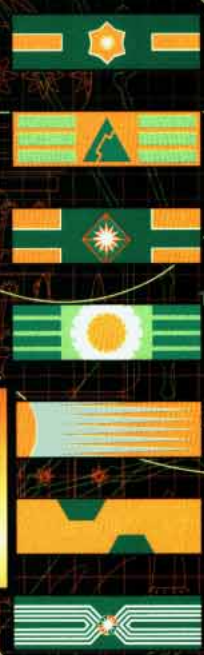


DP9-053

EASTERN SUN EMIRATES



BLOOD & REVOLUTION

THE FOUNDING OF THE EASTERN SUN EMIRATES IN 1453. IN 1492 THE EASTERN SUN EMIRATES JOIN THE ESE. IN 1493-1497 THE EASTERN SUN EMIRATES REBELS AGAINST STRATHCLYDE. IN 1495 THE EASTERN SUN EMIRATES ARRIVE IN FREE ENTRANCES.

1501 FOUNDED BY ENRI MASAO. TN 1207 FOUNDED BY BASAL MASAO. TN 1501 FOUNDED BY BANGWELEU. TN 1602 SMYRNA BECOMES THE CAPITAL. TN 1912 OLIVER MASAO BECOMES PATRIARCH. TN 1933 BANGWELEU REBELS AGAINST STRATHCLYDE. TN 1935 BANGWELEU REBELS AGAINST STRATHCLYDE. TN 1936 INTERPOLAR WAR STARTS; NORTHERN TROOPS OCCUPY THE EASTERN SUN EMIRATE. TN 1938 MARRIAGE OF NIGEL SHIROM AND LYSIA MASAO.

HEAVY SOURCEBOOK GEAR™



SOUTHERN LEAGUEBOOK FOUR

EASTERN SUN EMIRATES

"Things must change." Gazing from the dizzying heights of the Spire, the highest and most regal point in all Strathclyde, His Supreme Eminence Oliver Masao, Patriarch of the Eastern Sun Emirates, was tired.

Indeed, too much blood had been spilled in his name, and the sorrow of it all was overwhelming. The Masao name was now spat upon by his own people, even his own sister. The Free Emirates, glorious and despicable in their defiance, stood as proof positive that his own rule would end in flames. But there was hope for the future, one rebel who held the secret to redemption for the name of Masao. He simply needed to be told. Hope returning to his heart, the Patriarch stepped away from the window.

The crouched slave whose back he had been standing upon remained silent, despite his aching muscles.

From the most extravagant palaces on Terra Nova to the most dangerous jungles, the Eastern Sun Emirates is a land of many contrasts. This Leaguebook gives Heavy Gear Players and Gamemasters complete information on the most beautiful, and most brutal, of Terranovan nations. As war rages across the planet, some emirs rebel against the mad Patriarch, and in so doing they hold the destiny of their entire planet in their hands. Against a backdrop of excess, revolution and blood-sports, the future of Terra Nova is being written.

The ESE Leaguebook includes:

- A complete history of the Eastern Sun Emirates
- Details on Emirate Feudalism and the very different outlooks of all three castes
- Information on the unique and mystical Eastern outlook on Earth
- Profiles on all major emirs, including both loyalists and rebels
- Full write-ups and maps for all eight Eastern city-states and an update on the city-state of Raleigh
- Sample campaign set-ups
- New character archetypes

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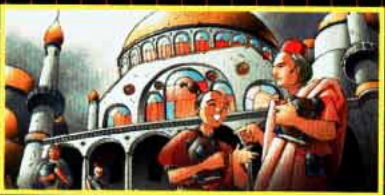
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SOUTHERN LEAGUEBOOK FOUR

HEAVY GEAR™



Eastern Sun Emirates — Behind the Scenes

middle tier-commercial

The Eastern Sun Emirates Leaguebook is our chance to explore a land in the midst of radical and traumatic change. Indeed, the ESE is now well into a massive revolution, with almost half its city-states squaring off against the rest. As well, a global war is being fought on Eastern ground, and this "backwater" has become center stage.

Dealing with the ESE in the middle of a massive conflict is actually quite appropriate. Indeed, we designed the league around the very idea of conflict. The contrasts in the league permeate every part of it. At the top of the nation stands Oliver Masao, the most decadent and down-right homicidal madman on Terra Nova. And yet, he is the direct descendant of Enri Masao, a man from Earth who refused to abandon Terra Nova and gave up his own freedom in order to build something new. This opposition between a decadent present and glorious past is among the most powerful themes in this book.

middle tier-commercial

At the bottom of the ESE's hierarchy are the millions of oppressed commoners (known as shajhalin), who slave away to please the emirs. But these supposed wretches are the spiritual core of the league. It is their belief in the legacy of Enri Masao and in universal (if far from instant) karma that keeps Eastern culture strong and vibrant.

In all honesty, the ESE is also a chance to let loose. With both a global war and an internal revolution raging, and a madman in charge of it all, many of our self-imposed limits fall by the wayside. Bloody gladiatorial duels, nearly fantastic castles rising from abject poverty, fanatical eunuch warriors and all kinds of other extravagances become fair game in such a setting. Of course, this too feeds back into the contrast motif. With so much wonder, sudden doses of gritty reality — most especially the bloody toll of the revolution — are all the more effective.

Most leagues on Terra Nova exist in the gray space between good and bad. The ESE lives in stark black and white, both good and bad.

REVOLUTION
OVER
BLOOD & BUTTER



DREAM POD 9

shanty towns

middle tier-residential

commercial

barrens

barrens

shanty towns

shanty towns

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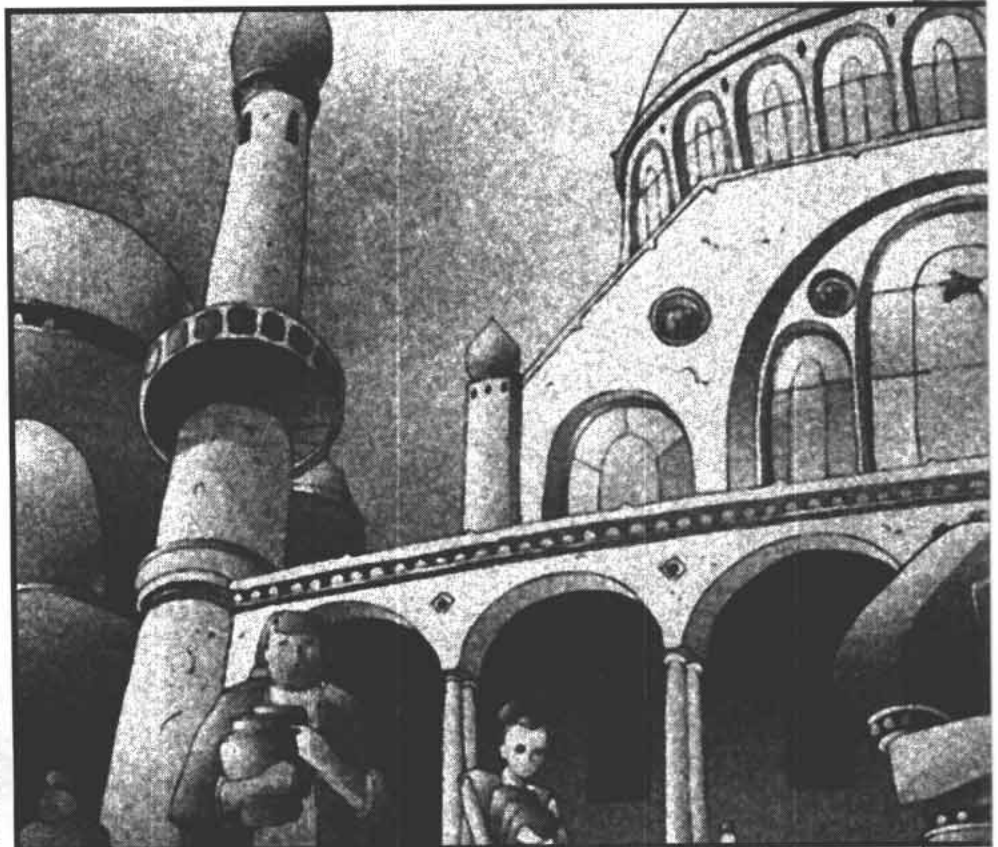
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CHAPTER 1: INTRODUCTION	4			
1.1 A LAND OF TURMOIL	5			
1.1.1 CONTENTS	5			
CHAPTER 2: LEAGUE OVERVIEW	6			
2.1 GEOGRAPHY	7			
2.1.1 THE MOUNTAINS	7			
2.1.2 THE OHAYANGO SWAMPS	8			
2.1.3 THE EASTERN PLAIN	8			
2.1.4 THE INTERIOR	8			
2.2 HISTORY	9			
2.2.1 THE CONSORTIUM	9			
2.2.2 THE FORMING OF THE ESE	9			
2.2.3 THE SOUTHERN WAR AND THE AST	10			
2.2.4 CYCLES OF DECADENCE	13			
2.2.5 REBELLION	13			
2.2.6 PRELUDE AND WAR	14			
2.2.7 THE PRESENT	14			
2.3 ECONOMICS OF THE LEAGUE	15			
2.3.1 INDUSTRY	15			
2.3.2 AGRICULTURE, TRADE AND TOURISM	15			
CHAPTER 3: INTERNAL POLITICS	16			
3.1 EMIRATE FEDERALISM	17			
3.1.1 THE SHAJHARJIN	17			
3.1.2 THE SOLICITOR CLASS	18			
3.1.3 THE EMIRS	19			
3.1.4 THE PATRIARCH	19			
3.1.5 GOVERNMENTAL INSTITUTIONS	20			
3.1.6 EMIRATE RETIQUES	20			
3.2 THE LOYAL EMIRATES	21			
3.2.1 OLIVER MASAO	22			
3.2.2 GAVRIEL DRAGO	24			
3.2.3 SHARANO BARJHAL	25			
3.2.4 LEDA GILAN	26			
3.2.5 AHUMIMA HARJAN	27			
3.3 THE FREE EMIRATES	28			
3.3.1 THE CHAMBER	28			
3.3.2 NIGEL SHADW	29			
3.3.3 ARMANI BORSH	30			
3.3.4 RAFREL BARAVO	31			
CHAPTER 4: FOREIGN RELATIONS	32			
4.1 THE SOUTH	33			
4.1.1 THE INTERPOLAR WAR	33			
4.1.2 THE SOUTHERN REPUBLIC	34			
4.1.3 THE MICHONG DOMINION	34			
4.2 THE NORTH	35			
4.2.1 THE NORTHERN LIGHTS CONFEDERACY	35			
4.2.2 THE UNITED MERCANTILE FEDERATION	36			
4.2.3 THE WESTERN FRONTIER PROTECTORATE	36			
4.3 THE BADLANDS	37			
4.3.1 PEACE RIVER	37			
4.3.2 OTHER DESERT POWERS	37			



T A B L E O F C O N T E N T S

CHAPTER 5: EMIRATES AND CITY-STATES	38	6.2 CUSTOMS	68
5.1 EMIRATE REGIONAL DEVELOPMENT	39	6.2.1 FAMILY	68
5.1.1 TRAVEL IN THE EASTERN SUN EMIRATES	39	6.2.2 RELIGION	69
5.2 STRATOCLYDE	40	6.2.3 PREJUDICE	70
5.2.1 THE ETHEREAL PALACE	42	6.2.4 JUSTICE	70
5.2.2 THE MIDDLE TIER	42	6.3 LIFESTYLE	71
5.2.3 THE BARRACKS	43	6.3.1 LANGUAGE	71
5.2.4 THE ETHEREAL GUARD	43	6.3.2 EDUCATION	71
5.3 CIMMARD	44	6.3.3 RITES	72
5.4 JAVARI	46	6.3.4 CLOTHING	72
5.4.1 THE RUINS OF JAVARI	48	6.3.5 FOOD AND DRINK	72
5.4.2 TROUBLES DREAMING	48	6.4 ARTS AND ENTERTAINMENT	73
5.5 SHAYARA	49	6.4.1 LITERATURE	73
5.5.1 THE RUIN OF THE EASTERN SUN	51	6.4.2 MUSIC AND THE FINE ARTS	73
5.6 SHYANA	52	6.4.3 ARCHITECTURE	73
5.7 RURAL LOYALIST EMIRATES	54	6.4.4 BLOODSPORTS	75
5.8 BASAL	55	CHAPTER 7: GAMEMASTER RESOURCES	76
5.8.1 THE OLD QUARTER	57	7.1 CREATING AN EASTERN CHARACTER	77
5.8.2 THE INTERPOLAR WAR	57	7.2 CAMPAIGNS IN THE EASTERN SUNS EMIRATES	78
5.9 BANGWEULEU	58	7.2.1 THEMES	78
5.10 DHAYANGO	60	7.2.2 POWERS BEHIND THE THRONE	79
5.10.1 THE REBELLION AND THE INTERPOLAR WAR	62	7.2.3 LIFE IN THE TRENCHES	80
5.11 RALEIGH UPDATE	63	7.2.4 RUINS	81
5.12 RURAL FREE EMIRATES	65	7.2.5 VIVA LA REVOLUCION!	82
CHAPTER 6: CULTURE AND SOCIETY	66	7.3 STOCH NPCS AND PERSONALITIES	83
6.1 NATIONAL CHARACTER	67		



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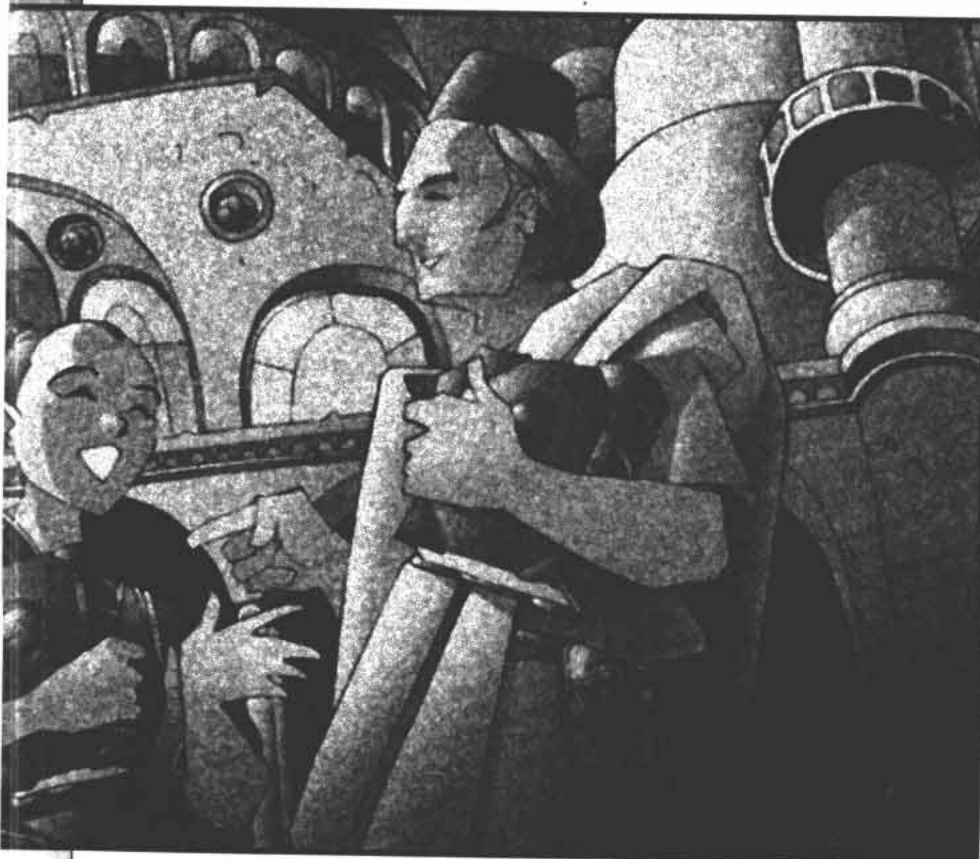
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A LONG WAY FROM HSI TSANG

The rounds made hollow clicking sounds as they entered the magazine, the echo swallowed by the hot humid night. Light drifted in through a window, illuminating the small briefing room. Charts and maps of Basal and the latest Southern push into the Free Emirates covered the wall under the banner of the MILICIA's 3rd Brigade. Caporal Lindo Spence crouched on the floor in a shadowy corner, his uniform stained with blood, an 11mm pistol in his hands.

Click. Another round locked into the magazine.

It had been three cycles since Spence had arrived in the ESE with the MILICIA's 3rd Brigade. Three cycles of being caught in the center of a bloody civil war with *no end in sight*. He had never stopped cursing his transfer from Hsi Tsang. These days, Spence was a shadow of his former self. In and out of psychiatric care, Spence's career had hit rock bottom; during the last offensive in Okavango he snapped, and was placed under arrest.

Click. Outside, the base was quiet, a Gear on patrol passed by the command post of the 7th *compagnie* — the rhythm of its steps vibrated through the ground, taking Spence back into his memories, into his nightmares...

"Echo-Two, Echo-Two, this is Charlie-Four you are clear to proceed — over."

"Charlie-Four, confirmed, roger-out."

Spence and his infantry *escouade* were on patrol, deep within the burnt-out graveyard that Basal's suburbs had become. He'd only been "in-country" for a little over a season. About 200 meters in front, a dozen refugees were camped out for the night. Spence's *escouade* was supposed to contact any non-combatants and escort them back to one of the refugee camps. A simple task.

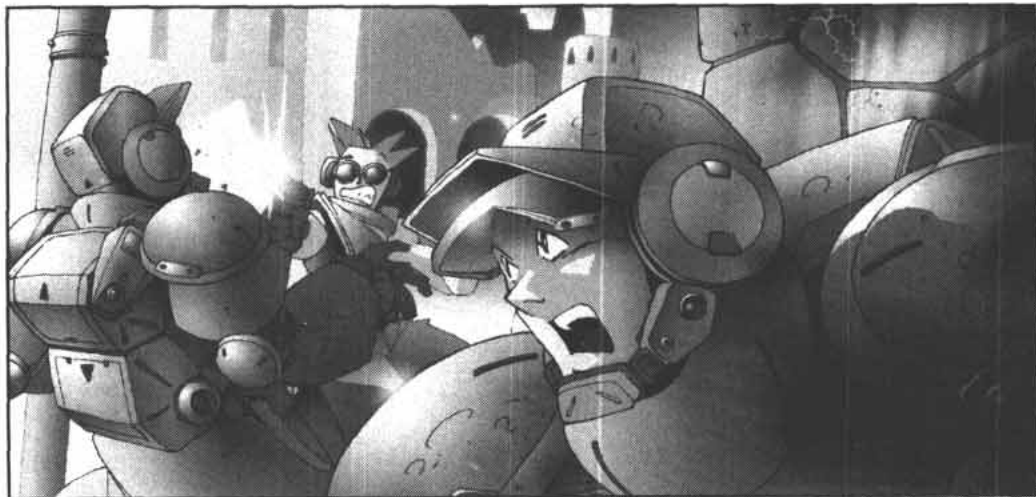
At about 150 meters, Spence had his *escouade* fan out and take up covering positions as he and his second-in-command, Caporal Joan, approached the refugees. Five adults and seven children, their faces contorted with fear and grief. Joan explained the situation to their leader, a boy no more than 18 cycles old and very nervous. The leader refused, knowing that going to the camps was nothing more than a death sentence. Spence had seen the atrocities committed by Masao's men and wanted nothing more than to turn around and leave the refugees alone.

A small boy came running out from one of the tents, throwing himself at Joan's leg, calling for his mother. In the confusion the refugee leader reached into his cloak and pulled out a pistol. Spence stood still as a round ripped Joan's head apart. From behind him, the night erupted in fire.

His *escouade* opened up and Spence dove for cover. His hands covered his head, trying to silence the screams and to wipe Joan's blood off his face. The body of the leader lay slumped on the ground in front of Spence — dead. The little boy stood in the center, perfectly still, crying. For a second the young boy and Spence locked eyes; the child's small body was racked by gunfire. All he could hear was crying and screaming...

Click. Spence loaded the final round. He thought of Joan and the little boy; he wondered what his father was up to Marabou, and where his old officer, Commandant Cyr, had gotten to. Spence's reveries drowned out the sound of the door being kicked open as MPs rushed into the room. Spence lifted his pistol and took aim.

All he wanted to do was to drown out the screams.



1.1 LAND OF TURMOIL

The **Eastern Sun Emirates Leaguebook** opens the doors to one of Terra Nova's most misunderstood and oft ignored leagues. For centuries, the ESE was a league delegated to the backwaters of Southern politics, viewed by many as nothing more than a primitive throwback and a lackey-state of the Southern Republic. For as long as people on Terra Nova can remember, the Emirates has been dominated by the decadent whims of a spoiled upper-class that exacted a heavy burden on the millions of industrial serfs who made the league their home. But recent events in the ESE, starting with Emir Nigel Shirow's proclamation of independence and the formation of the Free Emirates, have changed perceptions about the league. Unfortunately, this rude awakening has cost the South dearly, and over two centuries of Republican control and abuse of the ESE are coming back to haunt the polar superpower.

The Eastern Sun Emirates is a place of excess and depravity, one which has both fascinated and repulsed the people of Terra Nova. The emirs of the league, once noble protectors of the masses, today exemplify the worst traits of an aristocracy gone mad. Petty, capricious and above all amoral, the emirs live in a world far removed from reality. Lavish balls, feasts and courtly politics have created an almost dream-like environment for the upper caste of the Emirates, and the decadent Oliver Masao, Patriarch of the league, is happily leading the way.

