



# AGORIAN

## **I. Racial Background**

The first groups of Agorians began along the southernmost portions of the jungles in present day Agoria, living off foraging and hunting animals within the abundant jungles. The need for shelter was often secondary and, with the wet jungles, finding dry wood was difficult. Any structures that were built were made primarily out of the abundant amounts of stone found in hills throughout the jungle.

Due to the longevity of the Agorians, towns and buildings were often very carefully planned so as to not cause problems or cracks within the hard worked for stone. While expansion of their towns was much slower than the later human settlements, Agorian towns and cities tended to be so well planned out that any renovation or modification was usually unnecessary.

While current day Agoria is in fact a form of a republican government, at Agoria's inception it was originally a monarchy. The founding king, Quetzal Shareel, founded Agoria in the year 3800 BU interestingly not through military conquest as often happened with other races, but through the establishment of a working system of government that in the debates amongst towns was believed to be the most reasonable and well planned out model that anyone had yet put forth at the time. A cleric of Negoro, the most common religion in Agoria (Viralee being second), setup a system whereby temples of Negoro would serve as centers for government in a town since they were usually the largest and most established buildings in any town. The temples would often have more than enough room inside to hold debates over policies or ways to better establish roads along the muddy, dense brush of the jungle.

The largest of the Negoro temples was chosen to be the center for the location of Quetzal Shareel's capital city, Quetzalocatl. There under his rule from 3800 BU till around 3650 BU the city flourished, however outlying towns faced increasing attacks from outsiders such as roving bands of early humans, causing the need for a stronger military. Quetzal Shareel formed a council of Agorians to decide how to best deal with the training of an army, which led to the creation of Tókölèzhèt, a military city apart from the capital to focus on training new military recruits as quickly and efficiently as possible.

While Quetzal Shareel had shown himself to be quite capable in the planning out of government, his lack of foresight about the need for a military was called into question by the council he had formed. At this time two factions within Agoria arose, one preferring the ability of having a direct ruler to fully control the nation without having to deal with deliberation, and the other faction demanding a permanent council for the purpose of properly and thoroughly debating matters, lest Agoria fall into hasty decisions.

For the first time in Agorian history, a conflict led to domestic violence. The proponents of having a single leader to keep Agoria capable of making quick decisions was led, interestingly enough, by Quetzal Shareel's first hatched son, Mienka Shareel. He gathered a group of followers from the towns surrounding Quetzalocatl and led a campaign against the council controlled Tókölezhet for 3 years, but was defeated due to the high quality of training Tókölezhet's forces had thanks to the council's good planning. Despite this defeat, Mienka Shareel was not killed, but was forced to relocate towards the north western edges of the jungle away from the power of politics. His lineage lives on, holding a grudge against the lineage of his younger brother Priktal Shareel, who gained a seat in the larger council that evolved into the current quasi-republican government that runs Agoria in the current day.

## **II. Culture and Religion**

### **The Agorian Calendar**

The Agorian calendar's year 0 is the year 3600 BU in the Twin Kingdom's calendar upon the full establishment of the Agorian senate, despite the fact that Agoria was founded as a monarchy originally in the year 3800 BU. In order to find out what date it is in Agoria's time keeping, take the current real world's year and add 2900. Alternatively, take the Twin Kingdom's year and add 3900 to it. Agorians are celebrated intellectuals, and have carefully recorded things in writing since they developed a writing system, and thus in the Agorian calendar anything dating to before year 0 is referred to as PS or pre-senate years. Agoria as a nation will use its own calendar as much as possible, since they consider themselves the oldest and wisest of peoples, but for the purposes of international trade will make exceptions for the sake of not confusing the other child-like peoples.

