in the treacherous Pirate Islands archipelago. Their main port was Kask, a Carissean mining town that had fallen to crugar raiders in 2684 PC. The name Kask was from then on associated with ruthless pirates and the lawless crugar/human city of the west.

At the end of 2700 PC the crugar nations started their drive eastward, towards the sacred "Birthing Lands" (Gauss Valley) of their ancestors. The crugar clans of central and eastern Temauntro were too numerous and charismatic leaders and priests fought over power. A common goal united the Temauntro crugar with the crugar clans of the Doben-al and they started pushing towards Burdoth. Most of this massive movement passed over the southern Dowtrough Mountains, south of Carissey and along the northern slopes of the Thodic Mountains. However, border raids increased and travel south of Carissey became very perilous. Many inhabitants of southern Carissey start migrating to northern Carissey to get away from the troublesome crugar raiders.

After the crugar were stopped and driven out of Burdoth in 3010 PC the crugar clans started striking aimlessly at civilisations around them. The great bulk of the migration still resided in the Doben-al and grew more and more restless for each year that passed. In 3111 PC the crugar clans of southern Doben-al launched an organised attack upon Carissey. The sheer numbers of crugar forced the defenders northward and soon all of southern Carissey was overrun and occupied. Sage Astos Galitei along with the entire ruling family Galitei was destroyed, Kirlan occupied and masses of refugees fled over the great lake to their cousins in the north. Many cruel deeds were done by the barbaric crugar during this time and all Khodrens today learn about the crugar oppression and the Years of Slavery. A great number of human were killed during the occupancy and many slaves were led over the Dowtrough Mountains and into Temauntro. Ancestors of these slaves still reside in squalor along Temauntro's western coast today.

When times could not possibly be worse, the ramian chose to invade the northern sea coast of Carissey. Ports were attacked and ramian eecroh scoured the countryside. The only thing stopping the ramian from gaining total control over Carissey's northern coast was the mass of refugees from southern Carissey who fought desperately against the invaders. Thriddle scholars believed that the crugar and the ramian had agreed on this tactic, although most

human iscin still do not believe the crugar are capable of such organized warfare and cross-species diplomacy.

It was during this time that the Jaspian came to the aid of the Carisseans. In reality, the Jaspian Trading Houses suffered terribly from the ramian attacks upon their ports in northern Carissey. The Jaspian fleet of ships and crystal schooners attacked the ramian fleet and were very successful at routing it. With the aid of the Jaspian, Carissey was liberated in 3142 PC and a sage of the Corolia family ascends the throne in Kirlan. For the first time in history, Jaspian had showed other human realms the potential of their Crystal Fleet and their well-trained army. However, never since has the fleet been engaged in open warfare, and the secret of the crystal schooners is still carefully guarded by the Jaspian.

Trade continued between Carissey, Ardis and Lusail as soon as the ramian had been driven out of Burdoth in 3160 PC. The traders would however bring more and more Burdothian seeking land and fortune in Carissey. These people had lost land during the ramian invasion or were the losers of the Lusail – Ardis conflict. As so many people had been killed by the crugar in southern Carissey, there was a natural gap to fill. With the new Burdothian immigrants came the klades. These had never existed in Carissey before, as the Jaspian Trading Houses had been so strong. The klades, however, were in for very hard times, as the Jaspian did everything within their power to prevent them from settling and establishing markets and klade districts. An economic war with frequent eruptions of violence began in the shadows of the Carissean cities.

Around 3200 PC, the crugar town of Imagri was founded on the western shores of Temauntro. Its influence and organisation of the tribes and the crugar's Iscin worship could be felt all the way to Carissey.

A great number of Lelligirian ex-patriots migrate to the city of Carissey in northern Carissey in 3337 PC after great political and religious unrest in Lusail. The sheer bulk of the Lelligirian immigrants create tensions in Carissey that can still be felt today as the city is clearly divided into two halves.

In 3390 PC the crugar threat was overwhelming. The Dowtrough Mountains swarmed with raiders or clans seeking new territories and Sagess Jollai Corolia of Carissey feared that it would only be a matter of time before the numerous crugar invaded Carissey again. She started building forts along the southern border of Carissey and brought in expert builders were imported from Thantier. Her forts would become famous for their superior construction and vigilance against the crugar in the years to come and her name forever remembered. The sagess also promised land to all immigrants who would settle and fortify the westernmost parts of Carissey. This opened up great opportunities for the Burdothian immigrants who started to build many mining towns along Lake Dau-Uh-Dey's western shore. These lands were situated upon the foothills of the crugar-infested Dowtrough Mountains and dangerously close to Kask. Life was harsh and towns would disappear over night as crugar raiders or pirates from Kask attacked. In 3398 PC two great Ardisian whitehand families, Dharmery and DSerris, took advantage of Sagess Jollai's offer to settle western Carissey. They were financially strong and brought their own troops to protect them. Soon they ran lucrative crystal mines deep in the Dowtrough Mountains, much angering the crugar in the area. The Carissean families were content with the Burdothian fighting the crugar along their western borders and alliances soon made the new Ardisian families stronger.