Even beyond the injustice that festers at its heart, the Eastern Sun Emirates is unique among the many leagues of Terra Nova. Its ritual-filled society and diverse culture seem oddly out of place on a planet long-since dominated by science and rationalism. Stranger still is the reverence many Easterners have for Earth. The royalty of the ESE traces its roots to the heroic sacrifice of the Captain of the HCS *Eastern Sun* Enri Masao and his crew, while the shajhalin-commoners regard Earth as a mystical place, akin to the Jerusalemite Eden, Jerusalem or Mecca.

The Emirate populace is segregated into three feudal castes, supposedly for the betterment of all. At one point in the distant past, the upper class of the ESE did fulfill its obligations to the commoners, but today this is no longer the case. The aristocratic emirs of the Eastern Sun Emirates rule the league with autocratic, and at times tyrannical, power. There is no pretense at equality or democracy in the Emirates; the emirs are the absolute powers of the league. The ESE is headed by a Patriarch, a descendant of Enri Masao, the captain of the HCS *Eastern Sun* who refused to leave the people of Terra Nova behind after Earth abandoned its colony. Below the emirs, the solicitors comprise the small bureaucratic middle class. Nothing more than assistants and administrators, the solicitors exist to attend to the emirs, but serve an important role in the league. It is the many families of the solicitor class that maintain the precarious infrastructure of the Eastern Sun Emirates. Finally, at the bottom, the members of the commoner class, or *shajhalin*, carry the burden of the emirs' excesses on their backs (and can often show the gruesome scars to prove it).



1.1.1 CONTENTS

The **Eastern Sun Emirates Leaguebook** tells the story of the ESE and its people, a league and a way of life that stand on the brink of great change. Nigel Shirow and the Free Emirates' emirs have precipitated events that not only weakened the hold of the Southern Republic over the Antarctic, but are also central to the on-going Interpolar War. Events are reaching a boiling point: Nigel and Emir Bhervo of Okavango are vying for control of the Free Emirates, while Oliver Masao is growing weary of the whole situation and wants it all to end — in flames.

The South must first deal with the Free Emirates if they are to achieve a victory over the North, while the North sees the ESE as a potential toe-hold in the South. The league is undergoing a painful transformation and may, like the phoenix, emerge from the ashes in glorious splendor. The **Eastern Sun Emirates Sourcebook** sets the stage for the story of the ESE, and its role in the future of Terra Nova.

Chapter 2 introduces the league, its unique geography and history from the colonial days to the Free Emirates rebellion. This chapter provides the reader with basic information and a general overview of the league. **Chapter 3** delves into the murky world of emirate politics and lays down the foundation of Emirate Feudalism. It also introduces the emirs in whose hands rest the fate of the ESE. Details are also given about the political structure of the Free Emirates.

Chapter 4 focuses on the relations between the ESE and the other powers of Terra Nova. **Chapter 5** describes the city-states of the Eastern Sun Emirates, from the glorious Ethereal Palace of Strathclyde, to the burnt-out ruins of Basal. Finally, **Chapters 6 and 7** give Players and Gamemasters the resources they need to design Easterner characters and stories, and to bring the ESE to life.

THE HUNT

The swamp was quiet, the occasional sound serving merely to emphasize the deadly silence of the jungle. Helios, fat and lazy, sat in the sky, its rays heating the murky depths until mist hung centimeters above the black waters of the Okavango swamps; thick humid mist that seemed to suck the life out of everything.

Dirty sweat ran down Ehans' forehead, running a slow course past his eyebrows and eyes, which were focused on the dark waters that surrounded him. He sat back against what used to be his expedition's barge, now nothing more than floating islands of debris, his spear gun resting heavily on his lap. Nothing, he told himself, could make him let go of the gun... nothing. How many days, he thought to himself, had he been stranded? Three, four, a week, he was not sure anymore. Ehans' food supply had run out — he had savored the last ration pack that morning, and he had little water left in the canteen. He laughed morbidly at the fact that he would probably die of dehydration even though surrounded by water — but he knew it would be even worse if he drank the fetid swamp water.

As the day passed, the heat and lack of sleep had begun to affect him. During the day he slipped in and out of consciousness, the ghosts of his fellow expedition members haunting him, their faces reflected momentarily on the small waves made by his make-shift raft.

"When did it all go wrong?" he asked, his only audience a lone kilovate bat circling high above.

This expedition was all he ever wanted, a chance to hunt the dreaded swamp shark deep in the jungles of the ESE and not in some enclosed tourist safari. No, he had wanted the real thing, the thrill of hunting a predator in its home environment. He had taken pride in the fact his fellow executives in the UMF thought him crazy, but he knew they envied his adventuring spirit. He had trouble finding a guide, even the Easterners called him a fool, but eventually enough dinars bought him a crew that led him into the deepest parts of the Okavango swamps.

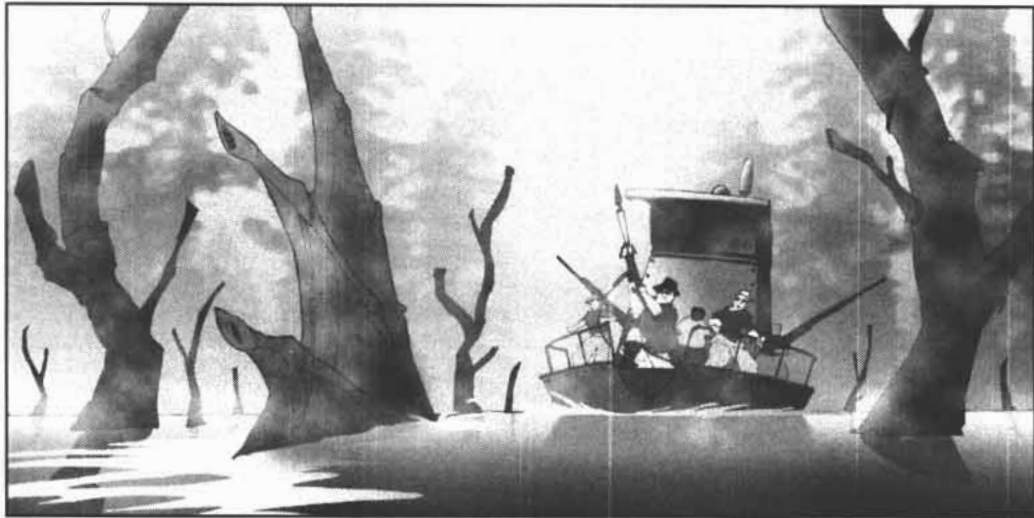
The winding tributaries and small rivers had led his hunting expedition deeper and deeper into the murky heart of the swamps. Eventually, days had passed since they last saw any semblance of civilization; old stoneheads and the occasional ruin became their silent, solitary observers. It was then that the commoners his guide had hired started acting strangely, pleading with Ehans to turn back, but he did not. There was no way Ehans Felix, cutthroat executive, would bow down to the savages of the Eastern Sun Emirates.

Ehans could not believe his luck when he saw it; its size defied description. For days, the barge and the shark played a game of cat and mouse; the beast would only surface for a couple of seconds, long enough to drag Ehans and his expedition deeper and deeper into the swamps. Ehans realized now that it had been playing them.

It waited until the dead of night, preying on one crew member at a time, striking without warning. After a few days, fear struck the crew and they mutinied. In the short struggle the barge was run aground, its hull ripped apart by rocks. Stranded, the survivors were picked off one by one, but Ehans was never touched.

He, Ehans thought to himself, was to be the last one: the trophy.

Night descended slowly, as it always did in the jungle, Ehans' world narrowing and shrinking until his raft was all that was spared from the encroaching shadows. In the waters, beyond the frail light of Ehans' lantern, the swamp shark waited with the patience of a hunter.



2.1 GEOGRAPHY

The Eastern Sun Emirates is nestled in a forsaken corner of Terra Nova, a land known for its towering mountains, dense jungles and misty valleys. Isolated by three mountain chains, the ESE is home to some of the most spectacular and picturesque (not to mention foreboding) scenery in the South. This, along with its extremes in weather, has made the lands of the ESE an enigma to outsiders — and the perfect setting for the excesses of the emirs.

The ESE is divided into a number of distinct geographical areas. The progression from tundra to jungle, to grassland and finally to desert is much more extreme in the Emirates than its Southern sisters, due to the presence of the three mountain ranges that dissect the league. Grasslands and rolling hills characterize the northern portion of the league, which give way to savannah and desert closer to the equator and the Badlands. The Okavango swamps encompass the lowlands between the western edge of the Serpentine Range and the eastern slopes of the Pacificas. Further south, the Interior is located between the Serpentine Range and the ESE's Southern Division. Known for its many valleys and jungles, the Interior is a wild and primal area. Finally, tundra and forests surround the capital of the ESE, Strathclyde, and the southernmost slopes of the Southern Division.

Unlike other leagues, the majority of the ESE is unpopulated and uncharted. Today, more than 500 cycles after the historic crash-landing of the HCS *Eastern Sun*, the heartland of the league remains untamable and savage wilderness, occasionally punctuated by the sprawling palace of an emir or small settlements and plantations. One could wander for days in the Okavango swamps or the Interior without encountering any signs of habitation.

The climate is likewise extreme and varied. Those city-states found in the highlands of the ESE enjoy decent weather cycle-round. Temperatures range from 20°C to 30°C, and even winters are relatively mild. Rainfall is extremely frequent, and fierce monsoon-type storms ravage the region for days during the Autumn and Winter seasons. Settlements in the Okavango swamps face the harshest weather. High heat and humidity are a constant, not to mention the dreaded rain that can wipe out large plantations and villages in a matter of hours.

2.1.1 THE MOUNTAINS

The emirs often call their league the “Crown of Mountains,” referring to the three ranges that it. Surrounded by the Pacificas in the West, the Southern Division in the south and the Serpentine Range in the East, the ESE is dominated as much by mountains as by jungles and swamps. Afforded a respite from the swamps and jungles, the peaks and summits of the mountains are home to five of the eight city-states of the Emirates.

● THE PACIFICA RANGE

Valleys, gentle slopes and the occasional cliff mark the Emirate Pacificas, creating a natural border between the Humanist Alliance and the Eastern Sun Emirates. The Pacificas' many passes are traditionally used as caravan routes, opening the western ESE to the lucrative trade routes of the Badlands, but rebellion and the Interpolar War have changed this in recent cycles. Overlooking one of the largest routes is the city-state of Bangweuleu, which has grown rich from trade over the centuries. Aside from Bangweuleu, only small mining settlements or emirate palaces dot the mountain range, offering a spectacular view of the Eastern Plain and the Okavango Swamps. The Pacifica Range is also the starting point of two of the largest rivers in the ESE. The Rayes and Theros meander down from the highlands and into the Okavango basin. The two rivers and their tributaries are home to a number of plantations and shajhalin farming communities. Theros, the larger of the two rivers, eventually drains into Lake Isaborah just north of Okavango.

● MALACH'S PEAKS AND THE SOUTHERN DIVISION

Technically part of the Southern Division range, Malach's Peaks rise from the shrouded Interior and dwarf all other mountain ranges in the ESE. Named after the Patriarch who abdicated to the Southern Republic during the Southern War, Malach's Peaks are characterized by their beauty and grandeur. The white-capped peaks of the range include some of the tallest summits in the south — Masao's Heights, at 6550 meters and Yathan's Crown at 7021 meters.

● THE SERPENTINE RANGE

The emirate portion of the Serpentine Range is composed of two smaller mountain ranges, the western Major Akarum that branches into the Okavango swamps and the Minor Akarum. Of the two, the Major Akarum is the tallest, some peaks coming close to rivaling the towering mountains of Malach's Peaks. The city-state of Cimmaro rests on the southern slopes of the Major Akarum. The Minor Akarum refers to the northern arm of the Serpentine Range, which forms the border between the ESE and Mekong Dominion. It is along the Minor Akarum that one can find the city-states of Javari, Skavara and Smyrna, as well as the Beta Maglev line. The emirate Akarums are also home to two volcanoes, the Nube Muerte located three kilometers above Javari and Perdido near Cimmaro.

2.1.2 THE OKAVANGO SWAMPS

Juxtaposed against the majestic mountains of the ESE, the Okavango drainage basin is one of Terra Nova's largest swamp areas. Teeming with wildlife and exotic plants, the Okavango Swamp has been the subject of countless trideo documentaries helping to perpetuate the mystique of the area. Almost the size of a small sea, the Okavango Swamp is composed of bayous, lagoons, marshlands and thick jungle. Cradled by the Eastern Plain, the Major Akarum and the Pacifica Range, the Okavango swamps are a result of the hundreds of rivers, tributaries and lakes that flood the lowlands. During the relatively dry Spring and Summer months the water level drops, leaving the jungle floor accessible and the various rivers and lakes discernible from each other. Crossing the Okavango basin during these months takes no more than a couple of weeks with a proper guide.

This all changes with the monsoon season of late Autumn and early Winter. Torrential rainfall floods the whole region, blotting out any landlocked settlements and bleeding all the rivers and lakes into one huge swamp. The trade routes of the Summer months become a watery maze of ferns and vegetation, traversable only by boat or hovercraft. The changing landscape makes navigation equally difficult. Familiar landmarks now lie under meters of dark, murky water, and only the giant ferns rise above the surface, helping to mislead unwary travelers. For this reason, veterans of the swamps construct their homes high above the water level and travel using either the jungle's thick canopy or swamp rafts

• ELEVATED CAUSEWAYS

For as long as people have made their homes in the Okavango Swamps, they have relied on elevated causeways to get around during the rainy seasons. Essentially suspended roads, the causeways are constructed using all sorts of materials. Some are nothing more than planks of wood or rope bridges connecting two trees and allowing passage over the swamp. Others, built more recently, make use of modern materials and are able to support light vehicles and even Gears.

In the 1850s the AST decided to fund the building of two permanent causeways to facilitate travel into the heart of the ESE, and more importantly, to establish the MILICIA base of Blackwater. Known as the Vangian Way and the Blackwater Pass, both causeways are incredible feats of engineering. Using a combination of platforms and suspension bridges, the Vangian Way and Blackwater Pass are safe and fast means of crossing the swamps. While not true roads, both can support heavy traffic, but are only used by the emirs, MILICIA troops and corporations because of the exorbitant tolls charged. Robberies and hijackings are extremely common on both causeways, especially since the Free Emirate rebellion.

2.1.3 THE EASTERN PLAIN

While the majority of the ESE is dominated by the raw power of nature, the Eastern Plain has been called Terra Nova's equivalent of Eden. Gentle rolling hills, majestic plateaus and serene forests mark the region, lending it a beauty that stands in sharp contrast to the endless Badlands or the chaotic Okavango swamps. Those emirs living within the Eastern Plain own sprawling ranches and estates that provide food and produce for the rest of the league. Like everything else in the ESE, the Basalite Rebellion changed all this. Rising from the flat plains like a battered jewel, the city-state of Basal once dominated this area, but nowadays it is nothing more than a battleground.

The southern portion of the Plain is savannah country; tall grass and herding animals are the staples of this area. The further north one moves, the more the presence of the Eastern Desert begins to be felt. This region, composed of dry grasslands and plateaus, is mostly used for agriculture and farming, with lakes Esh and Havan providing irrigation.

2.1.4 THE INTERIOR

Few areas are as draped in mystery as the Interior of the ESE. A belt of rain forests and valleys located between the Serpentine Range and Southern Division, the Interior is unspoiled in its primal glory, but few dare venture into its shrouded depths. Here, cool mountain air collides with the humid air of the jungles, blanketing the area in mist for weeks at a time. Deep in the Interior, gigantic ferns (some over 50 meters tall) pierce the mist, their jagged canopy blotting out all light to the jungle floor. Dark and damp, the jungle floor is a netherworld of shadow and mist, and only the most desperate (or foolish) live there.

Some whisper that there are a handful of free shajhalin settlements in the Interior, along with bandit hideouts and rebel bases. However, MILICIA and Patriarchal patrols sent into the area turned up nothing, and on a couple of occasions failed to return at all. Aside from patrols, a number of survey teams, planes and transports have all vanished in the Interior. Most are victims of the savage storms that wrack the area, but this has not stopped a number of superstitions about the Interior from arising — another reason why few dare to visit the region.

The Interior also has one of the largest collections of stoneheads in the South. Like silent sentinels, the huge stone sculptures are scattered through the fog-filled valleys, attracting archeologists and treasure hunters from all over Terra Nova.

2.2 HISTORY

The Eastern Sun Emirates is still a place of mystery and wonder. The league, because of its emirs and due to the unforgiving wilderness that encompasses it, has captured the imagination of foreigners from both poles. Unfortunately, these romantic notions often overshadow the plight of the majority of the ESE's population that toils day after day to meet the capricious whims of the emirs. Yet this servitude did not always hold sway. Originally the emirs were honorable individuals, men and women who cared for those under their charge, but this, along with countless other facts, has been lost to time.

The history of the ESE is woven from threads of both fact and fancy, and most historians outside the league prefer to see its story through their own eyes, tainting it with their own preconceptions and prejudices. To the North the Eastern Sun Emirates is a savage and brutal league, a direct affront to the gentle teachings of Revisionism, and its emirs the most vile and corrupt of all Southerners. The Southern Republic and the other Antarctic leagues regard the Eastern Sun Emirates as a primitive hinterland, and resent the political and economic instability that is so prevalent in the Emirates. Although both of these views are in some sense true, the ESE is also a place of hope, fiery determination and staunch individualism — traits that both the lowliest commoners and the loftiest emirs share.

2.2.1 THE CONSORTIUM [TN 498 — TN 1454]

From the colonization of Terra Nova in TN 493 by the Human Concordat, to its abandonment in TN 1454, a coalition of Middle Eastern, South American and Asian corporations known as the Consortium dominated the early history of the ESE. Filing their bid for the Okavango basin and surrounding mountains, the Consortium began settling the area in TN 498, and in the following cycles helped construct the beta maglev line and established the city-state of Javari.

While not the most progressive of corporations, the Consortium offered passage to Terra Nova to those who could not afford the long trip or who did not have the skills to be hired by another colonizing corporation. In exchange for a chance to escape the rapidly crowding Earth, these shajhalin (or laborers) agreed to become the property of the Consortium. Not to be confused with slaves, shajhalin had representatives present at the annual meeting of shareholders and could climb the corporate ladder — although at a slower pace than non-shajhalin employees. This agreement, however, was designed to be continued down through the generations, creating the foundation of the ESE's current caste-driven society.

Beyond its stratified society and industrial power base, the Consortium left its mark on the future Emirates in a number of other ways. The corporation's roots in Middle Eastern and Latin American (and to a small degree Asian) cultures, helped create the ESE's colorful character and architecture, not to mention its language and customs, which set the league apart. More importantly, the Consortium's infrastructure allowed Enri Masao, Captain of the HCS *Eastern Sun*, to build the league that would one day carry the name of the ship that stranded him and his crew on Terra Nova.

2.2.2 THE FORMING OF THE EASTERN SUN EMIRATES [TN 1454 — TN 1681]

For nine centuries the Consortium ruled, caring for its shajhalin while they worked to extract and refine the mineral resources of the fledgling league. For the most part, the Consortium was fair and offered the shajhalin safety and security. Yet at times, the pendulum swung to oppression and tyranny. By TN 1450s, the Human Concordat began exerting its anti-colonial pressure on the corporations and the Board of Directors of the Consortium quickly saw the writing on the wall. The Consortium, not wanting to be stranded on Terra Nova, or have to pay exorbitant taxes to Earth, began secret plans to abandon Terra Nova.

On the night of 5 Winter, TN 1454, the upper management of the Concordat and their families secretly packed their belongings and boarded the Gateship *Cortés*, leaving the desert planet of Terra Nova, and the shajhalin, to an unknown future.

The following morning chaos gripped the Consortium's territories. After centuries of bondage, the shajhalin were free, but they did not know what to do next. As news filtered down of the Consortium's departure, panic spread across the shajhalin communities (not to mention Terra Nova). Some tried to find a way off Terra Nova; others took to the hills while riots broke out in the Consortium's cities and factories.

First to face the wrath of the shajhalin were those executives who chose to stay behind, to help the workers rebuild. The many managers, unaware of the Board of Directors' plan, were next on the list, as angry mobs attacked anyone associated with the Consortium. Within days, much of the former Consortium lay in ruins and anarchy reigned for the following seasons. From the chaos, the first of the Warlords rose to power.

Unfortunately, these shajhalin-warlords did nothing more than continue the cycles of violence and bloodshed, as each tried to carve his own kingdom from the ruins of the Consortium. By TN 1455 the population in the area had dropped from 15 million to just under seven million, as petty brush wars and conflicts engulfed the whole region. The stage was set for the arrival of the HCS *Eastern Sun* and its crew.

● THE HCS EASTERN SUN

Enri Masao's sacrifice is one of the most historic, and proud, moments for the people of Terra Nova. On the last leg of a three-year voyage to Terra Nova, the *Eastern Sun's* orders changed when it reached the Helios system. Originally tasked with bringing cargo to Terra Nova, Masao was informed of Earth's withdrawal from the colonies and instructed to take on board Concordat representatives left on Terra Nova. As he placed the *Eastern Sun* into a low stationary orbit to accept the representatives, Masao, a deeply passionate man, refused to leave the people of Terra Nova stranded away from Earth. He ordered his crew to scuttle the Sun's cargo and take on as many refugees as possible.

This was immediately met with resistance from Concordat Officer Hernan Salla. He instructed Masao to cancel his order and prepare to depart when the last HC shuttles had docked. Masao refused; he was not going to leave the people of Terra Nova stranded light years away from Earth. But what both men failed to realize was that the ship's PA system had been on and the heated exchange was broadcast across the *Eastern Sun*. The situation rapidly grew tense, and erupted when Salla charged Masao with treason.