### **Government**

Agoria's government is structured around a quasi-republican model. Each town of a medium to larger size has a temple of Negoro, where there is a generally agreed upon representative. Representatives of the largest towns are sent to the capital Quetzalocatl to participate in the Agorian senate. Clearly defined terms of service however do not exist, and the average time spent serving as a senator is anywhere from 100-200 years. Out of the senate, there are three main seats called grand senators who act as a decision making unit after convening with the whole senate, and the three are responsible for interpreting the best way to carry out the decisions of the senate as a whole. Any issues of corruption or perceived incompetence is debated amongst the rest of the senate if issues come up, and usually making any big decisions is comparatively slow to happen as opposed to many human societies, where the advantage of having a monarch allows for quicker action. Military decisions however can be decided upon swiftly by any general in the Agorian army, but will be held ultimately accountable for if they make any decisions that haven't been thought out well enough.

## **Racial Diversity**

Racial diversity is rather limited in Agoria. While trade with other countries and traveling merchants does happen, the Agorian government carefully regulates which towns and cities foreigners are allowed to visit or do business in. Most trade occurs in the capital Quetzalocatl, and seeing humans, elves or other races is not entirely that rare a sight, but outside of the capital remains predominantly Agorian. Slavery is highly illegal throughout the entire country.

## **Religion**

Agoria officially tolerates all of the faiths, however the two strongest churches within Agoria is the church of Negoro and the church of Viralee. The church of Negoro, the creator of the Agorian race, holds an especially strong sway in the politics of the senate, and powerful clerics often end up becoming senators. Viralee is praised due to Agorian's love of debating and the acquisition of knowledge, and finding followers of Viralee are a common thing. While other faiths are tolerated, followers of Drevarria have consistently been persecuted for their perceived involvement with undeath. Originally these Agorians were viewed as outcasts on the fringe of society, but since the start of the war with Sekhem, Drevarria's followers gained almost pariah status in Agorian society, with occasional assassination attempts at any cleric brave enough or stupid enough to openly praise their goddess.

## **Quetzalocatl**

The "City of Stone," named after the original founding king of Agoria, is the largest and most expansive city in all of Agoria. Within the city markets, temples and homes bustle with activity, particularly in the senate quarters. The council of 27 senators rules the empire, along with the 3 Grand Senators who overview the senate. Since each regular senator hails from one of Agoria's 27 provinces, a kind of consumer market based around them and their service staff developed. It is said that if you absolutely need something within the bounds of Agoria, that Quetzalocatl is the place to be, even if what you need is of questionable legality and is only sold within the darkened alleyways.

Unlike many cities in human and elven lands however, Quetzalocatl is more of a city sprawl than a walled and fortified place these days, with the city walls only encompassing the innermost portions of the city and the jungle encroaching upon the outskirts. While foreigners are allowed to come to the city to trade, the other races are looked upon mostly as children, especially in the streets, who need an eye kept out for them. Many of these travelers who don't heed the warnings not to wander outside the city at night end up the meal for a beast from the

jungle or an easy target for a thief hunting the outskirts. If a foreigner brings up the point that their friend disappeared into the night and never returned, little explanation is offered other than a repeat of the warning, “stay out of the outskirts and jungle at night, child.”

## **Tókölezhet**

Tókölezhet is often referred to as the second capital of Agoria, but unlike Quetzalocatl is purely for the Agorians themselves. It is the place of war training for Agoria, and the center of the military. All Agorians are required to spend at least 5 years training there, either with weaponry or magic, although some do end up slipping through the fingers of the draft. Outsiders to this place are not welcome regardless of the reason, and at best will be sent away. They are more often killed without any apology or explanation, as the council views military secrets to be of the utmost importance to the protection of Agorian society. It is rumored that along with the training done within the fortified walls, Tókölezhet also houses some powerful ritual weapons. Whether or not the ritual weapons are as powerful as rumors say they are, Agorians do very little to quell rumors about them, as even the threat of such a thing can keep possible aggressors at bay for fear of destruction.