When Sagess Jollai Corolia died while giving birth to her third son in 3408 PC, Kesht Markiss DSerris managed to gain popular support among the people of northern Carissey, the klades and the Jaspian. He usurped the ruling house Corolia and exiled the husband of Jollai and her sons to Thantier. He became the first Burdothian sage in Carissey and his elevation to

power heralded the diminishing power of the Thanterian houses that have ruled Carissey for centuries. The Burdothian houses showed their support to the klades and increased their power and influence in the kimmits of the realm. The rivalry between the houses would become more and more bitter over the years and Kirlan earned its reputation for its many political plots and intrigues between ruling houses, klades, Jasprians, rebels from the unruly north and religious leaders trying to destroy rivals. These intrigues continue to this day.

In 3411 PC the crugar started attacking the borders of Carissey. The attacks were organised and soon Carissey found itself at war again. The Burdothian families found use of their house troops and the crugar forts of Jollai Corolia served as powerful pillars that remained standing among the on-rolling sea of crugar. After six years of fighting, the crugar slowly withdrew from Carissey. The defenders were too well organised and the clan leaders started to bicker among themselves. At this time a new and charismatic leader arose among the more civilised crugar in the west. It was Chaln Dolcha of Imagri who united the crugar nations and ignited the holy crusade towards the Birthing Lands in Burdoth. The main bulk of the crugar passed just north of the foothills of the Thodic Mountains, but great havoc was also caused further north, in Southern Carissey, for more than twenty years to follow and most Carisseans withdrew to the coastline of southern Carissey. When the crugar reached the political chaos of Burdoth and Heridoth they ignited the Energy Weapons War. Chaln Dolcha was killed by Thanterians as the crugar were driven eastward. The great bulk of retreating crugar temporarily swarmed the countryside of southern Carissey. Raiders plundered the countryside as far north as Kirlan and human refugees fled to the fortified cities. It is in this chaotic state that Khodre Allonkarb came to the aid of the Carisseans in 3440 PC. He joined the Carissean's efforts against the crugar and drove every crugar war-band out of the realm. His military campaign together with his affair with Sagesse Lailia Dharmery resulted in a strong alliance between Burdoth and Carissey and Carissey formally became a protectorate of Burdoth. Carissey changed its name to North and South Khodre in 3441 PC, although the northern tribes dissented to the union with Burdoth. In return for its alliance to Burdoth, Khodre was to gain the protection of the Dharsage's Energy Weapons, the new artefacts that had changed the world.

After the Energy Weapons War, Khodre was officially free from its bonds to Burdoth, but remained loyal to the Dharsage. The drenn system became accepted in Khodre and the realm created its own Drenn Wall. Other changes in Burdothian society under the Allonkarbs would result in similar changes in Khodre. The ongoing "Burdothisation" of the Khodre created more tensions in northern Khodre and other realms started treating Khodre as a puppet state of Burdoth.

When Khodre Allonkarb became ill in 3462 PC, he acknowledged young Saress Dharmery as his daughter, much to the amazement of Burdothians and Kodrens. That same year she succeeded her mother, Lailia, and took the name Khodre after her father.

In 3474 PC the Council of Ten unveiled the Dharsage's shirm-eh – daij trade with the ramian. The circumstances and the following council ruling that Burdoth should rebuild and pay countries that suffered the ramian attacks, were never made public. Burdoth was already heavily burdened with the maudra problems and the fact that great financial efforts were taken to keep the brittle realm united. There was little room for great expenses, such as those imposed by the Council of Ten. Deals were made in secret and one of these involved Saress Khodre. In order to pay for damages to lands ravaged by ramian, Saress Khodre relinquished control over some of Khodre's lucrative northern mines. These would be governed by the Council of Ten for 15 years. Nobody knows for certain what Saress Khodre got in return, but the steady increase in Khodren earth-tec and know-how is silent proof of her price to help Burdoth financially.