Vicious fighting erupted onboard the ship almost immediately, as both sides tried to take command of the *Eastern Sun*. As the Concordat forces gained the upper hand, disaster struck. Due to failing communications, the last HC shuttle collided into the rear of the ship while attempting to dock, killing all 150 passengers and destroying the *Eastern Sun's* main drive. As the ship spiraled out of control, Masao took control of the ship's auxiliary bridge and guided the ship into re-entry, crash-landing on the slopes of the Serpentine mountains.

Although much of the ship lay in ruins, a good number of its systems remained functional, and more importantly, most of its cargo had escaped unscathed. Of Masao's crew of over 200, only a quarter remained. The next few seasons were rough, as most of the crew were unprepared for life on Terra Nova. A few of the shajhalin-warlords tried to raid the *Eastern Sun* and while Masao and his men fought back, it was clear they would need help. Masao used his ship's cargo to forge alliances with rival warlords, allowing him and his crew time to establish themselves. In time, the Captain's charisma and keen insight placed him in a position of authority, and the *Eastern Sun's* presence served to stabilize matters in the area.

Masao dispatched his officers to what remained of the Consortium's cities to act as representatives, using the *Eastern Sun's* cargo as currency and leverage. Over the next three cycles, Masao and his officers helped re-open a number of factories to produce the parts they needed to repair their ship, gradually improving the conditions within the region. A system of trade was developed whereby the region's resources could be traded in for the high-tech cargo of the *Eastern Sun*. Unfortunately, Masao and his men tried in vain to repair their ship, and finally the hope of returning home became nothing more than a distant dream.

● THE BIRTH OF THE EASTERN SUN EMIRATES AND THE INTERIM

Over the next 28 cycles, the officers of the *Eastern Sun* became the dominant powers of the region, setting themselves up as kings and queens, with Skavara as their new home. During this time, the various city-states of the ESE came into existence. Masao, aware of their newfound power, was careful to instill a strong sense of duty in his officers, and for the most part, he was successful. By TN 1492, the term "emir" had been coined, and on his deathbed, Masao christened the region the "Eastern Sun Emirates" to remind his crew of the sacrifice that left them stranded on Terra Nova.

The cycles after Enri Masao's death and his son Erik's ascension were a quiet time of expansion. The officers took the mantle of emir with zeal, and began making the ESE their home. Shajhalin, though free, quickly fell into their familiar positions in society, happy to work for the emirs in return for safety and stability. During this time, the last of the warlords were defeated, and by TN 1510 the emirs ruled the league, undisputed. A fledgling relationship was formed with the emerging Humanist Alliance, and though both leagues differed in ideology, both shared a similar caste system.

Relations with the Mekong Dominion were different, however. The Emirates' control of a large stretch of the beta maglev line, and the foundation of Smyrna in TN 1492 in what was considered Dominion territory, caused tensions between the growing leagues. Border conflicts were common, as was espionage and sabotage, but full-fledged war never erupted. The early tension between the ESE and the corporations that made up the Mekong Dominion has marked relations between the two leagues ever since.

2.2.3 THE SOUTHERN WAR AND THE AST (TN 1681 — TN 1918)

In TN 1678, the alliance between the Southern Republic and Mekong Dominion signaled the closing of a chapter in the ESE's history. In a few cycles, the free and independent Emirates would find itself subjected to the control of the Republic. With the backing of the Republic, the Mekong Dominion started demanding taxes from the ESE for use of the beta maglev. At first, the Matriarch, Nacia Masao (the great-great-granddaughter of Erik), and the emirs heeded, having been promised increased trading rights with the Republic, but immediately the Dominion's expectations began to grow, becoming more excessive. The final straw came in TN 1679 when the Southern Republic backed the Dominion's threat to triple the already exorbitant taxes. Nacia Masao refused to concede, souring relations with the Southern Republic and angering the Dominion.

● CHRISTOBAL MASAO'S RESISTANCE

In the Winter of TN 1680, Matriarch Nacia Masao died under mysterious circumstances, and many were quick to point the finger at the Southern Republic. Her son, Christobal Masao, angered by this turn of events, charged the Republic's ambassador, Yves Kaladon, with the murder of his mother and sentenced her to death. Port Oasis did not greet the news of Kaladon's execution well, and tension grew rapidly. Christobal Masao, at the youthful age of 23 cycles, took the mantle of Patriarch and prepared his league for war. For the fiery people of the Eastern Sun Emirates, the last few cycles of concessions to the Southern Republic and Mekong Dominion, and the murder of their Matriarch, instilled in them a bitter hatred for the Southern power.

The struggle between the Eastern Sun Emirates and the Southern Republic erupted into open warfare during the Southern War of TN 1680. Republican forces, newly armed with Heavy Gears, swept through the Humanist Alliance and the ESE in an attempt to subjugate the Antarctic. As their cities burned, the people of the Eastern Sun Emirates — whether shajhalin or emirs — led by the charisma and determination of Christobal Masao, embarked on a vicious guerrilla war against the might of the Southern Republic.

For three seasons, the armies of the Southern Republic battled Christobal's forces in the jungles of the Okavango basin and the Interior, suffering tremendous casualties in the process. By Autumn of TN 1680, the Republican forces in the Eastern Sun Emirates seemed on the verge of defeat; the Southern power poured more troops and Gears into the war in an attempt to sway the tide of battle, but to no avail. Eventually, on 27 Autumn TN 1680 the Republic pulled its forces out of the Interior and began debating its next course of action. For the time being, Christobal had pushed back the juggernaut.

● SOUTHERN VICTORY

A few days after the Southern Republic's retreat, Prefect Phillipos, the commander of the Southern forces in the ESE, received a letter from Malach Masao. Christobal's uncle and the older brother of Nacia, Malach had at one time stood to inherit the title of Patriarch before his sister, but had been exiled for his sadistic excesses. For twenty cycles Malach saw his sister rule in his place, growing jealous and bitter in the process. With her death and the Southern War, Malach saw his chance to reclaim his rightful rank.

In exchange for the Republic recognizing him as the Patriarch of the ESE, Malach agreed to have Christobal assassinated. Desperate for a way to resolve the situation in the ESE, Phillipos agreed to Malach's plan, knowing that with the death of Christobal the ESE's forces would be dealt a severe blow. At the same time, Malach, with backing from the Republic, promised certain emirs help in rebuilding their city-states if they backed his claim to the throne. While Malach's ambition worried some of his co-conspirators, the financial and military backing of the Southern Republic was too good to pass up.

On 37 Autumn TN 1680, as Christobal slept, Malach's men sneaked into his quarters and murdered the Patriarch and his family. News of their leader's death devastated the league, and when Malach, the only heir to the throne, claimed the mantle of Patriarch flanked by Southern Gears, many knew that the war and their way of life had ended. A number of emirs opposed Malach's ascension, pointing out his obvious hand in Christobal's death. Malach's machinations and Republican agents, however, soon silenced them. And so, the Eastern Sun Emirates were dragged, bloodied and bruised, into the Allied Southern Territories.

► Heir Apparent

Shortly after Malach assumed the throne, he ordered the murder of all other Masaos who could possibly lay claim to the throne. Hauntingly familiar to Oliver Masao's Mothers' Massacre, entire branches of the royal line were culled by Malach's paranoia, leaving only his incestuous children to carry on the name of Enri. Unbeknownst to him, his sister Nacia had borne two children, Christobal and Jericho. Christobal was her legitimate child, born from her marriage with Davon Boash. Jericho, however, was born out of wedlock when Nacia was still in her teens. To prevent any embarrassment or potential conflict over the inheritance of the Masao throne, Jericho was taken from Nacia and secretly given to the childless Gustav Bhravo. When Gustav died in the Southern War Jericho inherited the emirate of Okavango, and his descendants have unknowingly carried the Masao name down through the ages.

It is entirely possible that this explosive secret has been lost to time. Indeed, the murder of Jericho Masao-Bhravo's immediate blood family may mean that no one could ever pass on the secret of his true lineage, even to the emir himself. There are avenues of research, however, that could reveal the true heritage of the Bhravos. The secret Patriarchal records in Strathclyde could well provide clues, as could medical documents in the Library at Smyrna, the family history of Gustav Bhravo and the lineage records maintained by the Sunite Monks in Skavara (see p. 51). Were someone to piece together the truth it could have devastating effects and shatter the already fragile league. Indeed, the Boy-King of Okavango, Rafael Bhravo, would be revealed as a Masao and could lay legitimate claim to the throne. This could lead to a three-way battle for succession, between Oliver Masao himself, Rafael Bhravo and Nigel Shirou — who has just wed Lysia Masao, estranged sister of the Patriarch. With Masao legitimacy behind all three factions, there's no telling who the other emirs (not to mention the solicitors and shajhalin) would back.



● THE CYCLES AFTER

For the next 200 cycles the Eastern Sun Emirates struggled under the heel of the AST, manipulated by the Republic and its economy regulated by the Mekong Dominion. The *Curia* encouraged the growing hedonism among the emirs, realizing that it was one of the best means to control the league. So while the shajhalin toiled, the emirs lived lives of luxury, attending huge balls, playing games and enjoying the wealth they had amassed as the AST grew more powerful. Shajhalin rebellions occasionally flared up, but the Patriarch's forces quickly and brutally dealt with the insurgents — often with the help of the newly formed MILICIA or Republican troops.

The St. Vincent's War of TN 1723 - 1729 proved costly for the Eastern Sun Emirates. The ESE's poor standards in medical care resulted in the highest infant losses to the St. Vincent plague in the South. In the chaos, many of the Emirate city-states burnt as panic gripped their populations. By the time order was restored, the AST was at war with the North, and a poorly organized Emirate contingent joined the fray. By war's end, the ESE reported close to two million casualties, not to mention the countless more that died during the plague. The league was devastated.

Although the league recovered somewhat during the 1800s, its standard of living and reputation had suffered. The Humanist Alliance came to resent the excesses of the emirs, while the corporations of the Mekong Dominion were forced to subsidize the Emirates' mining and industries in order to prevent a hemisphere-wide depression.

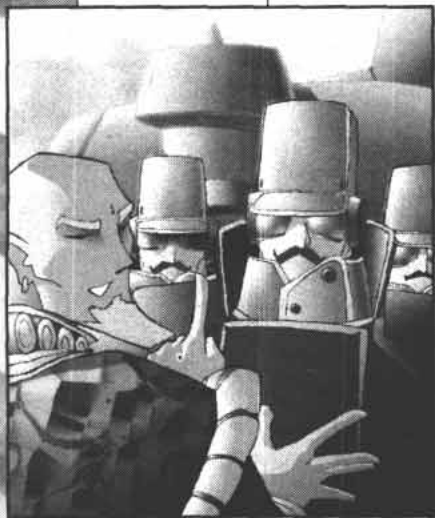
The rise of the driven Svetlana Masao in TN 1848 ushered in a new age for the people of the Eastern Sun Emirates. A cunning manipulator, Svetlana used the tensions of the inter-polar cold war to improve conditions in the ESE, keeping in check both the *Curia's* intervention and the Dominion's economic influence over her league. By the time of her death in TN 1912, the ESE had recovered some of its lost splendor, allowing her son, Oliver Masao, to inherit a strong league a short cycle before the War of Alliance.

● THE WAR OF THE ALLIANCE

News of an Earth invasion was greeted with skepticism by the emirs, but within a week of the Colonial Expeditionary Force's arrival and their march into the Mekong Dominion, the ESE was shocked into action. The orbital bombardment of Javari, Basal and Cimmaro was all the proof Easterners needed. Shajhalin of those states, for their part, saw this as their opportunity to rise up against the emirs. These rebellions were quickly crushed, and in the Summer of TN 1913 the first CEF forces crossed into the Eastern Sun Emirates, trying to outflank MILICIA troops in the Mekong Dominion. Faced with the reality of an invasion, emirs and shajhalin took to the battlefield.

Surprisingly, Oliver Masao showed great interest in the war, determined to prove himself as Patriarch. His age (only 19 at the time), his capricious whims and inexperience hampered the Emirate forces, who suffered a number of defeats under his command. By the end of TN 1914, Oliver became bored with the conflict and returned to Strathclyde, where he delegated command to the emirs of Skavara and Bangweuleu. For the rest of the war, the Emirate forces were involved in a number of campaigns, some successful, others not. When Earth departed in TN 1917, the ESE, and Masao in particular, wanted nothing more than to enjoy the spoils of victory and forget about the bloody days of war — ushering in an age of unparalleled decadence.

Collaboration ◀



When Earth returned to Terra Nova in TN 1913, many emirs and shajhalin took up arms against the invaders, not only to protect their league, but to avenge Enri Masao and the crew of the *Eastern Sun*. A few, however, saw the war as a chance to return to the home world of the emirs. Ever since the crash of the *Eastern Sun* and Enri's sacrifice, Earth had developed a religious and symbolic importance for the people of the ESE. To some, it represents the legendary home of Enri and the emirs, to others Earth is akin to a Holy Land beckoning them to return and reclaim their rightful place among the stars.

Seeing the CEF as their best chance to leave the accursed deserts of Terra Nova, a number of emirs secretly collaborated with the Earth forces. Leaking intelligence, conducting sabotage and sharing technical information, these emirs hoped to buy their way back to Earth. By TN 1916-17, a collaborationist movement was spreading among the emirs, nearly shattering the league. Thankfully, the War of the Alliance served to conceal the brewing troubles in the ESE from the rest of Terra Nova, as most other leagues were too busy fighting to notice what was happening. Many saw the Patriarch's brutal reaction towards the collaborators as his first slip into madness — torn between honoring his lineage (hence wanting to avenge Enri), and the desire to see the blue skies of Earth, Oliver lashed out against the collaborators. Masao ordered a secret pogrom conducted against the collaborators, executing any emir even suspected of having ties with Earth and burying all evidence found. By the end of the war, a number of emirs had vanished along with their retainues without any trace. To this day, the emirs remain silent about the dark days at the end of the War of the Alliance, preferring to bury their guilt rather than throw the loyalty of the league into question. Unfortunately, this silence has meant that vigilance against further collaboration is less than perfect. Indeed, not all the emirs who sided with Earth died during the pogrom. Constanz Draho, then Emir of Skavara, escaped execution thanks to loyal guards and remains in hiding in the emirate palace (see p. 90), while Smyrna's Emir Anurima Khajar (see p. 27) was able to conceal her treason altogether (see p. 27).

2.2.4 CYCLES OF DECADENCE [TN 1918 — TN 1931]

With the signing of the Treaty of Westphalia in TN 1917, the people and emirs of the ESE began the long task of rebuilding their devastated homes. Oliver Masao was not the same man he had been just four cycles before. The war and the collaboration shattered the Patriarch, and when the war ended, he allowed his league to descend into hedonism. The emirs' pleasures (and his own) became more important than governing the league. Not all emirs joined in the Patriarch's orgies; some voiced their concerns and tried to re-establish the ESE in the South, creating tension in the emirate court. Oliver came down hard on any emir who questioned his judgment or rule, and fears of a league-wide revolt began to worry the AST. The short-lived Basalite rebellion of TN 1920 reinforced the need for the Curia to take matters in the ESE seriously and the "Butcher of Basal," Lord Protector Molay, took no time in brutally suppressing the uprising to set an example.

The arrival of Lord Chancellor Kenichi Tanaka complicated matters further. Sent in to assess the situation in the ESE and to do his best to prevent a revolt, the Chancellor immediately despised the Patriarch. Tanaka's promise of Republican intervention if the emirs did not change their deviant ways made him popular among the masses, but hated by the emirs. With Oliver's attention divided between his growing resentment of Tanaka and his own selfish pleasures, a number of emirs began moving away from the Patriarch. Most, like the emirs of Skavara and Smyrna, focused on strengthening their emirates and establishing a new power base after the war. The emirate of Basal, and its soon-to-be emir Nigel Shirow, had different plans in mind.

2.2.5 REBELLION [TN 1931 — 1935]

After cycles of surviving the deadly intrigues and amoral passions of the emirate palace of Basal, Shirow found himself the sole heir when his mother died in TN 1931. Having spent the majority of his life masquerading as a commoner, Shirow witnessed first hand the injustices the shajhalin lived under and the mockery the emirs had become. More importantly, Shirow saw the downward spiral Masao and the league were taking and knowing something had to be done, he denounced the Patriarch as a madman and declared his emirate free from the tyranny of Strathclyde.

Nigel Shirow's proclamation of freedom shocked Terra Nova to its core. For the Emirates, it marked the first time an emir had openly defied the Patriarch. In Port Oasis and the rest of the South, fears of a destabilizing league-wide revolt in the ESE were one step closer to becoming reality. Finally, the North saw Shirow's actions as proof that the iron grip of the Southern Republic over the Antarctic was finally slipping.

Almost immediately, the Patriarch sent in troops and petitioned the AST to deploy MILICIA units to Basal. The Patriarch did not want to quell the rebellion, but rather obliterate Basal and the upstart Shirow from the face of Terra Nova. Appalled by the atrocities committed, most MILICIA units soon became demoralized, wanting nothing more than to leave the accursed Eastern Plain. This, combined with different strategic goals, made cooperation between emirate forces and MILICIA difficult, helping Shirow and his rebels in the end. By TN 1932 the fighting had stagnated, as both sides bunkered down and for a brief couple of seasons the people of Basal knew peace — occasionally punctured by mortar attacks or sniper fire.

Politically, the rebellion had repercussions across the South. Lord Protector Molay and Prime Minister deRouen disagreed as to what do next. Molay, the "Butcher of Basal," backed Masao, wanting to resolve the rebellion as quickly as possible so that the AST could focus on the growing tensions with the Northern leagues. DeRouen, along with Lord Chancellor Tanaka, knew the real cancer in the ESE was not the rebellion, but the mad Patriarch Masao. What few knew was that the situation was about to worsen.

● BANGWEULEU AND THE OXFORD ACCORD

Nneke Boash, son of Emir Armann Boash of Bangweuleu, hastened events by staging a coup against his aging father. A close friend of Oliver Masao, he hoped to earn the Patriarch's favor (and some say his love). Nneke's coup not only failed, but provided Armann with the chance to secede and throw in his lot with Shirow and Basal. As news of this spread, the détente in Basal ended and fighting broke out once more, ushering in a new wave of violence and bloodshed. Basal was prepared for the onslaught, but not Bangweuleu. Seeing the effect of the Basal rebellion on the AST troops stationed there, Molay was forced to limit MILICIA's role in Bangweuleu to attacking only military targets and preventing excessive civilian losses. Molay's hatred, however, found other ways of supporting Masao in suppressing the growing rebellion. Materials and supplies, plus the efforts of MILICIA's Special Intervention Unit, were just the beginning of Molay's secret aid to Masao.

As the fighting continued into TN 1935, Shirow and Boash were forced to look to the North for help. Under the pretense of avoiding a full-scale polar war and dragging the Confederated Northern City-States (and mainly the Northern Lights Confederacy) into Southern "business," the Humanist Alliance brokered the Oxford Accord. Meeting in Oxford at the behest of Lord Chancellors Hemami and Tanaka, Nigel Shirow and Prime Minister deRouen agreed to limit the scope of the current conflict. In exchange for Shirow's pledge not to deal with the North, deRouen agreed to classify the rebellions as an internal matter of the ESE and place further restrictions on Republican and MILICIA involvement.

• THE FREE EMIRATES

As the rebellions raged between 1931 and 1935, the young Rafael Bhravo — the exiled emir of Okavango — had been traveling the ESE calling for a time of change. Often overshadowed by the rebellions, or plainly ignored, few listened to the boy or paid attention to his crusade.

In the first weeks of 1935 Alexis Thoras, the other emir of Okavango and third cousin of Oliver Masao, was murdered, a victim of the expanding *Mother's Massacre*, ending Bhravo's exile. Emir Bhravo stopped his crusade and returned home, forever changing the ESE. During his inauguration speech, Bhravo declared his emirate part of the Free Emirates of Basal and Bangweuleu, coining the phrase in the process. What had started as an isolated rebellion in Basal and Bangweuleu had now turned into a civil war — open revolt had come to the ESE, to the horror of the AST.

Vicious fighting erupted and spread to Basal and Bangweuleu, but cycles of warfare prevented the Patriarch from launching his now infamous attacks. This time around MILICIA troops (especially those stationed in *Camp Blackwater*, near Okavango) sat back and did nothing more than defend AST interests from both rebel and emirate forces. The South had bigger worries as TN 1935 turned into 1936.

2.2.6 PRELUDE AND WAR (TN 1935 — 1938)

The outbreak of deadly Theban Blight in the Humanist Alliance signaled the first of a number of events that would plunge the planet into war. Under the pretext of reestablishing order, the Southern Republic annexed the HA in Spring of TN 1936, but the move, if anything, further destabilized the South. In the wake of the annexation and the fall of White Rock, elements of the Humanist Alliance Protection Force, including its Archon Mykeal Navar, fled to the Free Emirates where they were welcomed with open arms.

Boosted by Humanist troops and equipment, the rag-tag Free Emirate rebels became a formidable force; the Free Emirates were emerging as a new power in the crumbling Southern hegemony. While all three city-states shared equal importance in the Free Emirates, a leadership struggle was developing between Shirow and the Boy-King Bhravo. Shirow, pragmatic and a seasoned veteran, having been at war for over five cycles, didn't see eye-to-eye with the fanatical and impulsive Bhravo. But before a schism could develop in earnest, the Free Emirates found themselves in the middle of a global war.