The military training most often takes the form of starting with either a stone mace and shield or a very large stone club that needs to be held in both hands, the thinking of which is that while the shaft of both is made of wood, the stone portion is in abundant supply and allows Agoria to maintain its supply of weapons without worrying about finer tempered steel. Agoria has in fact managed to get quite skilled at carving various stone and ore deposits found within the jungle into small daggers and short swords just as sharp as a tempered steel sword. Due to the training of mages that goes on in Tókölezhet, it has also become the defacto center of the Agorian mage's guild. Interestingly, the mage's guild in Agoria holds no requirement that one need a license to cast arcane magics as is required in other nations, but does have a set of written tests that are needed to be passed in order to progress to more difficult lessons. Amongst these tests are not just the functions of arcane energy, but also classically anti-necromantic moral questions and logic puzzles are included so as to make sure the student is, by Agorian standards, better rounded out.

## **Mienlacotl**

Lying to the north western area of Agoria, Mienlacotl is the city that arose due to the old conflict of the monarchists and the council. Mienka Shareel's lineage lives on in the area he was banished to; attracting followers of the school of thought that direct rule was the best and most decisive way to rule a nation. Mienka Shareel's lineage changed their surname to Shareen and formed a kind of underground ruling family, presiding only over the few towns in the area that eventually became populated into the city of Mienlacotl. While the Shareen's still need to bow to official government power, they became more of the underbelly of Agorian society. The Shareen lineage developed into a kind of organized crime, dealing in fencing of questionably acquired goods, illegal goods trafficking and they are rumored to occasionally accept assassination jobs.

The Shareen's, over the long history of Agoria, have managed to acquire a rather sizeable base of wealth and power from their criminal dealings. While many are of the opinion that they are biding their time to make a move on the council, historically they have lacked the overall military strength to do so. Their reliance on very few but strong descendants of old royal guards or royal assassins would in all likelihood leave them vastly outnumbered by the armies, but perhaps not out skilled.

## **The Three Grand Senators**

Grakil Shareel is one of the direct decedents of the Shareel family that chose to side with the council, and a part of the legacy that had a large part in the creation of the republic of current day Agoria. The prestige of the Shareel's along with the family known for being great intellectuals helped Grakil work his way into one of the seats of Grand Senator. Some have in the past and most likely will in the future call into question whether or not Grakil is truly deserving of the seat. For one, as Grand Senators go he is by far the youngest, being only 250 years old, and many feel that his lack of life experience was overlooked due only to his lineage. Grakil himself has been an accomplished intellect in his relatively short time on the council, starting at the young age of 150 as a regular council member, and will fervently defend his position from such critics to his current seat, and interestingly also from an assassination attempt 20 years ago. Grakil fortunately is also an accomplished mage in addition to his scholarly publications, which proved unfortunate for the would-be assassin.

Kerith Lancopitl is the eldest of the current Grand Senators, and has had a long and illustrious career in both politics and the military. Kerith joined the military at a rather young age for Agorians almost 370 years ago, and quickly excelled through the ranks at the time. Earning

honor after honor, and honing her ability with the blade, she led many successful campaigns against marauding bandits and encroaching enemy human populations that occasionally popped up to the north east. Her ability to lead allowed her to become a general within the army relatively quickly, and from there spent many years learning tactics. Eventually she became adept at applying them to politics, which allowed her to edge her way into the council, earning respect for debating and political plans that were both utilitarian but also ruthlessly adept at accomplishing the national goals of Agoria. Today she is still one of the most feared of the three Grand Senators, and few will be willing to form a rebuttal against her without having spent as much time as possible researching and formulating their plan of debate.

Zinza Paknicht is the third current holder of a seat amongst the Grand Senators. He is essentially what many would call a career politician, having debated for many years in the great debates of the regional temples of Negoro, and earning influence by swaying others with his ideas for how to improve Agorian society. His strong association with the church of Negoro has fed his zealousness against necromancy and any who practice it, which in the past led Zinza to be an avid warmonger against Sekhem, vehemently advocating Agoria's need to militarily keep away the necromantic menace in the past war with the Sekhemites.



### **III. Playing an Agorian**

*Class Choices: Bard, Cleric, Fighter, Mage, Merchant-Artisan, Monk, Rogue, Scholar*

#### **The Pillars of Agorian Culture**

What follows are some of the most important values that a character having grown up in Agoria would be likely to follow. These are by no means mandatory, since just like in real life there will always be those who fall outside of society's paradigms. However, they should at least be kept in mind while creating your character's persona as they are a reflection of the general beliefs of the majority of your people.