New crugar raids started in 3477 PC and a strong force of Burdothians, equipped with earth-tec, was stationed in western Khodre under great protests from the Council of Ten. The Burdothian soldiers were however welcomed by Saress Khodre. At the same time, a strong independence movement grew in Northern Khodre, hurtling the realm in a great downward spiral. Under the great boccord leader Corobis Jarec, mining towns and larger cities of Northern Khodre started to declare their independence from Saress' rule. The people of Northern Khodre were tired of foreigners reaping the rewards for their toils in the mines and the "Burdothisation" of the realm. The powerful Jaspian Trading Houses supported the rebels and drove out any klade presence they encountered in the north. Piracy hit Lake Dau-Uh-Dey with force in 3480 PC when Saress Khodre issued letters of marque and incited the pirates to strike against rebel ships and ports without fear of retaliation from the Sagess. The pirate Kingdom of Kask evolved into an immense power during this time. The Civil War became official when the Warship "Farakl" was sunk by rebels from Northern Khodre in 3485 PC. At one stage the acubon were lured into the conflict by the rebels of the north and attacked Saress Khodre's army as it crossed their eastern territories. Saress Khodre ordered the use of Earth-tec weapons upon acubon to keep them in line. The tiresome Civil War escalated in 3497 PC and finally ended in 3498 PC when Saress Khodre finally defeated the rebels and reclaimed Northern Khodre. Corobis Jarec was brought in shame to Kirlan and publicly executed and the Reunited Khodre was declared by Saress Khodre.

Today, Sagess Saress Khodre is mightier than she ever has been before and has stepped out into the international political arena. There is still moderate unrest in the realm, but in general, the public is weary of strife and conflict. The guard towers in the south, west and east are once again heavily manned and all mines in the realm are governed by Khodrens. The financial situation is steadily getting better as the end of the Civil War has re-opened all trade routes. The healthy competition between the klades and the Jaspian Trading Houses help ensure the financial growth of the region. With its large areas of land, its moderate arsenal of earth-tec and strong battle-hardened army, Khodre has become a new actor on the political arena. An actor, which Khodre Dhardrenn is unsure whether he has under his control.

KHODREN TIMELINE

- 600 PC (date approx.) The Korrin people migrate down from their refuge in the Dowtrough Mountains and start settling the eastern foothills and the southern shores of Lake Dau-Uh-Dey. They come in peaceful contact with acubon, who until then had believed themselves to be the last human survivors.
- 600-800 PC Crugar continue to pass silently through the southernmost reaches of the Korrin lands or south of the region. They are named Kaujau ("Furred Ones") by the Korrin but appear harmless.
- 800 PC (date approx.) A grim plague sweeps through the Korrin settlements. It affects the Homo Aquatus terribly and all west of the Kral sea perish in the initial two years of the plague. The Homo Aquatus are believed extinct and the Korrin create songs of lament over their lost cousins.
- 1100 PC (date approx.) The Homo Aquatus re-emerge, now as the Acubon. They have changed physically and mentally during their seclusions and are now very xenomorphic.

- 1105 PC Boccord of the Fransei Tribes make their way to Jasp to seek new homes. Some stay and mix with the Korrin people of what is to become northern Khodre. Although many of the Korrin traditions and religion survive, the Korrin language is slowly replaced with a mix of Fransei, Korrin and Entren.
- 1200-1700 PC A series of plagues sweep through the lands. The acubon suffer greatly and disappear from the shores of Lake Dau-Uh-Dey and the Korrin believes them extinct. It takes the Korrin and the Fransei tribes of the northern lands more than 500 years to return the population to what it was before the plague years.
- 1300 PC First Jaspian and salu trading ships are seen in the area. Some coastal trade with the Korrin and Fransei tribes of northern Khodre.
- 1500 PC (date approx.) Jaspian coastal trade established along what is to become Khodre's northern coast and as far as Ros Crendor. Great Trading Houses establish protected and sometimes fortified ports that attract commerce and grows into towns. Sophistication of the Korrin and Fransei tribes in the area increases after Jaspian influence.
- 2200 PC A massive migration of Coronian families, pushed northward by the death-throes of the Erucian Empire, reaches the shores of Lake Dau-Uh-Dey. They colonise the area and subdue the Korrin people in the south without any greater problems. The region is named Carissey and metal coinage is introduced to replace crystal currency currently in use. Temples, towns and forts are built to secure the Coronian's claim to the land. The new rulers of the land immediately clash with the acubon of the lake and a bitter conflict ensues that makes the lake perilous to all humans.
- 2392 PC Battle of Dakhol. The Coronian settlers of Carissey (Now Khodre) conquer all of northern Carissey and wrest the lucrative crystal mines and the political power in the area from the Jaspian Trading Houses.
- 2465 PC After many successful negotiations with the Coronian descendants in Carissey, Carissey officially becomes part of the Holy Coronian Empire.
- 2480 PC After heavy taxation by Emperor Korrad Vayid II, to pay for the expenses of the ramian wars, Carissey peacefully revolts and breaks away from the Holy Coronian Empire. Arhad DharMartin becomes the first Sage of Carissey.
- 2482 PC An expanding Carissey tries to conquer the fertile western parts of Ros Crendor under Sage Arhad DharMartin. The Ros Crendorians show their awesome united power for the first time and expel the invaders. Organised border raiding from both parties commence. The Border Hill forts are erected by the Carisseans to protect them from the Ros Crendorian barbarians.
- 2542 PC Carissey wages a second war upon Ros Crendor under Sage Hyron DharMartin to stop the raiding and claims the land beyond the border hills. Once again the clans unite to a powerful force and repel the invaders. The forts of the Border