In the aftermath of a border clash between Northern Guard and MILICIA units near the oasis tower of Rahnguard, the CNCS declared war on 18 Summer 1936. Oliver Masao welcomed the news and marshaled his forces as he had done during the War of the Alliance. Gone was the zeal to prove himself, replaced instead with an apocalyptic desire to see the ESE burn.

The early days of the war went badly for the Free Emirates, as they were pincered by Republican forces from the west and Patriarchal and MILICIA troops from the south and east. Only staunch determinism and help from the HAPF allowed Shirow and company to hold off the initial assault. Shortly after this engagement, the Northern Guard Eastern Task Force crossed the Badlands and entered the Free Emirates where they were welcomed by Shirow.

Establishing supply lines with the Free Emirates and augmenting their forces with rebel troops, the Northern Task Force prepared to move westwards. After a season of fighting in the foothills of the Pacifica Range the city-state of Raleigh was in sight, and by 27 Autumn 1936 Northern units had liberated the city. Lysia Masao, sister of Patriarch Masao and wife of the murdered Lord Chancellor Hemami, with popular support, assumed leadership of the free city and proclaimed Raleigh the fourth Free Emirate. Over the next cycle, angered by his sister's defection, Masao launched a series of attacks on the Free Emirates, making the ESE one of the main battlefields of the Interpolar War.

2.2.7 THE PRESENT (TN 1938)

By TN 1938 the whole war has begun to crawl to a halt, but intrigue between the poles (and within the leagues) continues to rise. Offensives are fewer and further between, and a relative quiet has fallen. Most realize, however, that this is only the quiet before the storm.

For most of TN 1937 fighting sweeps across the ESE and the rest of Terra Nova, with gains and losses made by all sides. The Free Emirates surfaced battered and bloodied from the opening phase of the war, but far stronger than before. The presence of the HAPF and other Humanist elements and the addition of the emirate of Raleigh have transformed the Free Emirates into more-or-less equals of the Loyal Emirates of the ESE — Javari, Cimmaro, Smyrna, Skavara and Strathclyde. Support behind Masao has remained strong, but most emirs fear the direction in which the Patriarch is heading, especially now that the AST and the Republic do not hold as much sway over the Eastern Sun Emirates.

By far the most important recent event was the marriage in 41 Winter TN 1938 of Nigel Shirow and Lysia Masao. Although seen as a purely political move, the union has thrown the ESE into disarray. Since the early days of the Basalite rebellion, Shirow, not being a Masao, knew that the Patriarch's throne would never be his. Even loyal emirs who would have backed Shirow because of his policies refused because of his ancestry. With his betrothal to Lysia this all changes, especially with the possibility of pregnancy. If Oliver Masao could somehow be removed, Nigel could claim the throne as Regent until his future son/daughter came of age. The story of the ESE is far from over...

2.3 ECONOMICS OF THE LEAGUE

Although the emirs are among the wealthiest individuals on Terra Nova, their league is one of the poorest. While the emirs live in the lap of luxury, the lower classes lack a number of conveniences their counterparts in other leagues take for granted. A large force of dedicated and specialized artisans manually manufactures most of the goods produced in the ESE, from construction materials to luxury items. There are very few automated factories in the league because of abundance of cheap labor. Even the high-tech industries of Skavara and Smyrna rely on thousands upon thousands of shajhalin working around the clock to produce goods. Those shajhalin not involved in heavy industry either toil as artisans or domestics, maintaining the elaborate palaces of the emirs and catering to their every whim.

The lack of automation or mass-production means that most goods in the ESE are unique and individual. Production is supervised by *banderías*, each responsible for one aspect or type of production. These *banderías* resemble worker guilds comprised of extended family groups. Although *banderías* are indispensable to the daily life of the ESE, providing the shajhalin with schooling and technical expertise, the emirs keep a close eye on them because of the power they have over the masses.

2.3.1 INDUSTRY

The Eastern Sun Emirate's main economic strengths are its richness in natural resources and its industrial core. Mining is one of the primary industries for the ESE. The mines in the Serpentine and the Pacifica Ranges produce a large percentage of the minerals needed by the entire Southern Hemisphere, including oil, iron, gold and other rare minerals. The Emirates' mines and refineries are open 36 hours a day, churning out materials to be transported to factories in Skavara, Javari, the Mekong Dominion or the Southern Republic. The refineries of Cimmaro and Javari refine a large percentage of the raw ore mined in the South, and even certain Badlands communities have agreements with the emirs of these cities to refine their ore. The emirs, however, are not the most shrewd administrators in the South, and their factories are marred by inefficient management and waste, resulting in reduced production.

● SKAVARA HEAVY INDUSTRIES

Skavara Heavy Industries is one of the few Gear manufacturers in the ESE. Originally founded in TN 1786, the board of directors of Skavara HI must always include at least one representative from either the AST or the Republic. Skavara HI has for the longest time produced a number of small Gears, namely the Iguana and its many variants. Though the Gears produced here meet the necessary standards, each is in some way a unique machine, because the workers take pride in adorning and decorating them individually. Since the Free Emirate rebellions, the factory has been largely responsible for equipping the Patriarch's forces, indebting Oliver Masao to SHI head and Skavaran Emir Gavriel Draho.

2.3.2 AGRICULTURE, TRADE AND TOURISM

Agriculture is the second most important resource of the league. The large cultivated plantations in the Okavango swamps and the ranches in the Eastern Plain account for most of the dietary needs of the league. Most agricultural production involves the cultivation of the prestigious Corsé de Rocque cawfee blend — Okavango's primary cash crop. Other crops include *pasto suave* grass, grown in the Eastern Plain. *Pasto suave* is a thick grass that has many uses. When boiled, the grass produces a sweet nectar used for dessert or to sweeten cawfee, and the raw stems can be ground to create a rich, dark flour. Since the creation of the Free Emirates, the tundra fields of Strathclyde have grown some of the food needed by the ESE. Generally poorer in nutrition and quality, only the shajhalin are forced to subsist on crops grown there.

Since the inception of the ESE, trade has been one of its strongest commercial aspects. Although the cargo holds of the *Eastern Sun* have long since dried up, the bazaar of Bangweuleu and the proximity of the beta and gamma maglev lines have ensured the league's prominence as a center of trade in the Antarctic. The emirs might be capricious and poor administrators, but they all share the same astute sense of business and regard commerce as a simple yet elegant game to play. Since its founding, the emirs of Bangweuleu realized the potential of the trade caravans of the Badlands and have for centuries opened their bazaar to these traders, giving the ESE access to goods not regularly found in the South. Although corporations of Terra Nova have shunned the bazaar due to its chaotic nature and constantly fluctuating prices, the commoners and tourists flock to the bazaar to buy rare goods from around the planet.

The lavish lifestyle of the emirs has always been a magnet for those people who want to forget their dreary existence. Since the 17th century, Terranovans have flocked to the cities of the ESE to live like kings and queens for two or three weeks a year. These tourists, who must pay exorbitant prices, are accommodated in palatial hotels, attended by some of the most beautiful servants in the ESE. The number of Northern visitors has increased each cycle since the War of the Alliance. Important visitors such as celebrities and dignitaries are dazzled with pomp and the jet-set lifestyle of the emirs. For those with an adventurous streak, safari excursions into the Okavango swamps are extremely popular. The war and rebellion have changed all this, further crippling the league.

DARKNESS FALLS

The ruins of the Eastern Sun stood silhouetted against the fading light of Helios. Reddish hues bathed the interior of the colossal ship, giving it an angry glow. Whether from the dust in the air or pollution from Skavara's many industries, the light created the illusion that the historic ship was aflame. Within one of the uppermost chambers, two figures moved in the half darkness of twilight, their lavish cloaks rippling in the evening breeze. The silence of the ruins about them made their hushed whispers seem like thunder.

"Glad you made it, my dear. I am truly sorry for the short warning, but I knew we must speak — in private."

The other figure, shorter than the first, stood motionless, her gaze fixed at the city sprawling below her.

"How many cycles has this relic looked out over the Eastern Sun Emirates, its shadow a ghost reminding us of what we once were..." her voice dropped. "How many more cycles... I wonder, Draho, how many more will it endure?" her voice trailed off, carried by the evening winds, leaving behind nothing but silence. Sharp, painful silence.

Emir Gavriel Draho rested both his hands on the window ledge. "Times are changing, my dear Anurima — nothing. The more time passes, the more that fool ruins things. Basal has gotten out of hand. That bastard Shirow only gains support while the Patriarch drags our league slowly and painfully into collapse..."

"Well, Draho, what do you propose?" Emir Anurima Khajar's soft voice whispered. "Is this mutiny I hear, and from the respected Emir of Skavara?"

"You know I would never stand for mutiny. Masao is an insane fool, yes, but he is the Patriarch. No, some other solution must be found — one that will lead us, you and me Anurima, and the ESE, back to greatness. And that can never happen while the exalted Oliver Masao is still alive. He has to be removed, but we have to find a suitable replacement, and one that bears the name Masao. Nigel's marriage to Lysia only aggravates matters further..."

"But he would make a decent Regent, Draho. Maybe the time has come for Nigel to be accepted."

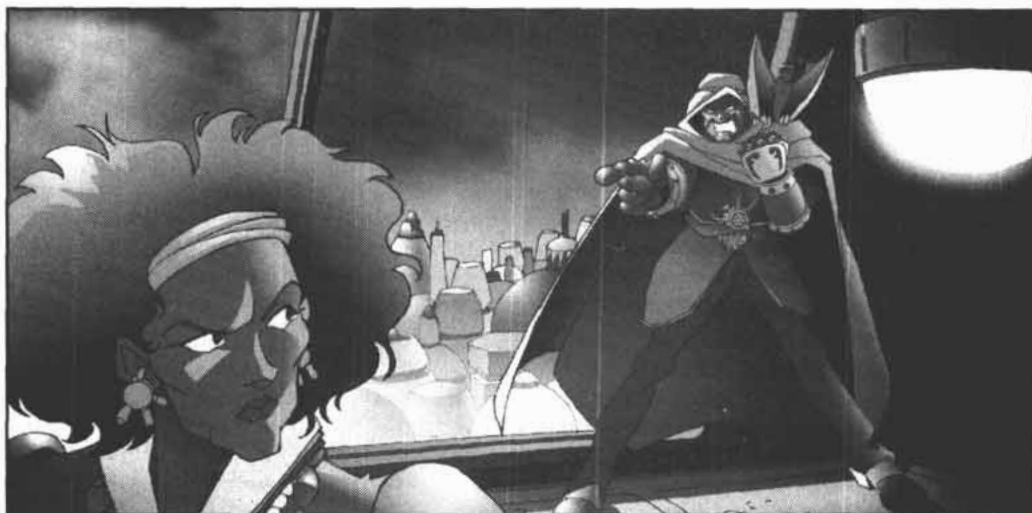
Draho said nothing, but Anurima knew that he would never welcome Shirow. A shame really. If they could work together, then maybe the ESE would stand a chance. She knew this, but also knew that soon her ties with parties outside the ESE would see her leave the planet and maybe, possibly, see the blue oceans of Earth.

"Shirow's child," Draho broke the silence, "is the key..."

Draho stopped in mid-sentence. A sound echoed somewhere beyond the small chamber. Silently, Draho stepped up to the door and opened it enough to peer through. Darkness was all he saw. He turned back to see Emir Khajar moving towards the door. "Maybe we should continue this conversation elsewhere. The Lord Chancellor's men, may be lurking about," she said.

"I would not worry; Tanaka's hatred of Masao nearly equals mine. But you are right, the dead do indeed have ears."

Both emirs disappeared down the corridor, unaware of the figure emerging from the darkness of the chamber. The spy would make for Strathclyde in the morning and carry the news to Patriarch himself. He only hoped his monarch would listen.



3.1 EMIRATE FEUDALISM

The social structure of the Eastern Sun Emirates has changed very little in the last 400 cycles, and to this day the legacy left behind by the crew of the *Eastern Sun* is clearly visible in the league that bears its name. Dominated by a strict social caste system, not unlike that of the Humanist Alliance, every citizen of the ESE (including the Free Emirates) belongs to one of three social groups. The members of the lowest class in the ESE, the shajhalin, toil day-in day-out for the emirs and are akin to industrial-serfs. The middle-class, or solicitor caste, is purely bureaucratic, tasked with the management and organization of the city-states of the ESE, allowing the emirs to keep away from petty concerns. This middle-class is blindly loyal to their emirs, and referred to by many foreigners as being parasitic in nature — prostrating themselves at their lords' feet and scrambling for the crumbs the emirs throw away. At the pinnacle of Eastern society are the emirs, descendants of the officers of the *Eastern Sun* who hold onto the reigns of power with autocratic obstinacy. This aristocracy rules every aspect of life in the ESE, and each emir is a king within his territories.

The main difference between the Humanist and Emirate caste-system is that the ESE is feudal, rather than utopian, in nature. The emirs don't lead because they are the best suited for the position, but because they were born into the aristocracy of the league. At one time the emirs held a certain attitude of *noblesse oblige* towards their charges, accepting their roles as protectors and providers for the shajhalin. But, as power corrupts absolutely, soon the emirs became egotistical, existing to be waited on hand and foot by the commoners and not the other way around.

To this day, 50 emirates comprise the Eastern Sun Emirates, each independent from one another, but all claiming loyalty and servitude to the Patriarch. While the majority of emirates correspond to a geographic location, a small number of them are associated with important tasks or titles within the ESE. These emirs, though they hold no lands, are important to the league both for practical and ceremonial reasons, and because of this carry as much influence as landed emirs.

The absolute power in the ESE is the Patriarch. From the Ethereal Palace in the heights of Strathclyde, the Patriarch's influence touches nearly every aspect of life in the league, and those few areas that fall outside his grasp exist only because he allows them to. In many ways, the Patriarch is a living god in the ESE, especially to the shajhalin; his whims are of paramount importance and his wishes become laws. The purple and golden robes of the Patriarch are the greatest symbol of power in the ESE; each emirate palace contains a set of these robes on display, showing that even in his absence, the Patriarch is nonetheless present.

3.1.1 THE SHAJHALIN

A holdover from the labor-division of the Consortium, the shajhalin comprise the majority of the population of the Eastern Sun Emirates. It is the shajhalin who work for the emirs, produce most of the goods in the ESE and who do most of the fighting (and dying) when the ESE goes to war. All shajhalin are born into the caste, and nothing short of total rebellion will ever see them rise above their rank in emirate society. Even with the current excesses of the emirs, most shajhalin willingly accept their role in society. Strongly immersed in a belief-system that mythologizes Earth, idealizes the sacrifice of Enri Masao and the *Eastern Sun* and acknowledges the supremacy of the emirs, shajhalin see their lot in life as preordained. While revolts are common, especially since the Basalite rebellion and the formation of the Free Emirates, most shajhalin never take up arms intending to displace the emirs. Rather, they do so to remind the emirs of their blasphemy towards Enri Masao's dream.

Shajhalin treatment varies from emirate to emirate. Shajhalin in the Free Emirates are the best treated, but the rebellions and war have done much to lower their standard of living. The shajhalin of Javari and Cimmaro (both industrial centers), however, are ruled with an iron grip so as not to disrupt production schedules.

● THE BANDERIAS

Like everything else in the Eastern Sun Emirates, occupation is largely hereditary for the masses. This has created an elaborate industrial infrastructure dominated by extended shajhalin families called banderias. Each banderia takes on the responsibility for training its members, and at the same time offers them a sense of safety and stability. The ESE has no centralized educational institutions, leaving shajhalin schooling to fall under the providence of the banderias. The leaders of banderias are elected, but the local emir has the final say as to who holds the reigns of power, and it is not uncommon for a solicitor to find himself heading or advising a banderia.

There are literally hundreds of banderias across the Eastern Sun Emirates though most are small, encompassing two or three extended families. The banderias generally frown on open rebellion, not only because it threatens the well being of their members, but also because it curtails their authority. What makes the banderias so powerful is their ties with the emirs and solicitors, and they often act as middle-men between the low and high classes.

Of the many banderias, the most powerful are the Iacovino (factory workers), Morelas (agriculture), Ravinda (artisan) and the Sarjono (pleasure) families. Found throughout the ESE, these banderias jostle with each other in an attempt to secure their status with the emirs.

3.1.2 THE SOLICITOR CLASS

Operating in the shadows of the emirs, the middle-class of the Eastern Sun Emirates can be found carrying out a number of tasks at the behest of their emirs. Raised in a radically pro-emir environment, the members of the solicitor class grow up knowing servitude and veneration towards the emirs. Among the entire population of the ESE, the solicitors are the most educated. Attending the most prestigious schools across Terra Nova, the solicitors learn the skills needed to serve their lords as advisors or assistants.

The solicitors have been around since the formation of the Eastern Sun Emirates in TN 1492, and their ancestors were the local warlords that sided with Enri Masao and his crew. Unable to communicate with the shajhalin commoners after the Consortium left, Enri Masao and the officers of the *Eastern Sun* used these warlords as intermediaries. Within a few generations the solicitor class had emerged, but it was not until the rise of Malach Masao that they grew in number and power and assumed their current form.

Technically free, the solicitors are indebted to the emirs, though this relationship is somewhat murkier than that between emir and commoner. Whereas the emirs own the shajhalin outright under Eastern law, the solicitors owe favors to the emirs. In return for greater personal freedom and power, solicitor families are duty-bound to serve the emirs in some capacity or another. Passed down from generation to generation, these "favors" include acting as advisors, administrators, personal assistants, bodyguards, warriors, concubines and so on. Unlike the shajhalin, solicitor families tend to be small and highly competitive out of fear of losing their prestigious status — for this reason, most solicitors are either overachievers, sycophants, cunning manipulators or some combination of the three. The majority of the middle-class resides in Strathclyde, where it owns a significant portion of the Middle Tier (see 5.2 *Strathclyde*, pp. 40-43). Solicitors, unlike shajhalin, are allowed to own property.

The solicitors form the bureaucratic core of the ESE, handling most of the administrative duties of the league. While the emirs set policy and steer the league, it is the solicitors who actually set the wheels in motion and sustain the Emirates and its emirs. For this reason, the members of the middle-class wield substantial power in the ESE. However, their fanatic loyalty to the emirs prevents most solicitors from using their influence to usurp the emirs. Even so, most emirs must be vigilant towards their solicitors, or risk the chance of being manipulated or tricked by their so-called advisors.

Beyond their advising and administrative duties, solicitors are free to pursue whatever interests they wish. Some volunteer to serve in the MILICIA, or as low-level diplomats for the Eastern Sun Emirates. Others offer their services to the many foreign corporations in the ESE. These corporations actively recruit solicitors because of their dedication and work ethic, but also to act as delegates between the corporations and the emirs. Often is it better to have a solicitor in one's back pocket than an emir, because of the vast web of connections kept by the middle class.

Solicitors also serve an important role in the personal armies of the emirs. While these forces are mostly made up of shajhalin conscripts, the solicitors serve as the only professional soldiers in the emirate retinues. Holding mid- to high-level positions, equivalent to non-commissioned officers in other military forces, these solicitors, known as *havildars* look upon their role as an almost divine calling, and are generally excellent leaders and tacticians. Their talent and determination, however, is usually wasted by the emirs who blindly sacrifice their troops and pay little attention to the advice given to them by the havildars.

Not all solicitors, however, are complacent lackeys, as they are usually stereotyped. Some have tried to use their power to hold the emirs hostage, but any sign of treason is usually reported by fellow solicitors zealously trying to gain the emirs' favor by rooting out troublemakers. This has made the middle-class extremely susceptible to rumor-mongering and paranoia; everyone is willing to rat on everyone else. Strangely enough, a small percentage of middle-class citizens, when they reach adulthood, simply turn their backs on the emirs and their families, leaving the ESE to its own fate. Disillusioned with their lot in life, they would rather venture into the wastes of Terra Nova rather than spend their lives in servitude and virtual slavery. Fleeing to the Badlands or the North, these "ronin" solicitors become a black stain on their family's honor. Many such families lose prestige, and some are executed outright by their emir for being perceived as weak.



Khotan Maceria, Regional Vice-President of International Consumer Products

The ambitious and underhanded Maceria began his career as a simple bureaucrat given as a present to ICP by the emir of Skavara. From there, Maceria rose through the ranks quickly, becoming appointed as regional vice-president in TN 1931 — the highest appointment a solicitor has ever been granted in a foreign corporation.

While an astute businessman, it was Maceria's hunger for power that vaulted him to the position. Willing to sell his own league out in return for advancement, he has used his intimate understanding of the emirate system to give ICP an advantage over other corporations in the ESE. Maceria has little respect for the emirs who casually "gave" him away, and wants nothing more than to see them suffer. Gradually, under Maceria, ICP has been purchasing a substantial amount of prime real estate, with plans to slowly take over much of the ESE's industrial capabilities after the war. Recently, Maceria has been meeting with Andrea Bether, a woman he believes represents one of Skavaran Emir Gavriel Draho's estranged cousins. Bether seems to want to purchase his allegiance and covertly acquire the ICP-owned real estate. Maceria is very interested, unaware that her employer is Constanz Draho, the former emir thought executed for treason (see p. 90).



3.1.3 THE EMIRS

Emirate society developed in the years following the crash landing of the *Eastern Sun*, when all hope of returning home was lost. Stranded on Terra Nova, the men and women of Enri Masao's crew soon spread out to the surrounding areas. Most officers, however, being part of a merchant crew, made use of their bargaining skills and resources rather than brute force to establish themselves as the powers-that-be in the area. Although the officers left their ship behind, they never renounced their captain, acknowledging his authority and prominence over them as emirate society began to form. Within a few short cycles, the emirs and their emirates (a term coined by Enri Masao himself) became the only stable form of government in a league dominated by warlords and petty strongmen. The pattern of succession was also rapidly established: most often the eldest child (like Erik Masao) would ascend to the emirate throne, but an emir had the option to name another child as heir apparent. In the case where no children were available (or acceptable), cousins and siblings could succeed.