As an Agorian you come from a nation filled with jungle outside of the cities and towns, and the towns and cities themselves tend to be teeming and centered around buildings similar to Aztec or Mayan construction. You are very used to warm weather, and due to being cold blooded have a difficult time dealing with the cold.

Agorians enjoy debating almost as a cultural pastime, and consider other races to be impatient, impetuous and child-like. Agorians consider themselves to be older, more intelligent, and better than the other races, and have life spans of up to 600 years. Music however is greatly appreciated in Agorian culture, despite the Agorian's utter lack of skill in it and therefore necessary reliance on members of other races to provide the musical entertainment. In fact, many scholars and historians believe that this extraordinarily long lifespan is what gives Agorians their tendency to spend long amounts of time thinking and planning before taking any sort of action, as they generally believe it's simply more efficient to do things the right way the first time because it will almost always save time in the long run.

In Agoria, due to the prevalence of the church of Negoro and the war with Sekhem, necromancy is looked upon as one of the most hated and evil magics since it is considered an affront to the Agorian's creator deity, Negoro.

## **IV. Appearance**

Agorians tend to be about the same height as most humans, but have flatter faces and slits for noses. They are heavily scaled, with colors of scales varying from green, blue, brown to red or a mixture thereof. Agorians have tails which they often conceal within their clothing. Their style of clothing in Agoria tends to be similar to that of the Twin Kingdoms, except often with more flowing robes due to the heat of the jungle. When traveling outside of the jungle in colder regions, Agorians tend to adopt the heavier winter garb of other nations, and dress very warmly to keep out the cold that they are unused to.

## **V. The Other Races**

It should be noted that each character is an individual, and can have different feelings towards other races based on their own personal background and experience. What follows however, are some general statements regarding how the typical member of the race might regard members of another race they encounter. You will notice that inevitably, some races are absent from the list. In situations where this is the case, it is because the two races have not been in enough contact to truly form a general opinion of one another. In some cases, the two races may not have encountered each other at all.

Agorians believe themselves to be older, more intelligent, and overall better than the other races of the world and as such hold many stereotypes about the other races.

**Al'Hazirian:** "These children live in the sand, but do not have the stench of undead filling their ranks."

**Amazon:** "Odd children, but much more disciplined than some of the others."

**Barbarian:** "These children need to stop rolling in dirt and pick up a book."

**Brownie:** "They make good trading partners, but they do not come by all that often."

**Dwarf:** "Excellent smiths and a bit more mature than humans, but why must they be drunk all the time?"

**Gnome:** "Fascinating mechanical designs, but they never seem to be as efficient as one would think the machine should be."

**Grey Elf:** "A brilliant race, their knowledge is a beacon of hope that the warm bloods have potential for advanced learning."

**Guari Elf:** "They spend too much time with the humans and have gained the human's child-like impatience."

**Gypsy:** "These children bring wonderful music, but don't let them grab at your coin purse."

**Half-Elf:** "Mixing with human blood makes the children more impetuous."

**Highlander:** "These children seem a bit better than the ones rolling in dirt, but not by much."

**Hobbit:** "These children would do better if they ate less and learned more."

**Ipponese:** "These children are quite different from the other children surrounding us."

**Kelonian:** "They need to sit down and pay attention in one spot more."

**Pixie:** "A rare sight, trying to explain anything to them takes too much time, they should calm down more."

**Satyr:** "A rare sight in the jungle, but anything to keep the bandit's numbers lower."

**Sea Elf:** "Strange elves from the sea have been spotted on the southern shore, whether or not they are as child-like as the other warm bloods will remain to be seen."

**Sekhemite:** "Dirty necromancy wielding children."

**Solinarian:** "An odd group of children, they fancy themselves better than other humans but are still too young to really understand how to do things properly."

**Twin Kingdoms:** "Perhaps the most common children visiting Agoria and our neighbor to the west, they make for alright trading partners at times."

**Wood Elf:** "These children love the forest, but don't know the value of a good library."