Hills are taken by the Ros Crendorians and placed under the guardianship of the Manjere tribe.

- 2684 PC Kask falls to crugar raiders. The mining town slowly turns into a human/crugar pirate citadel over the years.
- 2700 PC The crugar nations start their drive eastward, towards the sacred “Birthing Lands” (Gauss Valley) of their ancestors. Border raids into Carissey increases and travel south of Carissey becomes very perilous.
- 3111 PC First major crugar assault on Carissey region. Southern Carissey is occupied and Kirlan taken. The entire ruling family Galitei is destroyed as Sage Astos Galitei and his relatives are killed. At the same time ramian start raiding the northern sea coast of Carissey.
- 3142 PC With the aid of the Jasprians, Carissey is liberated and a sage of the Corolia family ascends the throne in Kirlan.
- 3200 PC (date approx.) The City of Imagri settled in Temauntro. The tribes of the area are more organised and the crugar unification starts spreading throughout Temauntro. The consequences of this are felt as far as Carissey.
- 3337 PC Lelligirian ex-patriots emigrate to city of Carissey. Great tensions arise between the massive amounts of immigrants and the original inhabitants.
- 3390 PC Sagess Jollai Corolia builds many forts along Carissey’s southern borders to protect the realm against the growing crugar threat. She also grants land in western Carissey to immigrants that can defend it and the mines there.
- 3398 PC Ardothian families (Dharmery and DSerris) develop mining operations and political organization of western Carissey. Their great influence soon spreads into central Carissey.
- 3408 PC Sagess Jollai Corolia of Carissey dies in childbirth. Kesht Markiss DSerris manages to usurp the Corolia family and becomes Sage of Carissey. The first Carissean sage not of Coronian descent.
- 3411 PC Crugar attack the borders of southern Carissey. The forts and immigrant defenders of Carissey withstand the crugar onslaught and the majority of the crugar migrate towards Burdoth.
- 3439 PC Crugar forces driven out of Burdoth, cross the Doben-al and start swarming into southern Carissey. They cause much havoc and Carisseans flee to the cities. Kirlan is besieged.
- 3440 PC Dharsage Khodre Allonkarb’s forces liberate the besieged Carisseans and drive the crugar out of Carissey. Khodre stays in Carissey for several weeks, enjoying the company of Sagess Lailia Dharmery after defeating crugar forces and places Carissey under the protection of Burdoth.

- 3441 PC Carissey changes name to North and South Khodre and the “Burdothisation” of Khodre begins.
- 3462 PC Prince Khodre becomes very ill. He acknowledges Saress Dharmery of South Khodre as his daughter, much to amazement of Burdothians and Khodrens. Saress lets it be officially known that she is Khodre Dhardrenns half-sister by taking on the last name Khodre (she has used her mothers name until this time). She succeeds her mother, Lailia, who is only 52, but is old enough to want to pass on her rule. Prestige of Khodrens is boosted significantly by the changes. They become part of Burdoth for all practical purposes.
- 3474 PC The daij-shirm-eh trade between Burdoth and Voligire is discovered. Sagess Saress Khodre gives up the rights to some of Khodre’s northern mines for 15 years to pay for damages caused by ramian. She gains unlimited access to earth-tec and earth-tec know-how in return for her secret aid to Burdoth.
- 3477 PC Major border disputes at Temauntro border. Most recent crugar attack on Khodre; permanent detachment of Burdothian guard established in Khodre under the protests of the Council.
Corobis Jarec starts inciting provinces of northern Khodre to declare their independenc and declares the existence of the realm Northern Khodre.
- 3480 PC Piracy hits Lake Dau-uh-dey under direction of Saress (she is issuing letters of marque). The pirates only attack settlements and ships from Northern Khodre.
- 3485 PC Civil War erupts between North and South Khodre as the Warship “Faraki” is sunk by rebels from Northern Khodre.
- 3498 PC Saress Khodre finally defeats the rebels and reclaims Northern Khodre. Corobis Jarec is brought in shame to Kirlan and publicly executed and the Reunited Khodre is declared by Sagess Saress Khodre.