The emirs and their families form the aristocracy of the league, holding the most concrete power of the ESE, almost rivaling that of the Patriarch. Their loyalty to (or fear of) the Patriarch, however, ensures that he remains in firm control of the league. Each emir is the dominant authority in his emirate, wielding power of life and death over his domain. Few emirs show any qualms or remorse in demonstrating their dominance over their subjects.

Technically speaking, the emirs are all equally important and autonomous, each ruling his emirate while heeding the Patriarch's wishes. This does not mean that all emirs are actually on equal footing, however. Some have held more prestige over the ages than others, due either to their emirate or their relationship with the Patriarch. Emirates are classified as prominent, lesser and rural. Prominent emirates are the real powers in the ESE, and are associated with one of the city-states of the league. To limit their influence, two or more emirs usually share prominent emirates. The emirate of Skavara is a prime example of the unequal rankings. Not only have the emirs of Skavara always enjoyed close ties with the Patriarch, but the ruins of the *Eastern Sun* give the emirate added political clout.

Lesser emirates fluctuate between periods of influence and obscurity. The majority of these lesser emirates are not geographic, but ceremonial in nature, such as the Warden of the *Eastern Sun*. Rural Emirates exist in the political backwater of the ESE. Composed of poor emirs, or maladjusted relations, the rural emirates hold little power save by pledging their support to one of the prominent emirs.

Influential emirs usually try to gather as many lesser emirs under their banner as possible, to increase their standing and to solidify their positions. Where one emir is powerless against the Patriarch, a coalition of emirs becomes a formidable bloc. Alliances, favors, promises and intrigue are all part and parcel of the emirate political scene, often encouraged by the Patriarch.

In order to perpetuate their power base, the emirs understand the need to maintain the status-quo. At the same time, this façade of unity and camaraderie serves to hide any weakness or dissension from the Patriarch, the masses and the Southern Republic's ever-watchful eyes. This is also the case in the Free Emirates, and while Shirow and Bhrawo have their differences, most of the time they are able to hide them and present a strong front to outsiders.

3.1.4 THE PATRIARCH

Of all the emirs, the Patriarch is the most famous and visible, recognized as his league's head-of-state by the rest of Terra Nova. Although Enri Masao is credited as having been the first Patriarch of the Eastern Sun Emirates, the title did not appear until the ascension of his son Erik to the position. Nonetheless, the power and authority of Enri Masao laid the foundation for future Patriarchs. In essence, the Patriarch is there to guide and protect his league, including not only the shajhalin but his emirs as well. The Patriarch is the heart of the ESE, and Enri Masao best exemplified this.

The scepter of power was once held out of duty to the league and the *Eastern Sun*. Today, fear, manipulation and brutality assure the Patriarch of his title. Upon ascending to the throne, or shortly before, the future Patriarch begins to forge ties with emirs that share his vision. In this sense, successful Patriarchs set the mood of their court and the emirates, because they ensure that their supporters also attain position of power. Therefore, the more cruel and decadent the Patriarchy became with time, the more the emirs followed out of desire to remain in the good graces of the Patriarch. While his power is not absolute, even emirs that disapprove of a Patriarch, or his passions, bow down to him for fear of losing their standing, and more importantly, their lives.

As the ultimate authority in the Eastern Sun Emirates, the Patriarch is the most powerful figure in the league. The fact that the emirs are often at each others' throats (in private at least) keeps them divided and therefore easy to control. The Patriarch is influential in settling disputes between the emirs, and likewise all matters concerning the league as a whole fall under his jurisdiction. During times of war, the Patriarch becomes the commander-in-chief of the emirate forces. The Patriarch might also call a War Council to serve as his aides during the war, or cede command of Emirate forces to an emir, known as the Commodore. This appointment is based solely on politics — military acumen and experience rarely factor into the equation. The Patriarch determines all aspects of emirate justice and only he has the power to try and punish the emirs. Traditionally, this power allows the Patriarch to keep the emirs in check.

3.1.5 GOVERNMENTAL INSTITUTIONS

League-wide institutions such as police forces, legal systems and health ministries are unheard of in the ESE. The emirs are left to organize their own emirates as they see fit, providing whatever services and institutions they please — as long as they do not counter the Patriarch's wishes. For example, the communal infrastructure of Javari is markedly different from Skavara's industrial nature. Matters pertaining to the league are the *providence of the Patriarch, but even for these, there are no hard and fast rules. Decisions are just as likely to be made through whim and chance as informed consent.*

The Patriarch's court is the closest thing to a governing body in the ESE. In the past, the Patriarch would call a meeting known as a *conclave*, which all emirs would attend, and discuss whatever matter was of import at the time. As time has passed, these conclaves have degenerated into feasts where intrigue and social jockeying are more likely to take place than any sort of political discussion. Also gone is the emirs' duty to advise and counsel the Patriarch for the good of the league, replaced instead with their desire to increase their own influence within the court.

Aside from the Patriarch's court, the only other body that oversees the running of the league is the *Solicitor Senate*. The Senate tries to coordinate the efforts of the solicitors, gaining a modicum of efficiency for the Eastern Sun Emirates. The Senate informs the emirs of potential administrative problems and oversees the fragile infrastructure of the ESE. Limited by the emirs, the Senate wields power only as long as the emirs allow it to. If the senators overstep their bounds, the *emirs and Patriarch have no qualms about shutting it down*. In its history, the Senate has twice been disbanded outright, although both times it was later reconvened.

3.1.6 EMIRATE RETINUES

The military might of the league is comprised entirely of the personal retinues of various emirs, and these have very little in common with each other, much less with the typical organization of conventional military forces. When the ESE goes to war, its forces are nothing more than an *ad-hoc assortment of the various emirates' forces clumped under the banner of the Patriarch*. These individual forces vary in size, organization, composition and training. Some are highly trained and equipped, paraded through the emirate as symbols of power, while others are poorly trained bands of criminals and conscripts forced into service by the emir.

Contrary to popular belief, emirs are not obliged to cede control of their retinues whenever the Patriarch wants to go to war. Most do so as a chance to gain the favor of the Patriarch, and gladly send a portion, if not all, of their forces. It is common for an emir to leave a garrison behind to safeguard his emirate and to quell any potential riots that might break out. Another reason for doing this is to protect the emirate from expansionist rivals.

During times of revolt, matters are different. Each emir is supposed to be able to deal with insurrection on his own (otherwise, they would not be emirs). If this is not possible, and the Patriarch is forced to *lend assistance*, it is a *sure bet that the weak emir will not be in power for much longer*.

Although these retinues are commanded by the emir, it is common practice to name a *relative (or influential solicitor)* to the position of commander, or *sirdar*. Emirate forces can have one or numerous sirdars commanding, depending on the size of the force. Being named sirdar carries considerable respect and power, especially for solicitors because it effectively promotes them to lesser-emir status. The emir commonly provides some resources with which the sirdar can raise and maintain his units, but most commanders usually make use of their own personal wealth to better equip their forces — though some unscrupulous sirdars keep the emir's contributions for themselves.

• ORGANIZATION

At the behest of the AST, the ESE's forces had to adopt a number of standard features, but these are mostly cosmetic in nature. Each emirate retinue consists of a number of centuries, each composed in turn of anywhere from three to 20 cadres. Each century is akin to typical regiments, and each follows its own set of traditions and rituals. These centuries (and cadres) are named after their commanders, though nicknames are common and most use heraldic paint schemes and decorations in addition to (or even instead of) traditional camouflage or military colors.

The concepts of sections and platoons are non-existent in the ESE. Each cadre is commanded either by a havildar, who is a distant relative of the emir, a solicitor, or on very rare occasions, a commoner. These cadres are not neatly organized military units of the same types, but often incorporate mixed forces. It is not rare to see a cadre containing three Gears, an APC, an infantry escouade and a strider all commanded by the same havildar. Standard unit organization is rare in the ESE, but certain "modern" emirates — Skavara for example — follow the same structure as MILICIA units.

This level of diversity is one of the ESE's greatest military assets, mainly because most cadres are self-sufficient and travel with their own supply caravan, giving them tactical flexibility that typical cadres do not have. Their greatest downfall, however, is that they are strategically unwieldy. Coordinating supplies and actions between radically diverse cadres is almost impossible, and the lack of any standard organization, not to mention different levels of training and equipment, often leads to logistical nightmares that can mean the difference between victory and defeat.

3.2 THE LOYAL EMIRATES

From their vaulted palaces and lavish courts the emirs of the ESE play one of Terra Nova's most intricate and deadly games of manipulation and intrigue. As rulers of the ESE, whose authority can only be superseded by the will of the Patriarch, they spend much of their time pursuing their desires and pleasures, ensuring that the serfs below them stay in line and labor at their allotted tasks.

Even with this Byzantine power structure, the emirs understand the need to present a united front to the masses and the other Southern powers. They are aware that too much infighting and intrigue only weaken them and the league in turn. Because of this, most emirs justify their actions as being crucial to the survival of the ESE.

Emirate politics, like their class system, is unforgiving and treacherous. Those emirs who rock the boat face a rapid and brutal response that maintains the status quo. The War of the Alliance and the execution of those emirs who collaborated (see sidebar, p. 12), as well as the formation of the Free Emirates and the current Interpolar War, have created an unstable political climate in the ESE. The Patriarch is struggling to maintain control over the league, and a number of emirs have begun to sense his growing madness. The majority of the emirs, fearful that their lavish lifestyles and privileges are at risk, have been gripped by apocalyptic fervor and are vehemently supporting the Patriarch in his eradication of the Free Emirate heresy, adding fuel to the fire. These emirs have secluded themselves in their palaces, believing that by shutting out the outside world they can prevent the future from happening, drowning themselves in orgies of blood and decadence.

Some emirs, weary of the excesses prevalent in the league, have become sympathizers to the Free Emirates and are secretly considering pledging their allegiance to Nigel Shirow and Rafael Bravo. Shirow's marriage to Lysia Masao has made this proposition popular among some of the more radical emirs. Fearful of Oliver's rapid descent into madness, some emirs would be willing to follow Shirow as Regent of a Masao heir. At the same time, certain self-interested parties wish to curtail the power of Patriarch Masao. Not driven to remove Oliver from the throne, they would rather see him turned into a figurehead, allowing more pragmatic and capable emirs to crush the Free Emirates and reestablish the ESE as a power in the South.

Of the loyal emirates, four emirs have risen to the fore in the last few cycles. Standing in sharp contrast to Oliver Masao is the levelheaded and practical Emir Gavriel Draho of Skavara. A well-connected man, with ties deep in the Southern Republic and the Dominion, Draho has also proven himself as a skilled tactician during the two cycles of the Interpolar War. The leading emir of Cimmaro, Siranno Barjhal is the Patriarch's right hand man and close friend. Finally, the Emirs Leda Gilan of Javari and Anurima Khajar of Smyrna have formed a close bond and Oliver Masao consults with them frequently.

There are, of course, many other emirs who support the Patriarch against the rebels in the Free Emirates. Often these emirs fall under the influence of one of their more prominent brethren, either because they are secondary emirs within the city-states controlled by these "stars" or because they rule lesser or rural emirates somehow dependent on the city-states. The relationships between a prominent emir and his fellow aristocrats vary considerably. In Cimmaro, Siranno Barjhal recently blinded his fellow emir Oschar Sethyra and killed his children, making clear just how ephemeral the latter's power really was. In Smyrna, the situation is more civil, as all three local emirs are sisters. The leading sister, Anurima Khajar, does not always see eye to eye with her siblings, however — indeed, her sister Shara is one of her prime rivals and is working with the GREL desert warlord, Colonel Proust. The rural and lesser emirs who support the Patriarch can be roughly divided between those who do so to curry favor and those who do so out of tradition. The former generally inhabit Strathclyde and spend a great deal of time seeking influence with more powerful emirs at court. The others tend to remain in their own emirates, supporting the Patriarch because he bears the name of Enri Masao, all the while bemoaning the madness gripping their league.

► Emirate Standings

Emirate	Number of Emirs	Allegiance
Basal	1	Free Emirates
Bangweuleu	2	Free Emirates
Cimmaro	2	Patriarch
Javari	4	Patriarch
Okavango	1	Free Emirates
Raleigh	1	Free Emirates
Skavara	2	Patriarch
Smyrna	3	Patriarch
Lesser Emirates	24	Divided (17 Patriarch, 7 Free Emirates)
Rural Emirates	10	Divided (7 Patriarch, 3 Free Emirates)



3.2.1 OLIVER MASAO, PATRIARCH OF THE ESE

Few individuals inspire such loathing and repulsion and, at the same time, admiration and reverence as Oliver Masao. At the youthful age of 44 cycles, Oliver Masao, the 18th Patriarch of the Eastern Sun Emirates, has ruled his league for over twenty cycles. Unfortunately for him, and the league as a whole, events are spiraling out of control and the reigns are slipping from his hands. During his time in power Masao has been witness to two of the most significant events in ESE history since the *Eastern Sun's* landing: the War of the Alliance and the Basalite, now Free Emirate, rebellion. The Interpolar War has only whetted the Patriarch's thirst for violence, and now Oliver wants nothing more than to lose himself in bloodshed. Not being able to organize his time as he pleases, the Patriarch has become an intensely cruel and vicious leader, making his displeasure known to his subjects and his fellow emirs. To make matters worse, Oliver Masao is notorious for the inconsistent manner in which he issues his edicts, often passing dozens of contradictory decrees a day. Oliver Masao is a man who is not only losing control of his league, but of himself as well. His self-proclaimed decadence and his stern and obsessive declarations have earned him a reputation as a heartless and immoral tyrant. Born into a life of excess and power, the Patriarch's urges know no bounds and there is nothing he finds taboo.

This image, however, is only a small part of the truth. Oliver Masao was once filled with hope, but this, along with his youthful idealism, had no place in the climate of the ESE. The War of the Alliance and the schism created by the collaborators only ensured that whatever hopeful dreams Masao had were utterly destroyed.

Masao is ultimately a tragic figure; his fate is directly tied to both the past of the ESE and its future. This pressure, however, has proven to be too much for Masao, and buckling under it, he has let his league collapse around him. Unfortunately for Masao, it is too late for him to change the present course of events, and he will forever be known as the egotistical tyrant he has become.

This realization has made Oliver Masao a time bomb waiting to explode.

Vital Statistics ◀

Emirate:	Strathclyde
Allies:	Lord Protector Molay (AST), Emir Barjhal (Cimmaro)
Rivals:	Emir Shirow (Basal), Lord Chancellor Tanaka (AST)
Goals:	The eradication of the Free Emirates.

Influence ◀

Regardless of the current woes ailing the league, Oliver Masao is still its ruler and the emirs realize this; even those who have begun to question his sanity pay more than just lip service to him. His staunchest ally is Emir Siranno Barjhal of Cimmaro, who has become the Patriarch's right-hand man. The other emirs heed his wishes, enjoying the power and prestige they have under him. This prestige, however, is waning, although the Interpolar War and the rebellions have kept most emirs too busy to notice or do something about the decline.

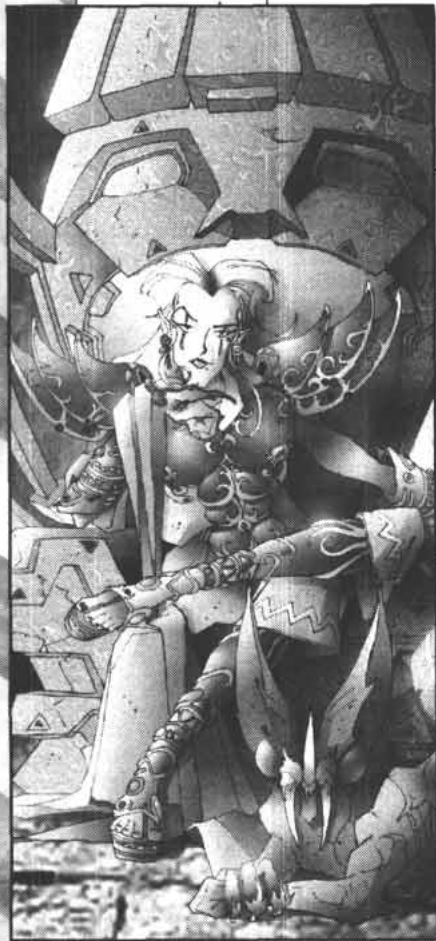
One of the few things Oliver has done right is forge close ties with Lord Protector Molay. Though Molay thinks little of the Patriarch himself, the Lord Protector fears that if Shirow or another emir becomes Patriarch, they will probably defect from the AST, weakening the South. So for now, Masao enjoys the support of the AST and MILICIA, but sooner or later even Molay will see what a liability Oliver is.

The masses of the ESE have endured Masao and his brutality for over 20 cycles. Much of the divine aura around Oliver has faded and most shajhalin regard the 18th Patriarch as an abomination to the Masao name.

Current Concerns ◀

Conditions within the league are currently not in the Patriarch's favor. The Basalite rebellion of TN 1931 and the formation of the Free Emirates four cycles later placed the spotlight squarely on Masao. Pressured both internally and externally to resolve the matter, the situation came to a head when the Interpolar War began. Shirow's alliance with the North demonstrated to everyone the severity of the instability of the ESE, and its ramifications across the South. Had Shirow been dealt with beforehand, the North would have faced resistance crossing into the ESE which would certainly have delayed their advance into the former Humanist Alliance.

The Interpolar War momentarily lifted the Patriarch's spirits. When news came of the war, he marshaled his troops and for the first time in decades led his forces into battle. Launching a number of offensives against the Free Emirates, the Patriarch's enthusiasm soon dampened as each attack met with defeat. Retiring to the Ethereal Palace, bitter and tired of the war and the whole situation, Masao is contemplating evoking a seldom used power to grant one of his emirs command of the emirate forces as Commodore. Doing so would allow Oliver to ignore the war and waste away his time, waiting for an end to his torment.



● THE MOTHERS' MASSACRE

Masao's "Mothers Massacre," starting TN 1932, proved to the world that the Patriarch's amorality knew no bounds. Formed as a direct challenge to Lord Chancellor Tanaka, the Mothers' Massacre outraged the planet. With the declaration that his throne would go to his last surviving son or daughter, Masao's countless wives, concubines and lovers began plotting against each other almost immediately, unleashing an epidemic of assassinations across Strathclyde. In TN 1933 Masao, under pressure to end the Mothers' Massacre, aggravated the situation by extending the killing spree to include any and all Masao relatives. Aside from public outcry, the challenge placed the entire Masao family, and more importantly the Patriarchy, in danger. By TN 1936, the Mothers' Massacre had spilled over into neighboring leagues. Even Molay was forced to acknowledge that Masao had gone too far, but was powerless to stop the Patriarch.

Back home the move created more tension among the emirs. Normally loyal emirs saw the move as pure lunacy, and few visibly supported Masao and his edict. A few, like Emir Draho, outright denounced the massacre — only his position and status prevented Masao from reprimanding him. For Emir Armann Boash of Bangweuleu, it proved the last straw and opened him up to the possibility of rebelling and siding with Shirow.

With the establishment of the Free Emirates in 1935 and the outbreak of the Interpolar War a cycle later, the Mothers' Massacre has lost some momentum. In 1936 Lysia Masao, Oliver's sister, was targeted, but narrowly escaped the assassination attempt. Her husband, Lord Chancellor Hemami, was not so lucky. Although a front by the Southern Republic, Hemami's assassination resulted in the only real threat to Oliver Masao's mantle as Patriarch — the marriage between Shirow and Lysia. If Shirow and Lysia can survive the Mothers' Massacre, there might be hope for the ESE.

● THE PRIVATE MASAO

To the world at large, Oliver Masao is an incarnation of narcissistic evil, but the truth is more complex, and more tragic. Oliver Masao was raised in an environment of utter decadence, and taught that all about him lived and died for his whims. He was also born with sociopathic tendencies that could have been treated were he not automatically deemed to be perfect by those around him. In TN 1912, Oliver ascended to the purple and gold after watching his mother assassinated by agents of his father. His sense of duty toward the Masao name staved off his deranged tendencies, and he had his father quietly executed. He remained stable until he discovered that several of the high-ranking emirs to whom he looked for guidance had been collaborating with Earth. He realized that the traditions to which he clung were corrupt, and without that moral underpinning, his madness grew in leaps and bounds. It ultimately manifested in the conviction that his whole lineage was cursed — hence the Mothers' Massacre. In his moments of lucidity, Oliver is a sorrowful man who feels the weight of history pushing him into his grave — it is this man who stole Emir Leda Gilan's heart. Her affection has given him the will to undertake one last exercise in hope, one that has him looking toward a Boy-King who bears him a striking resemblance...

▶ Confessions of a Madman — 17 Summer 1937

My dearest Leda,

How long has it been since we saw each other? I write from the marshes of Okavango, from the comfort of my Royal bunker as the attack on Bhravo's palace continues. I am dirty and tired, but my servants are attending to me — what a sharp contrast between their pale skin and the clammy look of a corpse. Leda, never have I been so surrounded by death! At times like these I long to show others the serenity that death affords. I grow tired of this war and the rebellion. How long has it been since that bastard Shirow ruined my life? Cycles? Decades? I do not care anymore, as long as Shirow suffers as I have; for that matter, as long as everyone feels the pain I do.

For ten miserable days I've been here, leading troops that fail to understand the significance of the war we fight. What is one soldier's sacrifice when the honor of the *Eastern Sun* stands in the balance? I feel it, you know, the presence of that silent mausoleum of my ancestors. I feel it looking down at me from its heights near Skavara, imposing and looming, judging everything I do. In the thick of battle, the deathly silence of that tomb drowns out the screams of my men as they charge to their deaths. At night, as I lie in bed, I feel them come in the shadows, my mummified ancestors, and all they can say is "why?" This is why I want my children killed, so they are not haunted by the past. And people see me as cruel; if they only knew...

I cannot bear it anymore — even the torture of rebel prisoners bores me. Looking out to the floating city, the scene is reminiscent of the oil painting hanging in your chamber, the only difference is the thick plumes of smoke and reddish light that bathes my surroundings. I would lie to you were I to say that I did not wish to see it all in flames. To see Tanaka and Shirow slowly burn, their flesh crackling and their organs boiling. To see the ungrateful masses tear each other apart in a vain attempt to escape their doom. And my emirs, unappreciated in this backwater of a planet, feel the sweet touch of death and the release it affords. How I wish Enri had never given the order to "rescue" Terra Nova, to condemn his descendants to this barbaric planet.

As for myself, I just want to gather the ashes and vanish forever, knowing peace at last.

— Oliver Masao



3.2.2 GAVRIEL DRAHO, EMIR OF SKAVARA

Gavriel Draho, descendant of the one of the *Eastern Sun's* senior officers and Enri Masao's closest friend, is the emir responsible for the venerated city-state of Skavara. Skavara's importance is rooted in the ruin of the *Eastern Sun*, which overshadows the city-state. From his palace located on one of the tallest peaks in the Serpentine Range, Draho rules his city-state with harsh discipline and no tolerance for shajhalin troublemakers. Although Draho and Ghetan Jetta share the emirate of Skavara, the latter is nothing more than a lackey to Emir Gavriel. Jetta's responsibility is to ensure that the vaunted emir's plans are carried out to the letter.

Throughout its history, the emirate has always been one of the most important in the ESE. Enjoying strong connections to the Mekong Dominion and the Southern Republic, Skavara and its emirs act as a buffer between the Patriarch and the other Southern powers. For this reason, the city-state hosts a number of delegates and embassies, sheltered from the excessive deviance of Oliver Masao and the Ethereal Palace.

Emir Draho rose to power shortly before the War of the Alliance. Gavriel's father, Constanz Draho, ceded his title to his son in TN 1911. Constanz was one of the emirs secretly executed for collaborating during the War. The execution of the venerated Constanz Draho is without a doubt one of the darkest moments in the history of the Emirate of Skavara and a blemish Draho carries to this day, unable to fully rid himself of the stigma of his father's betrayal.

In the cycles after the war, Draho worked hard to reestablish his family and emirate's reputation. He did this by establishing Skavara as an industrial power in the ESE. Pushing his shajhalin workers to the limit, Draho ensured that Skavara Heavy Industries was there to meet the demand of the arms race developing between the poles. Under his supervision, SHI won a number of subcontracts from Territorial Arms, increasing its production nearly 100% in seven cycles.

Politically, Draho was the first emir to welcome Lord Chancellor Tanaka to the Eastern Sun Emirates, wanting to establishing a power base outside the emirs. Thanks to these connections, as well as his own skill and ambition, Draho has been able to balance, and even counter, the Patriarch's growing madness. Practical and pragmatic, Draho is extremely proud of being an emir and would like nothing more than to see the Eastern Sun Emirates emerge from its current troubles stronger than ever before.

Vital Statistics

Emirate:	Skavara
Allies:	Lord Chancellor Tanaka (AST), Speaker Sogabe (MD), Anurima Khajar (Smyrna).
Rivals:	Emir Shirow (Basal)
Goals:	To be named as Commodore of the ESE so he may supplant Masao's power.

Influence

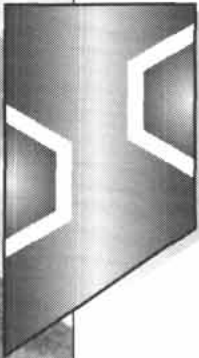
The emirate of Skavara has always held a special position in the ESE, being akin to a holy site and seat of government. Lord Chancellor Tanaka is a good friend of the emir, as Draho is one of the few "degenerates" to whom he can relate, resulting in increased AST and Southern Republican presence within Skavara. Many have accused Draho of being a lackey to the AST, but he shrugs off such accusations as he watches other emirates struggle economically, hampered by uprisings and revolts.

Draho and the Patriarch have come close to open confrontation in the past, especially during the War of the Alliance. Draho, a keen strategist, was partially responsible for the moderate success against the CEF forces towards the end of the war, and one of the few emirs to be decorated by the AST for his actions. The men share very little in common, and Gavriel Draho is always ready to point out the Patriarch's flaws and mistakes, but makes sure to do so in private to prevent the whole league from losing face.

Current Concerns

Draho, a strong and opinionated man, has been on good terms with Lord Chancellor Tanaka, and for this reason is distrusted by most emirs. The emir understands the importance of being part of the AST, and has had vicious arguments with the emirs from other city-states over the issue. Without the AST, Draho proclaims, the *Eastern Sun Emirates'* fragile economy would make it easy pickings for the Mekong Dominion and the Northern powers. Although Draho eventually discovered Tanaka's role in the secretive Oxford Accord, he also understood that it was the actions of Masao that hastened such an accord.

A decorated veteran of the War of the Alliance, Draho has become one of the few emirs to find success in the raging Interpolar War. While the Patriarch has been largely unsuccessful in moving against Okavango, Draho has caused no end of trouble for Free Emirate forces near Basal and Northern troops in the Mekong Dominion. Draho's goal is not personal gain, but hopes of being named Commodore of the league. As Commodore, Draho's power would almost rival the Patriarch's, allowing him to orchestrate the rebirth of the ESE.



3.2.3 SIRRANO BARJHAL, EMIR OF CIMMARO

Sirrano Barjhal has a habit of always being at the right place at the right time. Always a shadowy player in the emirate court, Barjhal is Oliver Masao's right-hand man. A lover of Oliver's mother, Svetlana, Barjhal practically raised Masao as his own. As Oliver grew up, it was Barjhal who introduced the future Patriarch to the benefits and perks of belonging to the aristocracy. Feasts, orgies and banquets were only one part of Oliver's education, as Barjhal also introduced the young emir to the arts of subterfuge and manipulation. In many ways, Barjhal groomed the young Oliver to become his puppet, but the future Patriarch never fell for it — he was too wild and willful to be easily controlled. Instead, a close friendship developed between the two, a bond that exists to this day.

In his late 70s, many consider Barjhal the senior player in emirate politics, especially since the defection of Armann Boash. While upstarts like Gavriel Draho and Leda Gilan hog the spotlight, Barjhal moves comfortably in the shadows, keeping the emirs in check and reporting back to Masao about any potential problems. This does not mean, however, that Oliver listens, or that Barjhal waits for approval before acting on a solution. An unspoken agreement exists between the two men; Barjhal will protect the Patriarch as long as Oliver stands by the emir of Cimmaro. A simple nod or hushed word by Barjhal is enough to send most emirs scurrying, afraid of what the elder emir is plotting. The only emir to ever stand against Barjhal is Skavara's Draho, but uncharacteristically, he let the offense slide.

Up until the outbreak of war, Barjhal was also involved in a feud with the other emir of Cimmaro, Oschar Sethyra. Famous for lasting over 30 cycles, the feud came to an end at Barjhal's behest when the North declared war on the South. In the span of a short few weeks, Barjhal, with help from the Patriarch, convinced Emir Sethyra that the feud was largely pointless now — by blinding him and executing his children. It is widely accepted that Barjhal kept the feud going for cycles out of a perverse sense of pleasure. That he ended it signaled to the other emirs that the time for fun and games was over. The move had a sobering effect among the emirs, preparing them for the realities of war.

► Vital Statistics

Emirate:	Cimmaro
Allies:	Patriarch Masao, Kyla Beauregard (Westphalia), Saddik, "the Spider" Jahmoon (Khayr ad-Din)
Rivals:	Leda Gilan (Javari), Toshiro Miyazaki (MD)
Goals:	To perpetuate his power.

► Influence

Sirrano Barjhal is one of the key emirs in the ESE, not only because of his ties with Oliver Masao, but because of the criminal organization that he heads. Barjhal does not parade the fact, but most are well aware of his criminal dealings — they are also smart enough never to bring it up in front of him. His underworld empire spans the globe, known to have ties in the Badlands, the Republic and Mekong Dominion as well as associates in the North. With interests in gambling, fencing, extortion, prostitution, drug trafficking, smuggling and especially in the slave trade, Barjhal's operations have been a thorn in the foot of most of the South's policing institutions, from the HAPF to the Dominion's Peacekeepers. Given the emir's standing and his virtual ownership of much of Westphalia in the Badlands, there is little they can do to stop him.

Within the Emirates, Barjhal has made his reputation as a man who can make "troubles" disappear — fostering a godfather-like aura around himself. Known to extend his services mostly to lesser or rural emirs, Barjhal wields considerable power in the form of favors and boons he can call in at any time. Even his rivals like Emirs Gilan and Draho are wary of the influence Barjhal can wield with just a few phone calls.

► Current Concerns

In over 40 cycles of being the Emir of Cimmaro, Barjhal has dealt with a great deal, and is not too worried about the excesses or growing instability of Oliver Masao. Like Draho, Barjhal is a calming force among the emirs, helping to keep Oliver, and more importantly the other emirs, in check. Those who don't follow Draho align themselves with Barjhal, if not out of loyalty or need, then out of fear.

What few realize is that Barjhal would be willing, at a moment's notice, to remove Oliver if he ever threatened the survival of the league. Incompetence like the Mothers' Massacre and his bungling of the Free Emirates is one thing, something Barjhal expects of all Patriarchs (which is why, behind all good Patriarchs, in Barjhal's opinion, stand men like himself ready to keep things together). Oliver may be suicidal and unhinged, but there is no way Barjhal is just going to stand by and watch his league (and more importantly, his criminal empire) go down in flames. This is why Barjhal has had his men track and protect certain relatives of Masao. It was an agent of Barjhal who stepped in at the last moment and saved Lysia Masao from assassination, and to this day both she and Nigel are unknowingly "protected" by the bloated emir. Barjhal is a survivor and sees which way the wind is blowing.



3.2.4 LEDA GILAN, EMIR OF JAVARI

Leda Gilan has matured considerably in the seven cycles that she has ruled the emirate of Javari. Inheriting the throne after her mother Hylena died during a shajhalin riot, Leda's dynamism and perseverance have made her one of the rising stars in emirate politics. Known for her radical anti-Free Emirate stance and for her stern oppression of her shajhalin, Leda has also revitalized the struggling emirate of Javari, recovering some of the glory it lost during its decade-long depression following the War of the Alliance.

Ironically, Leda was raised in a radically progressive emirate by her mother. Hylena, though well meaning, was desperate to add meaning to her existence and was prone to flights of fancy. She regularly invited mystics from all over Terra Nova to stay with her, and for a period before the War of the Alliance Javari was one of the archdioceses of the Jerusalemite church. Many perceived Hylena as a loose cannon, but it was only when she adopted the son of her shajhalin chamberlain that most wrote her off as insane. Ostracized from the Patriarch's Court, Leda and her mother lived in a world of their own. During this time, Javari was ruled by Emir Kazuo Uther, though there was little he could do to stop Javari's downward spiral into depression.

This exile from emirate politics protected Leda and allowed her to grow into the emir she is today. Not exposed to the decadence of the other emirs, Leda was able to understand, as few emirs can, her role in society. Unlike her mother, Leda did not have to look for some esoteric explanation of her existence — all the young emir had to do was look out her window and see the shajhalin of Javari go about their daily lives. Without the shajhalin, she realized, Leda and the other emirs would be nothing. At the same time, Leda realized that without the emirs, the shajhalin would be lost. Torn between tyranny and compassion, Leda knows that only sacrifice will allow the ESE to prosper.

Beyond Leda's outlook and spirit, her position in Emirate society has risen because of her relation with Oliver Masao. When Leda arrived in Strathclyde for the first time after inheriting her emirate, it is said that Masao was speechless. Since then the two have been involved in an unofficial affair. Most know that the two are taken by each other, but don't know that the two have yet to have intimate relations. This uncharacteristic chastity on the Patriarch's part had worried Leda when they first began their relationship, because she took it as a form of rejection. She has come to understand, however, that Oliver looks to her as a source of sanity and strength, and fears he would succumb to his madness altogether were he to give in to his desire for her.

Vital Statistics ◀

Emirate:	Javari
Allies:	Patriarch Masao, Emir Draho (Skavara)
Rivals:	Emir Barjhal (Cimmaro)
Goals:	Torn between following Oliver or Draho.

Influence ◀

Outside her emirate, Leda Gilan's influence is not as tangible or extensive. It is true that she has forged close ties with men like Gavriel Draho and Lord Protector Molay as well as other anti-Free Emirate emirs, but most see the young Leda as a power for the future, not the present. Her inexperience with military matters has placed her at a great disadvantage with the war with the North and the Free Emirates — there is only so far one can get with ambition and rhetoric. In addition, her relationship with Oliver Masao has not helped matters.

Emirs such as Cimmaro's Siranno Barjhal and Smyrna's Anurima Khajar feel that the only reason Leda holds any power is due to her love affair with the Patriarch. Painted as an opportunist by the Southern tabloids, Leda has had a hard time changing public (and emirate) perception of her as just another pretty face. Those who know, or who pay attention, realize that Leda is more than a star-crossed child and that she is one of the few who can help the ESE get back on its feet.

Current Concern ◀

Leda is currently torn between her desire to establish herself as a real power among the emirs and her love for Masao. Few know what she sees in him, but if she were ever to be forced to define it, it would have to be his frailty. The Masao that everyone knows is only a shell draped around the real Oliver, and Leda is one of the few to have ever caught a glimpse of the inner man. Part of this is also infatuation with the power he wields; power she subconsciously wants for herself. Leda prefers to stay out of the Interpolar War, gladly giving Masao and Gavriel Draho troops and supplies when they need them. Instead, Leda focuses on the politics of the Free Emirates, traveling frequently to Strathclyde and Port Oasis and talking to Lord Chancellor Tanaka and Lord Protector Molay. This has also brought her close to Draho who shares a fondness for Leda, and sees in her the potential to become a close ally. The emirs have had long discussions, which only seems to make the Patriarch very jealous.



3.2.7 ANURIMA KHAJAR, EMIR OF SMYRNA

The emirate of Smyrna, the “City of Sages,” has traditionally exerted little concrete influence; its emirs are more interested in accumulating knowledge and information than dirtying their hands with political power. Anurima Khajar, however, is different from the other emir-scholars of Smyrna and she uses her position as the rector of the Collegio Smyrna to garner prestige and political clout, both within and without the Eastern Sun Emirates. Khajar is also known and respected for her insight and intelligence, especially in the fields of astrophysics and bio-engineering, and she is considered by many one of the South’s most talented scientists, almost on par with the famed northerner Gawaïne Di Smit (see **Life on Terra Nova, Second Edition**, p. 44.).

In the cycles following the War of the Alliance, Emir Khajar was one of the scientists heading the AST’s High Technology Research Center in Smyrna. Established to study captured Earth technology, the HTRC quickly made advances in bioengineering (often using live GREL specimens), hover-technology and astrophysics. By TN 1921 Khajar was named head of the Center, but only after agreeing to report to a committee headed by Lord Chancellor Tanaka to ensure that work at the HTRC met the AST’s expectations. Her position in the HTRC allowed Khajar to move in highly select circles, forming close ties with the Humanist Alliance Department of Health and Morality and the Southern Republic Aerospace Directorate.

Most assume Khajar’s fascination with Earth technology stems from her highly refined intellect and scientific curiosity. Her dedication to the Center and its cause is almost legendary, and in the twenty cycles of its existence, she has geared all of Smyrna’s resources into supporting the center, much to the pleasure of Tanaka and the other Southern observers. What few know is that during the dark days of the War of the Alliance, Anurima Khajar was one of the Earth-collaborators. Escaping discovery by the thinnest of margins, Khajar’s work at the HTRC is dedicated to one purpose, and one purpose only — to see the blue seas of Earth.

While a patriot to the Eastern Sun Emirates, Khajar has always considered the ESE to be more of an Earther league than a Terranovan one. After all, all the members of the aristocracy are originally descendants of Earth, and even the majority of the shajhalin can trace their roots to the homeworld. At the same time, she feels bound to try and understand why Earth turned its back on Terra Nova — answers she will only get by traveling off the planet.

► Vital Statistics

Emirate:	Smyrna
Allies:	Adrianna Xing (Massada), Prometeo Milán (SRAD), Lord Chancellor Tanaka (AST)
Rivals:	Emir Barjhal (Cimmaro), Shara Khajar (her sister and fellow emir of Smyrna)
Goals:	To take the ESE to the stars and back to its planet of origin — Earth.

► Influence

Aside from Cimmarite Emir, Siranno Barjhal, Anurima Khajar is one of the few emirs whose influence extends outside the Eastern Sun Emirates’ borders. Respected as a scientist and theoretician, Khajar has lectured in such places as Oxford and Newton in the South and Sesshu and Fort William in the North. While the astrophysicist Gawaïne Di Smit is unnerved by the emir’s decadence, the two did correspond somewhat before the outbreak of the Interpolar War.

Within the emirate, Khajar’s influence is subtle. Unlike Draho or Barjhal, Khajar prefers the quiet approach, and knows that often the best tool in emirate politics is information — and the threat of its release. Anurima has extremely close contacts with the solicitors in her league, and she has formed a highly skilled spy network across Terra Nova, masked as scientists and scholars. So far, her efforts are the closest thing that the ESE has to an intelligence organization. All the information collected is carefully cataloged and hidden in a vault in the library of the Collegio Smyrna. This network allowed her to escape discovery as a collaborator.

► Current Concerns

Khajar’s interest in astrophysics and her espionage network have combined to give her access to the biggest secret on Terra Nova: the presence of spies from Earth. She participated in conversations with Gawaïne Di Smit that led to the Northerner’s development of micro-gate theory. When the Northern Gateship Lhaban Emuros began a search for these micro-gates, she made sure several of her agents north of the equator were aboard. They have recently returned to Terranovan orbit and communicated the discovery of a so-called “Gate-coffin” (see **Second Edition Technical Manual**, p. 67) and aboard it a liberation fighter from Caprice. This came to confirm suspicions she had regarding several asteroid impacts in the Great White Desert investigated by Goreck Recoveries (a company she owns through a shell corporation).

Khajar is trying to gather as much intelligence about these Earth agents as she can. Her agents aboard Lhaban Emuros have provided few details, but she knows Lord Chancellor Tanaka is involved. She is unsure as to how to act, however. Part of her thinks she should seek out the Earthers and resume her collaboration.



3.3 THE FREE EMIRATES

The power bloc for the Free Emirates is composed of the emirates of Basal, Okavango, Bangweuleu and, since the summer of TN 1936, the former Humanist Alliance city-state of Raleigh. A coalition of rebel emirs tied together only in their desire to separate themselves from the rule of Oliver Masao, the Free Emirates is far from an organized and solid political power. Recent events, however, have helped regulate the Free Emirates, and with each passing season its influence and standing grows. Presently, it is a loose association of emirs, all with their own motives, and more importantly, their own vision as to what comes next. It is a sure bet that if Oliver Masao was removed from power today and the Interpolar War ended, the situation in the Free Emirates would be far from stable.

Seven cycles of war have devastated the Free Emirates; the cities themselves are in ruins and their economies long-since collapsed. Basal has suffered the worst, and what was once the jewel of the Eastern Plain is today nothing more than a shantytown. Nigel Shirow has coped, mainly by using his family's resources to sustain the rebellion, but even with the excessive wealth of an emir, the rebellion in Basal would have dried up long ago. In many ways, it has been the addition of Bangweuleu and the other Free Emirates that has allowed Basal to remain in play. For this reason, both Emir Armann Boash and Emir Rafael Bhраво have a certain power over Shirow.

Internally, aside from the occasional jockeying, the three emirs understand that they must be able to place their personal differences aside, for the survival of the Free Emirates rests solely on their ability to work together. While many acknowledge the fact that Nigel Shirow is the head of the Free Emirates, especially in light of his recent marriage to Lysia Masao, both Armann Boash and Rafael Bhраво have the potential to rival him. The aging Boash is the most pragmatic of the three, and the most willing to broker a compromise with either the Patriarch or some other Southern power. Bhраво, on the other hand, has created a cult of personality around himself, and the young emir's charisma and fanaticism are highly contagious. Long gone is the time when Shirow led because he was the first emir to rebel. His actions during the Interpolar War have shown many that Nigel is not above intrigue and underhanded tricks to ensure the viability of his leadership. Even though the Free Emirates have come a long way since the early days of the Basalite Rebellion, all three leaders have much to learn and prove before the rest of the Eastern Sun Emirates (or Terra Nova, for that matter) accepts them as legitimate.

Externally, the Free Emirates face a number of challenges in the cycles to come. The Interpolar War has been both a blessing and a curse. The defection of the Humanist Alliance Protection Force and Archon Mykael Navar helped give the Free Emirates the semblance of an infrastructure, and more importantly, an organized military. These two facts are largely responsible for the Free Emirate's success against Southern advances in the early days of the war.