LIVING IN KHODRE

Khodre is today modelled after the Burdoth system. It recognises the ranks of keshts and drenns and has its own Drenn Wall in Kirlan. The military is structured like the mighty army of the Dharsage and the legal system follows all the modern and liberal changes that take place in Burdoth. Also the monetary system is a copy of Burdoth’s currency with gemstars, gemclusters, gems, gemlinks and gemules. Coleels are sometimes also used as currency (being worth up to half a gemcluster) and raw crystals are still used for barter. While gems are used all over southern Khodre, barter is still common in the backwater regions of northern Khodre where fragments of the old tribal ways still exists.

In southern Khodre there is still a strong influence from the old thanterian settlers that came to the region nearly 1500 years ago. It can be seen in the lavish architecture of the beautiful palaces and state buildings and the strong walls of the towns and forts. The oldest ruling families are of Coronian heritage and although they have assumed the titles of drenn and kesht, they have kept much of their dakrani power over the populace. In Khodre, drenns and

keshts wield much more power than in Burdoth. The ruling families of thanterian origin have also kept many of their old dakrani customs, such as the regal dances, court language, honour codes etc.

During the last centuries the Burdothian architecture has dominated and today most cities are beautiful blend of the two styles. Burdothian ruling families have their own way and are very different from the older houses of Khodre. People in the countryside are normally honoured to be part of the Burdothian civilisation and see Khodre Allonkarb as a great liberator. Most of them do not know more than they are told by their rulers and everybody has been dazzled by the opportunities of tautership and the possibility of an elevation in grace.

In northern Khodre the old tribal ways of the extinct Korrin culture and the Fransei tribes that migrated to area still exist to some degree. A more primitive and war-like culture can be found here and at least one fourth of the populace are of mixed boccord descent. Some villages still organise themselves into tribes and follow the election of their own leaders rather than the Sagess. The Jaspian culture has left some influences around the mines and ports of the area. In the northern ports it is common to find houses with the traditional pointed roofs of the Jasprians and see Jaspian clothes in the streets and on the ships. The tradition that a Trading House rules and protects a town or the port of a town is still widespread.

The secluded coves and bays of the northern cliff shores of Lake Dau-Uh-Dey are home to the most simple of fishermen. These villages are truly ancient and date back to the time the Korrin inhabited the lands. Forgotten stone shrines can be found in the countryside and some Korrin words are still used by the fishermen. Customs and tradition are date back to the Korrin culture even if most of the gods and the language is forgotten. Trade with the acubon is also most common here as the two people have established a trust for each other over the millennia. The increased exposure to the xenomorphic acubon has led to a greater understanding of this people. Fishermen of northern Dau-Uh-Dey are often consulted or used as intermediates or interpreters when dealing with the acubon.

The greater cities of Khodre have attracted many other cultures and races. Woffen and salu sailors are frequently seen among the northern sea ports, while corastin and thriddle are common in Kirlan, S'nabla, Carissey and other important cities. As Khodre is scarcely populated and holds great wealth, entire families of fortune seekers have flocked there from Burdoth, Heridoth, Jasp and Thantier. Coronian entrepreneurs, Burdothian settlers, Skamaan condrij etc etc. As the many immigrants bring their traditions and religions, the cities of Khodre are often a brewing pot for trouble or religious schisms. The sagess has declared that all religions may build one temple in Kirlan (only one) and all that break the laws of peace will be expelled from the capitol. Needless to say there is still violence and aggression as Tolamuun astrologers and Dow monks slander each other from their star-gazing towers and the Pluran Church converts believers through extortion and guilt.

Living in Khodre is interesting and full of opportunities. It is a fairly unexplored realm in the eyes of most civilised denizens. It holds great diversity, wealth but also danger by being located so close to two great enemies. Khodre is a new actor on the political arena and this can be felt by all flocking to the realm and those living in it. Be it for good or for bad, the inhabitants of Khodre have started to swell with pride and a sense of nationalism.