The arrival of Northern forces, and their recognition of the Free Emirates as a distinct entity from the ESE, was a boost for the rebels, vaulting the Free Emirates from a mere rebellion to a fledgling state (if only in the eyes of the trideo watchers). At the same time, Shirow and Boash are wary of Northern influence, knowing that the Arctic leagues will stop at nothing if it means having a vassal state in the South. So, on the one hand, the free Emirates accept the North, but on the other they are very reluctant to sell themselves so cheaply.

The Interpolar War has also drawn a sharp line between the Free Emirates and their Southern sympathizers. Their actions after the fall of the HA, and the Free Emirate alliance with the Northern troops, have forced men like Prime Minister deRouen to turn their backs on Shirow and company. At one time deRouen saw Nigel as a stabilizing force in the ESE, but with the war and the Prime Minister's own problems, the head of the Republic can no longer help Shirow. Lord Chancellor Tanaka is in the same boat, but unlike the Prime Minister, Tanaka has tried to keep at least the channels of communication open, his eyes firmly on the post-war cycles.

3.3.1 THE CHAMBER

One of Emir Shirow's first actions shortly after seceding from Strathclyde was to establish the Chamber. A select body of advisors and military aids, the main task of the Chamber was to help Shirow coordinate the rebellion, including directing the guerrilla war and looking after the needs of the people of Basal. The creation of the Chamber lent the Emir a considerable amount of credibility and demonstrated his desire for change. As the rebellion grew, Shirow expanded the Chamber, giving Bangweuleu, Okavango and Raleigh all equal share and representation in the Chamber. As the Chamber expanded, Shirow assumed the title of Imam to cement his authority among the Free Emirates. A far cry from a legislative body, the Chamber nevertheless forms the political backbone of the Free Emirates.

For all intents and purposes, it is Shirow who has the final say in matters concerning the Chamber, but he is careful not to abuse his power, knowing that such actions would only work against him. In past cycles, he has made it a point to allow Boash, and to a limited extent Bhраво, to change and shape the Chamber, further adding to its status as the Free Emirates' governing body. Shirow has also allowed Northern representatives a voice in the Chamber. Although the Northern military and diplomatic officials are observers with no voting power, they are involved in many Chamber debates. Some members, especially those from Okavango, have begun to wonder aloud if Shirow is not selling off their freedom in exchange for military support. Every new Northern "request" adds fuel to the fire.

3.3.2 NIGEL SHIROW, IMAM OF THE FREE EMIRATES

So much has changed for Nigel Shirow since he stood on the balcony of his palace and proclaimed his emirate's freedom from the excesses of the Patriarch. What started as a desire to return a sense of balance and fairness to the Eastern Sun Emirates has transformed, in just over seven cycles, into a dangerous schism threatening the stability of his league, and the AST. Although aware of the plight of the shajhalin under the emirs, Shirow's defection was motivated just as strongly by his ambition to see the ESE return to a position of prominence among the Southern leagues.

Few men have the vision that Nigel Shirow has, and he is willing to accept the cost of his rebellion if it means that things will change. Already the death toll has reached 100,000, and with the Interpolar War, the end is far from sight. However, even against adversity, Shirow has persevered, surviving countless assassination attempts and attacks on his palace and family. This determination and fiery spirit is what keeps most of his weary shajhalin followers faithful. Although on two separate occasions, Shirow had to suppress a shajhalin coups (in TN 1935 and TN 1936), his emirate and people still stand behind him. This more than anything is what propels the emir further.

In private, Shirow is growing weary of the constant fighting and has become more protective of his accomplishments. He knows that the fighting cannot continue indefinitely, and while he still hopes for a total victory (which would see Oliver Masao removed from his throne), he might also be willing to find a compromise among some of the less decadent emirs. In addition to this, Nigel does not want to see the Free Emirates consumed by the wild dreams of a child, and tries to limit Rafael Bhravo's growing popularity. The more the situation in the Free Emirates is in flux, the more Nigel Shirow tries to exert control and prevent events from spiraling out of his grasp. Many consider the Imam's newfound conservatism a sign of his maturing, others as a sign that he is stagnating.

His recent marriage to Lysia Masao sent shock waves across the ESE. For the first time since the rebellion, and more importantly since Oliver Masao's ascension, a legitimate alternative to Masao became a possibility. Even conservative emirs like Gavriel Draho secretly admit that Shirow, were he not a traitor, would have made an excellent Regent. This is also another reason why Shirow is desperate to end the rebellion, as peace would give him more credibility as a Regent. Shirow knows that his days as a revolutionary are coming to an end and that it is time to carve a new image for himself.

► Vital Statistics

Emirate:	Basal
Allies:	The Free Emirates.
Rivals:	Patriarch Oliver Masao, Lord Protector MoLay (AST)
Goals:	To end the rebellion and become Regent of the ESE.

► Influence

Imam Shirow is the second most prominent person in the Eastern Sun Emirate next to the Patriarch, and while not having the resources of Oliver Masao, he wields his own brand of influence. An expert diplomat, Nigel has been able to forge ties across Terra Nova, molding himself to the expectations of his allies: to the North he is a dashing revolutionary standing up against the immorality of the South; the Badlands see him as someone willing to fight against a polar power. In the Free Emirates, his vision and determination have made men like Armann Boash into followers, while to the shajhalin, Shirow echoes the promises of Enri Masao.

Personality aside, the Imam carefully built his power base during the early days of the rebellion, so that even when Okavango's Bhravo coined the term Free Emirates, it was Shirow whom everyone assumed was its leader. Creating a network of contacts through favors and political maneuvering, Nigel has fully integrated himself in the Free Emirates. To uproot Shirow would mean collapsing the Free Emirates — Nigel Shirow is the pin that keeps everything together, and this is the font of his power.

► Current Concerns

The stability of the Free Emirates is Shirow's primary concern. On an immediate level, this means surviving the Interpolar War and siding with the victor. His past actions, however, necessitate a Northern victory — if the South were to win they would surely stop at nothing until Basal and Shirow burned. At the same time, while he needs the North, Nigel does not want to be enslaved to it. Therefore, Shirow must walk a tightrope. Rafael Bhravo also threatens the stability of the Free Emirates. Although the Imam respects the Boy-King and feels for his message, Nigel is fearful that Bhravo will only drown the league in apocalyptic fire. Beyond this, Shirow is preoccupied with his new wife. While originally motivated solely by politics, in the short seasons of his marriage to Lysia Masao Nigel has started to develop real feelings for his royal consort. He tells himself his heart still belongs to Victoria Hiro, the solicitor who has been his companion for much of his life, but he is attracted by the regal power of a Masao. Unfortunately, Lysia knows that her union to Shirow is one born of necessity and not choice. Like Shirow, she wants the rebellion to end, and the ESE to start the long healing process — two things that only the death of her brother and the birth of her child can achieve.



3.3.3 ARMANN BOASH, EMIR OF BANGWEULEU

Armann Boash is a veteran of Emirate politics, and in his 95 cycles as emir of Bangweuleu, he has dealt with three Patriarchs, the War of the Alliance, defection from Oliver Masao, and the formation of the Free Emirates. Once respected in Emirate court because of his keen observations, pragmatic nature and economic acumen, Boash was an expert player of intrigue. It was to him that a number of emirs came for advice, and since the rise of Oliver Masao, Boash served as a foil for the Patriarch's follies. After the War of the Alliance, it was Boash who continually protested against the actions of the Patriarch, earning him the enmity of Oliver Masao and forcing Boash to retire from emirate politics. Unlike Draho, Boash did not make his comments in private. Even though he rarely attended court functions, many emirs still respected the "Old Emir," and regularly came to visit.

His son Nneka's coup in TN 1933 came as a shock to Armann Boash. Nneka, goaded on by Oliver Masao, attempted to seize control of Bangweuleu and assume the reigns of command, fearful that if he didn't his father would never cede the emirate to him. Boash and his troops quickly put down the coup and Boash had no choice but to execute his son.

Although pained by his son's betrayal and subsequent execution, Boash, a long-time supporter of Emir Shirow and Basal, knew the time had come to wake the other emirs to the current condition of the league. The aging emir's move to side with Shirow after Nneka's coup signaled to many the end of the emirate dream. If a respected and established emir like Boash would rebel, then something must be rotting in the Eastern Sun Emirates.

Since casting his lot with the rebels, Boash's age and experience have turned him into one of Shirow's most trusted and respected friends and confidants. It is widely suspected that the Imam's marriage to Lysia Masao was first suggested by the Old Emir, which would be typical of the close relationship the two emirs share.

Armann's rise to power is closely connected to the economic powerhouse that Bangweuleu became under his control. Boash's ties to the Humanist Alliance and the Badlands made his emirate a trading center, as deals insured that most caravans traveling into the ESE and the HA stopped first in Bangweuleu. With these connections, the Free Emirates continue to receive supplies and equipment, and Boash is instrumental in these efforts.

Vital Statistics

Emirate:	Bangweuleu
Allies:	Emir Shirow (Basal), Archon Mykael Navar (HA), President Simosa (Peace River)
Rivals:	Emir Draho (Skavara), Miguel Santo (Nneka's lover, who escaped)
Goals:	To prepare the Free Emirates and the ESE for his death.

Current Concerns

Known to only his personal physician, Armann, (112 cycles old), is close to death. Fighting terminal cancer, Boash has at most a cycle or two left. Making matters worse is the fact that, with Nneka's death, he has no legitimate heir. He has many children born to mistresses and concubines, but these have not been raised to take over the emirate. Armann knows that with his death the other emir of Bangweuleu, Ethene Dratha, will assume total control of the emirate and rejoin the ESE, or worse, blindly follow Rafael Bhervo. Boash is currently trying to strengthen the Free Emirates, and has no patience for the whims of the fanatical Boy-King of Okavango. If in time he matures, so much the better, but for now Boash keeps a close eye on Bhervo — either to groom him as a future leader, or to limit his power.

Boash's death would probably hinder ties between the Free Emirates and the Humanist expatriates as well. It was Boash's contacts within the HA that made the Free Emirates such a welcoming alternative to Humanists escaping the Southern Republic's annexation of their league. Archon Navar is a personal friend of Boash, and while he accepts Shirow as the Free Emirate leader, it is Armann whom he trusts in the end.

Dratha Ethene, The Other Emir

Forever in the shadow of Armann Boash, Emir Dratha Ethene always understood his position in Bangweuleu — to play second fiddle to Boash. While not jealous, or overly ambitious, Ethene knows that as long as he follows Boash things will be all right. Acting in a supporting role, Ethene looks after the city and Boash, in that order, leaving the older Emir to deal with Shirow and the Interpolar War. A deeply religious man and member of the Apostate Revisionist sect of Bangweuleu, Ethene firmly believes that Rafael Bhervo is a divine reincarnation of Enri Masao. While not busy with his duties, Ethene spends his time doting over the Boy-King and filling his head with religious fanaticism.

Ethene is unaware of Boash's failing health. He has noticed that the old Emir spends increasing amounts of his time alone, but thinks nothing of this. When Boash dies, Ethene will likely be devastated. Confronted with the reality of being the sole emir of Bangweuleu, he might do something rash like proclaim Bhervo Patriarch, or attempt to rejoin the ESE to spread the word of Bhervo's "divinity."



3.3.4 RAFAEL BHRAVO, BOY-KING OF OKAVANGO

Officially, Rafael Bhravo became emir of Okavango at the tender age of one cycle when his father, Lether, died in Fall of TN 1922. His mother Maria should have ruled in his stead until Rafael came of age, but fate had different plans in store for the young emir. Alexius Thoras, the other legitimate emir of Okavango, saw this as an opportunity to seize control of the emirate for himself and approached Maria with a simple proposition. He offered to spare her life, and young Rafael's, if she agreed to leave Okavango. Unwilling to sacrifice her child, even if it meant handing over control of the emirate to Thoras, Maria, her son, and a small entourage departed Okavango for their ancestral home deep in the interior of the ESE.

For the next decade, Rafael and his mother lived in seclusion, ignored by the emirate court and forgotten by most. During this time, Rafael was educated by Humanist tutors and Revisionist priests and scholars including the Adrianna Xing. A religious follower of Massadan Revisionism, Maria instilled in her son a strong religious upbringing, and more importantly, veneration for men like Enri and Christobal Masao. It was in the Bhravo family compound in TN 1929, that Adrianna Xing experienced a vision of the Gentle Prophet Mamoud and became his Apostle. Maria and Rafael Bhravo were among the first to convert to the new sect of Apostate Revisionism.

By the age of six, Rafael possessed an intellect far beyond his years and a thirst for knowledge that had his mother spending her limited allowance on rare books and data records. Rafael was obsessed with early history of the league, and more importantly, Earth. When news of the Basalite Rebellion reached the Bhravos, Rafael already knew more about Earth's history than most Terranovans know in their entire lifetimes.

The rebellion signaled the end of Rafael's ideal life in the jungles of Okavango. Alexis Thoras, fearing the spread of the revolt, decided the time had come to deal with Bhravo and end any future problems the emir might pose to him. Warned by contacts in Okavango of Thoras' plans, Maria secretly sent her son to Bangweuleu and then waited for Thoras' men to arrive. Her sacrifice allowed Rafael to escape, but also had a significant effect on his life. Within a week of his mother's death, Rafael simply walked out of the emirate palace and began his March of One Thousand. Accompanied at first only by his mentor, Jysus Rodrigues, Rafael soon attracted other mystics and, more importantly, thousands of children, and he began spreading his message to the people of the ESE. His message was simple: the ESE had forgotten the sacrifice of Masao and the time had come to end the current excess, rebuild the *Eastern Sun* and return home.

► Vital Statistics

Emirate:	Okavango
Allies:	Adrianna Xing (Massada), Emir Ethene (Bangweuleu), Emir Khajar (Smyrna)
Rivals:	Emir Shirow (Basal)
Goals:	To reclaim the glory of Enri Masao and to visit the stars.

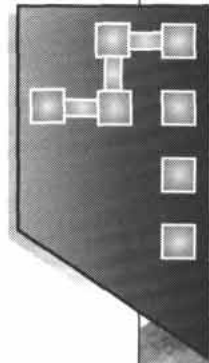
► Influence

Rafael Bhravo is gifted with a charismatic energy that few can rival. Well articulated, intelligent and above all a visionary, Rafael, even though only 17 cycles old, has created an almost mystical aura around himself. To the shajhalin masses, Rafael is a living saint, the one who will return the ESE to its glory — to them Imam Shirow paved the way but it is the Boy-King who will truly change things. This veneration is inspired by a combination of his age, innocence and an uncanny resemblance to Chirstobal Masao.

Unfortunately, most power-brokers see the young emir as a disaster in the making. Though strong-willed and opinionated, Rafael is still too wrapped up in his own religious upbringing, unable to distinguish between idealism and reality. What few see is that Rafael Bhravo is maturing. The Patriarch's offensive against Okavango in TN 1937 greatly marked the young emir. For the first time he met the cold reality of death face to face and the encounter changed him utterly.

► Current Concerns

Many have been surprised by Bhravo's actions since reclaiming his emirate and the establishment of the Free Emirates. Tired of being called the Boy-King, Rafael is desperate to prove himself as a serious leader. To this end he has tried to establish his presence in the Chamber and help the Free Emirates survive the ongoing Interpolar War. He has used his relationship with Dratha Ethene in an attempt to get closer to Emir Boash and learn from the old man. This is just one example of the Boy-King's attempts to surround himself with an aura of stability. At the same time, Bhravo is still plagued by his desires to see the ESE strong and has yet to learn patience — the one key that is keeping him from being accepted as a worthy leader. Shirow's lack of support during Okavango's siege by Patriarchal forces showed Bhravo that his position within the Free Emirates is tenuous at best. He knows that his current rivalry with Shirow is only hurting the Free Emirates, but does not understand why Shirow is becoming so conservative. Partly, Bhravo blames it on the Imam's contact with the North (which has yet to warm up to Bhravo), but he also feels that Shirow just does not have what it takes to see the rebellion to its end.



A SHADOW IN THE NIGHT

"That's it, we're out of here" whispered Cky, her voice piercing the darkness about her. Although she wouldn't admit it, hiding among the ruins and wrecks of a battlefield deep in the Free Emirates freaked her out. In the darkness, her night vision goggles could pick out the skeletal remains of an unlucky Iguana pilot, his body spilling out from the blasted crew compartment of his Gear. His vacant eye sockets stared back at her, and at this point it didn't seem to matter that he wore a MILICIA uniform.

"Not yet, they still have time — their window stays open for another five minutes," Ahmar answered, his face hidden behind his binoculars. He never understood how Shirow could have made deals with the CNCS, but after two cycles of war, the supplies from the North had changed his perspective. "Five more minutes, then we're out, OK?"

"Five, and that's all. If they're not here by then..." her voice trailed off, and in the distance they both heard the distinctive sound of a Gear's V-Engine. Scrambling, they took cover.

With cool precision, Cky took position, aiming her anti-Gear rifle. "Talk to me, Ahmar, talk to me."

Ahmar scanned the darkness. "Targets, two, range 178 meters and closing, bearing 278."

Cky adjusted her sights, her rifle's optics system enhancing the ambient light, and transformed the two lumbering masses into discernible shapes. "Northern Gears... One Jaguar, one Cheetah variant, maybe a White Cat."

"They must be with the convoy. Cky, ready the signal and wait 'till they're within 50 meters of the rendezvous point."

Cky did not answer. Something was wrong. "They're coming in too fast; their bearing is off."

"Nonsense. Cky, send the signal and let's go home." At that moment the two Gears stopped, and the lead one scanned the wrecks in front of them while the other raised its autocannon into the ready position. "They're looking for something..." came Cky's voice, mild panic gaining ground on her coolness.

"Of course they are — we're supposed to guide them in."

No, something else, Cky thought as she scanned the wrecks around them, looking for something... anything. Suddenly, out of nowhere, she saw it, not much more than a shadow in the night. "Bogy, 11 o'clock, in the ruins."

"For God's sakes, Cky, you'd better not be making this up..."

With that, the Snakeye Black Mamba opened up, lancing the White Cat with a deadly laser beam. From around a small hill two more Southern Gears appeared, both Chameleon stealth gears.

"Great, it's the Légion! Take cover, Ahmar..." but before she could finish one of the Chameleons opened up on their position, ripping Ahmar apart with high-explosive shells. Cky scurried to a better position, but both Southern Gears had their attentions focused on her.

It was only a matter of time, so she decided to at least try and take one of the bastards down.



4.1 THE SOUTH

The Eastern Sun Emirates' political instability, decadent emirs and its stubborn sense of determination and individualism are responsible for the league's unpopularity in a hemisphere dominated by strict political conformity and oppression. Since its incorporation in the Allied Southern Territories, the ESE's relationship with the other Antarctic leagues has always been turbulent, forcing Port Oasis to keep a close eye on the emirs and their league. Unfortunately, this supervision has not been constant, or motivated by the well-being of the ESE. Instead, the Southern leagues (in particular the Southern Republic and the Mekong Dominion) have used the ESE to further their own interests, whether for the raw materials the Emirates produce or for political leverage. The emirs, for their part, are willing to bow to the wishes of the AST, as long as their lifestyle and prestige are not hampered. For this reason, and because of the emirs' nonchalant attitude when it comes to foreign policy, the ESE is constantly left out of important decisions affecting the AST. The lesser emirs and solicitors appointed as Lord Councilors in the Curia are chosen for their lackluster ambitions, and are easily swayed by bribes and intimidation. It goes without saying that most perceive the Eastern Sun Emirates as a virtual backwater in Southern politics. And for this reason, as long as the emirs toe the line and their petty intrigues do not affect the South, the AST and Southern Republic are content to leave the ESE to its own devices.

This attitude has cost the South dearly in recent cycles. Had the powers in the Antarctic acted responsibly instead of trying solely to advance their own gains, the situation in the Eastern Sun Emirates would have never degraded to its current state. Instead, the excesses of Oliver Masao and the rebellion in the Free Emirates have rocked the Southern hegemony to its core. Divided as to the proper response, the various players in the South each tried to "fix" the problem, in the end only adding to the chaos. By the time the North declared war on the South, the ESE had become the Antarctic's weakest link, one easily exploited by the CNCS.

Part of the problem is the inherent instability of emirate politics. Some Patriarchs and emirs take their roles seriously and try to establish a presence for their league in the South. Malach Masao and Svetlana (Oliver's mother) were two examples of Patriarchs who used their position to carve a niche for the ESE in Southern politics. Malach was instrumental in breaking the spirit of the league and allowing the Republic to walk in and form the AST. Svetlana Masao, during the cold-war of the 1800s, jockeyed with both the Mekong Dominion and the Southern Republic, laying the foundation for the industrial development of the Eastern Sun Emirates. Other emirs, however, have not been so ambitious. Content with the adulation of their subjects, they are willing to bow down to the AST and the SR, as long as they, in return, allow the emirs to continue their lavish lifestyle. This has created a self-perpetuating cycle whereby the AST supports the emirs hoping to keep the ESE afloat. In turn, the emirs take as much as they can, siphoning only the bare minimum back to the league. It would be a fallacy to say that the AST has ignored the problems in the Emirates; the Curia is forced to support the aristocracy, because backing the shajhalin and commoners goes against its autocratic nature. Even if the AST and Republic cared to change things in the ESE, the process would be long and expensive, both economically and militarily.

4.1.1 THE INTERPOLAR WAR

The Eastern Sun Emirates has become the center for the Interpolar War. The Free Emirates are partially responsible for this, as it is their alliance with the North that has allowed the Northern Guard to establish a beachhead in the South. Unlike the limited success (some say failure) of the Northern Guard's Mekong Task Force, its Eastern Task Force has been extremely successful, taking up position in the Free Emirates and driving into the Humanist Alliance. This has forced the Free Emirates and the ESE into the role of center stage for the Interpolar War, and while battles rage across Terra Nova, most analysts predict that any victory (even a limited one) will depend on how the two hemispheres deal with the situation in the ESE. The North sees the Free Emirates as a toe-hold in the South and will be hard pressed to just let go of their gains. Even elements in the South sympathetic to the plight of Basal and the Free Emirates are forced to distance themselves because of Shirow's ties to the North.

There are also practical reasons why the fighting in the Interpolar War seems concentrated in the Eastern Sun Emirates. Both hemispheres are well aware of the cost of the current war, and instead of risking economic and industrial collapse across a number of leagues, some rationalize that the primitive ESE will be able to recover quickly when hostilities end — or will not be any great loss if it can't.

The conflict in the Free Emirates is a cross between a guerrilla war and a traditional clash of armies. For the most part the Free Emirates are in Northern hands, with fronts running through the Eastern Plain east of Basal and the Tobian Plain west of Raleigh. AST forces operating here are part of MILICIA's 13th Legion, composed of the 3rd and 43rd Infantry Brigades and the 19th Heavy Gear Brigade, all of which are over 80 percent made up of Dominionite natives. They often penetrate into Northern-controlled territory because the rural areas are much less defended than the city-states. In the case of Basal, however, even the city is not safe. Indeed, the MILICIA's 3rd Infantry Brigade has been operating near the city since the earliest days of the rebellion. Commanded by Prefect Anglica Galin (see p. 91), its members are now seasoned veterans and have welcomed the War and the chance to face the "real enemy" (the North). No longer constrained by limited rules of engagement, they have become a serious thorn in the side of Northern commanders, both in the field and in Valeria.





4.1.2 THE SOUTHERN REPUBLIC

Relations between the Southern Republic and the Eastern Sun Emirates have always been strained to some extent, and there is little hope that this might change. More than any other of its vassal states, the Republic has paid dearly for keeping the ESE under its heel. The Republic views the ESE as a stubborn and spoiled child that needs to be constantly reminded of its place at the dinner table. The Republic maintains a visible presence in the league, even beyond that of the AST. Republican ministers, advisors and observers from the Estates General, the Southern Republic Intelligence Directorate and the Economics Directorate are regularly dispatched to the ESE to assess the local situation.

The appearance of Republican control stretches as far up as the Patriarchy, where Republican support is often one of the tools Patriarchs use to maintain their hold over the league. In reality, foreign relations between the Republic and the ESE end at the Patriarch. As long as the august leader of the Emirates heeds Republican wishes, he is allowed to rule the league as he sees fit — making the throne nothing more than a puppet regime at times. While this has ensured the ESE's servitude to the Southern Republic and the Allied Southern Territories, it has lulled Port Oasis into a false perception of affairs within the Emirates. Aware that the Eastern Sun Emirates are anything but stable, the SR always assumed that as long as it controlled the Patriarch, his league would follow. In recent cycles, this assumption has been quite costly for the SR, most visibly in the form of the Basalite Rebellion and the subsequent formation of the Free Emirates.

Adding to the complexity of the Republican and Emirate relations are the deadly power struggles that dominate the Southern Republic. For as long as the SR has been involved in the Eastern Sun Emirates, the movers and shakers in Port Oasis have used the ESE to further their own agendas. The tension between Prime Minister deRouen and Lord Protector Molay is a prime example of this phenomenon. Instead of working together to solve the Basal Rebellion, both men had different "solutions" and neither were willing back the other. The result was that between TN 1931 and TN 1935 Shirow's crusade spread to other emirates, and ultimately exposed the AST's underbelly to the North.

Although the Prime Minister (present during the Oxford Accord) advocated backing Nigel Shirow, knowing that Oliver Masao would only become a larger liability, Shirow's alliance with the North and his harboring of Humanist expatriates has come back to haunt deRouen. Lord Protector Molay, for his part, is content to leave Masao on the throne, partly because of his hatred for Shirow, but also because this instability benefits Molay's machinations to remove deRouen from power. This political climate only reinforces Lord Chancellor Tanaka's belief that the Southern Republic only has itself to blame for its woes, and his opinions have made the Chancellor an unpopular man in both leagues.

4.1.3 THE MEKONG DOMINION

Bitter rivals, the Mekong Dominion and its sister league across the Serpentine Range have never seen eye to eye. During the early histories of both leagues, the Mekong Dominion and the Eastern Sun Emirates competed with each other in nearly every aspect of industry, from mining to production. This rivalry also reflected the ideological differences of the two emerging powers and minor military confrontations between Emirate troops and the Peacekeepers were extremely common. The border between the ESE and the Dominion saw frequent border clashes, even after the Southern War brought the ESE into the Allied Southern Territories. Although the AST and the SR officially frowned on these exchanges, the Dominion's standing with Port Oasis always saw the ESE get the rotten end of the deal in terms of concessions and reprimands.

Relations calmed somewhat after the War of the Alliance, but the Dominion never stopped trying to gain an edge over the ESE. Although Mekong corporations do not publicly invest in the Eastern Sun Emirates, most have at least one or two subsidiary corporations operating in the ESE, usually under the cover of dummy corporations and fronts. Nearly 40 percent of all Emirate corporations and industries are in some way or form influenced by Dominionite interests. The main goal of this corporate influence is to weaken the commercial base of the ESE, allowing the Dominion to remain the main industrial power in the South. This agenda, however, is hampered by the unorthodox organization of the Eastern Sun Emirates, and while the Dominion exerts a significant amount of control, conventional tactics such as mergers, takeovers and buy-outs are much less effective in the ESE.

The Interpolar War has seen the Mekong Dominion rise in standing, and its ultimate goal is to achieve equal footing with, or if possible surpass, the Southern Republic as a power in the Antarctic. For this reason, the Dominion is interested in perpetuating the instability of the Eastern Sun Emirates. Since the early days of the Basalite Rebellion, the Dominion has secretly supplied the rebels with weapons, while at the same time lending the Patriarch and loyal emirs assistance. The Mekong Assembly has done this for two reasons: first, it compels the Republic to commit more resources into the ESE, forcing it to rely on the Dominion for help; secondly, the Dominion has plans to annex territory and move into the ESE when the war is over. Seeing the Republic absorb the Humanist Alliance, the Dominion does not want to lag too far behind. It is only a matter of time before the powers of the Republic and the AST realize that the ESE must eventually be put down, and the Mekong Assembly wants to beat the Republic to the punch. With the industrial might and labor force of the ESE added to its resources, the Dominion could more than easily rival the Southern Republic.



4.2 THE NORTH

Before the Interpolar War, relations between the Eastern Sun Emirates and the Northern leagues were cold or non-existent. The ESE never really developed a diplomatic corps; the only contact with the North came either from AST initiatives or the personal agendas of individual emirs. In the history of the Eastern Sun Emirates, a Patriarch has only officially visited the North on two occasions. The first occurred in TN 1653 when Nancia Masao traveled to Lyonesse as part of a Southern trade summit between the poles. The second Patriarch was Oliver Masao, who visited Valeria-Port Aurora in TN 1917 as part of the celebrations commemorating the victory after the War of the Alliance. Needless to say, Masao's entourage of slaves and mistresses, and his lavish feasts, did little to win the acceptance of the morally conservative North.

For the Confederation of Northern City-States, the emirs of the Eastern Sun Emirates are an unsettling enigma. When compared to the North's largely democratic structure and lofty morals, the ESE is nothing more than a primitive, some say barbaric, society that best exemplifies the excesses and decadence of the South as a whole. For this reason, relations between the ESE and the Northern leagues are strained at best; most CNCS diplomats sent to the region are not willing to set aside their cycles-old prejudices when it comes to the emirs. Compounding matters was the perception, mostly correct, that the Eastern Sun Emirates is nothing more than a vassal of the Southern Republic, and any attempt to deal with the ESE as its own political entity was not only futile, but liable to earn the wrath of the Republic.

Nigel Shirow single-handedly changed Emirate relations with the CNCS. The Basalite Rebellion, and more importantly the attempts by Jacques Molay and Oliver Masao to suppress it, allowed the North to fuel its anti-Southern propaganda campaign. Nightly images from Basal were broadcast into Northern living rooms, images showing the depravity of the South, preparing the people of the CNCS for the possibility of war. Northern politicians and planners also recognized Basal, and the emergent Free Emirates, as the achilles' heel of the Southern Republic and wasted no time in exploiting it. Nigel Shirow's welcoming of Northern Guard troops in TN 1936 signaled one of the biggest moral victories of the war so far for the North.

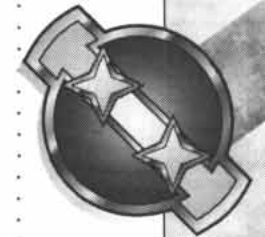
4.2.1 THE NORTHERN LIGHTS CONFEDERACY

As the seat of power in the North, the Norlight Confederacy has had contact with the Eastern Sun Emirates, but this has been neither constant nor always amicable. Due to the beta maglev line that runs from Valeria-Port Aurora through the ESE and into the Mekong Dominion, the NLC and the Emirates have been trading partners since the formation of both leagues. However, the Mekong Dominion and the AST carefully limited these economic ties once they gained power over the Eastern economy, imposing heavy tariffs on the ESE, and thereby forcing it to trade mostly with the Dominion as opposed to the NLC. The volume of trade dropped sharply starting in TN 1800, and so did relations between the emirates on the beta maglev and Port Aurora.

Today, Norlight and Emirate relations revolve around the Free Emirates. In TN 1936, the Norlight parliament withdrew its ambassadors from the ESE and established ties only with the Free Emirates, Shirow having granted them observer seats in the Free Emirate Chamber. This move demonstrated to everyone the importance the Northern power placed on Nigel Shirow and his rebellion.

The Northern Lights Confederacy is extremely interested in seeing Nigel Shirow and the other free emirs establish themselves in the South for a number of reasons. First, it gives the CNCS and the Norlight troops battling in the South a stable base of operations, especially with the setbacks suffered in the Mekong Dominion. The NLC, like the Southern Republic, realizes that while victory in the Interpolar War is not tied solely to the Free Emirates, both powers are aware of the pivotal role Shirow will play in ending the war. Secondly, by forming close ties with the Free Emirates and helping Shirow assume the throne of the ESE, the NLC believes it would be much closer to spreading its influence into the southern hemisphere.

Opinions as to what exactly to do with the Free Emirates vary in the Norlight Confederacy, and a schism could potentially present itself between the parliament and the Sorrento Revisionist church. Many officials in the NLC see the Free Emirates as a stepping stone to victory in the South, and they gladly use the pretense of helping a just cause to garner popular support for their actions. Most, however, would probably stop short of funding and sponsoring the rebuilding of the league. Revisionists on the other hand, and especially the members of the secretive policy-making order known as the Prophet's Shield (see **Northern Lights Confederacy Leaguebook**, p. 27), see it as their duty to help the people of the ESE throw off the shackles of decadence and oppression and transform the league into a Revisionist state. Were he still alive, Second Follower Thor Hutchison, understanding the need for pragmatism, could probably have reconciled the NLC's political goals and its moral obligations towards the ESE and the Free Emirates. Reverend Mother Maya Fajil, the leading candidate to replace Hutchison, is not so diplomatic. Following Hutchison's death, she has used the plight of the Free Emirates to garner support for the church and re-direct it towards "helping" the people of the Free Emirates.



4.2.2 THE UNITED MERCANTILE FEDERATION

Historically, the United Mercantile Federation has taken only a distant interest in the Eastern Sun Emirates. Aside from tourism or the few Mercantile corporations that established offices in the Emirates, the UMF traditionally viewed the Eastern Sun Emirates as a secondary battleground in its economic war with the Mekong Dominion. The UMF sent some agents to try and curb Mekong interests in the ESE, but relations between the Federation and the Emirates largely existed only through the executives of UMF corporations working in the ESE. These executives, however, often end up marrying into the aristocracy, creating unofficial ties between the Northern industrial giant and the emirs. The UMF Caucus provided only lackluster support of the Basal rebellion before the outbreak of the war. Treasurer Banderas, it is now thought, did not want to upset the Mekong interests he was dealing with. UMF corporate giant Northco also balked when Shirow purchased weapons from their rival Paxton Arms in TN 1935, and even sent agents to sabotage the deal.

Much has changed in the United Mercantile Federation in the cycles since the start of the Interpolar War, and most of these changes have forced the powerful Northern league to cast its eyes in the direction of the Eastern Sun Emirates. Treasurer Yves Banderas' dream of uniting his league with the Mekong Dominion made him a pawn of the Dominion and ultimately cost him his life. Now the UMF finds itself fighting a war motivated by the Norlight Confederacy's grief at the loss of Thor Hutchison, and facing the distinct possibility that the Mekong Dominion will emerge from the Interpolar War stronger than before. Indeed, analysts predict that the Mekong Dominion will most likely try to further cement its hold in the ESE, or even "liberate" it after the war. Such a move will only add to the Dominion's gains made during the war.

Both the UMF Caucus and the corporate shadow government known as the Corporate Council (see **United Mercantile Federation Leaguebook**, p. 19), have supported a policy designed to block a Dominionite take-over of the ESE. Using the Interpolar War to their advantage, Federation spies and agents are being placed within the solicitor caste of the Emirates with the sole purpose of stealing control from the Mekong Dominion. They have also provided substantial support to the Free Emirates, determined to keep it clear of Mekong influence and develop it as a client-state in the post war period. These efforts are directed from within the UMF's Special Operations Executive, but former Banderas chief-of-staff Gabriel Ventura (see **Character Compendium**, p. 16) has become the operation's unofficial manager, representing the Corporate Council's interests and wiping himself clean of the stigma of Banderas' "betrayal."

Little does Ventura know that Northco CEO Natalya Korolov and her patsy, current Treasurer Solomon Davi, are privately debating whether to sabotage the future of the Free Emirates in an attempt to trade it off to the AST in exchange for an end to the war. They have come to believe they should end the war as soon as possible so that the UMF can rebuild. They know that if the Free Emirates were to falter, the South would be happy to re-establish order in the ESE and call the war a draw.

4.2.3 THE WESTERN FRONTIER PROTECTORATE

Diplomatically, as well as culturally, the ESE and the WFP are at best strangers. The geographic distance and the difference in outlook and ideology mean that both leagues rarely enter into any form of direct communication, relying instead on the CNCS and the AST to settle relations between them. Interestingly enough, the Western Frontier Protectorate and the Eastern Sun Emirates share something in common in reference to the other powers that dominate their respective leagues. As small leagues, the Protectorate and the Emirates have traditionally had to bow to the wishes of their more powerful neighbors; but aside from this, the WFP and the ESE have little in common.

The Secret Pact

The relationship between ESE Lord Chancellor Kenichi Tanaka and Fort Henry Proconsul Lang Regina has created some curious ties between the ESE and the Protectorate. The two heroes of the decisive Battle of Baja during the War of the Alliance have, since TN 1935, been endeavoring to prepare Terra Nova for the cycles after the Interpolar War. These efforts have been fueled by the belief that the current war is largely the result of ego, ambition and religious zeal, rather than any true national interest, and that it is a dangerous distracting from the very real possibility of a second assault from Earth. Lang and Tanaka have been recruiting like-minded people in positions of power over the last three cycles and have built an impressive, but thus-far largely dormant, coalition.

Living in Strathclyde, Tanaka has recruited several key people from the "decadent" East. Emir Khajar of Smyrna is perhaps his most important ally within the loyalist emirates, though he has not told her all. Together they have forged close ties with Northern astrophysicist Gawaïne Di Smit, who Lang Regina then recruited to the cause. Lang has been impressed by Khajar, and has come to see the emirate of Smyrna as an important ally in her quest to prepare Terra Nova to face Earth. Tanaka has also reached an understanding with Emir Barjhal of Cimmaro, and some of the coalition's members have met in his Badlands fiefdom of Westphalia. The Lord Chancellor dislikes Barjhal himself, but understands the symbolic power of Westphalia (sight of the CEF surrender in TN 1917) in any North-South coalition. He is most impressed, however, with the emirs of the Free Emirates and has undertaken plans to open up lines of communication with Nigel Shirow.



4.3 THE BADLANDS

Ties with the many communities of the Badlands that border the Eastern Sun Emirates are strong. Although there have been a number of incidents in the past, Badlands communities near the ESE have profited from the close contact with the emirs. The Bazaar of Bangweuleu and the many refineries in Javari and Skavara mean that a significant portion of the economy of those settlements near the ESE are tied in to the league's.

Most business and trade done between the ESE and the Badlands is handled by lesser emirs and the solicitor caste. Having few opportunities within the city-states of the ESE, these emirs venture into the Badlands to 'strike it rich.' Traditionally, the emirates of Bangweuleu, Cimmaro and Javari have ties with the Badlands and maintain a visible presence in Peace River and Westphalia. After the War of the Alliance, Paxton Arms won a contract to outfit the emirate forces of Javari. This partnership resulted in friction between the AST and the emirate, leading to sanctions in the late 1920s that were only lifted in TN 1931.

Basal and the Free Emirates depend on their extensive network of contacts and sympathizers in the Badlands for their survival. Emir Boash of Bangweuleu used his ties with the Badlands to help supply the rebellion since the very start, not only ensuring that these supplies were available, but that they made their way into the Free Emirates. Boash and the other rebel emirs have made use of Northern intelligence assets in the Badlands, several smuggling cartels and any number of other shadowy players to ensure the survival of their struggle.

4.3.1 PEACE RIVER

Due to its corporate and industrial importance, Peace River has enjoyed somewhat stable relations with the Eastern Sun Emirates, particularly with Emir Boash of Bangweuleu. A long time friend of President Simosa, Boash was a regular campaign contributor for the president and the two men ensured that trade between Peace River and Bangweuleu remained profitable. It was Boash's contacts that opened the lines of communication between Nigel Shirow and Peace River's corporate overlord, Paxton Arms. Although pressured by the South to stop interfering with "Southern Concerns," Paxton openly supplied arms to the Basal rebels, turning a quick profit. The Basal Rebellion proved to be a blessing for Paxton Arms, as it found a steady buyer for its Warrior IV and Pit Bull Gears (see **The Paxton Gambit**, pp. 60-62).

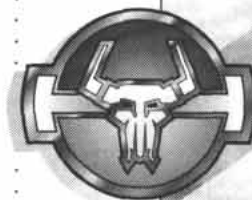
The Interpolar War has effectively cut ties between Peace River and the Free Emirates. Having to deal with the White War in the Badlands and polar aggression, Simosa has had no choice but to focus on his own problems. The stockpiling in TN 1935 and the influx of Humanist forces helped the Free Emirates to cope with the loss of trade routes with Peace River. In late TN 1937, CEO Simosa began contemplating brokering peace talks between the poles, aware that a prolonged war would only be bad for business. Paxton officials have slowly warmed to the idea, but they and Simosa are unsure as to whether to invite the Free Emirates to the table. Simosa is aware that the Free Emirates might have to fall if the South is ever going to sit down and talk peace, and soon he will have to decide whether to support or betray his friend Armann Boash.

4.3.2 OTHER DESERT POWERS

Given the distance between the Eastern Sun Emirates and the eastern Badlands communities, foreign relations between the many players of the Barrington Basin and the emirs are nearly non-existent. Recent events have changed this, but when compared with the influence the other Northern and Southern leagues wield in the area, Emirate relations pale in comparison.

Sensing a coming war, Cimmarite Emir Siranno Barjhal began to strengthen Westphalia, the seat of his criminal organization in the early TN 1930s. Barjhal did not want to make Westphalia into a military power, but rather into a neutral city — a safe zone when the conflict started — a place where people from all sides could come and escape the horrors of the war. For the most part Barjhal has been successful. Both Northern and Southern troops have avoided fighting near Westphalia, mostly because it holds no strategic importance, but the effect is still the same. Since the start of the Interpolar War the neutrality of Westphalia and the appeal of its numerous hotels and casinos have turned it into haven for refugees and dissidents, who are allowed to remain there as long as they do not shake the political boat and pay Barjhal for protection.

Aside from the fascination the shajhalin have for the GREL supersoldiers of Earth, the majority of the emirs watch the emerging nations of Port Arthur and Colonel Proust's New Human Republic with nothing more than mild curiosity. The emirs of Smyrna, however, are extremely interested. Since the end of the War of Alliance, Emir Anurima Khajar has forged close ties with Colonel Arthur and his settlement. She also provided some covert support to the GREL reproduction experiments in Jan Mayen, which ended in TN 1937 when the city was overrun by polar troops. Anurima's sister Sarah does not share her scientific detachment, and has grown fond of the militaristic GREL Colonel Proust; she has since become one of his most valued tools in the South. It was Sarah Khajar who supplied Proust with technical schematics and the materials needed to develop the nuclear weapons he now holds.



HEAT

The warm rays of Helios, magnified by the smog and pollution of Javari, made the market square hotter than an emir's steam bath. Gryth hated the summer; the heat and smog made Javari even more claustrophobic — if that was possible. The shajhalin looked around wearily. The market was in sad shape — people were hungry and anxious, and Gryth could see the growing desperation in their eyes. He sympathized with the Free Emirates, but he shuddered to imagine what Masao would do if Javari rebelled.

A commotion brought Gryth from out of his thoughts; a couple of stalls down, two emirate guards — thugs, really — were hassling a merchant, trying to shake him down for his "tithe." Guess business was slow for the emirs as well, Gryth mused to himself, trying not to get involved.

"Anda, old man," one of the guards was saying, shaking the merchant, "you can make it easy or hard. Everyone owes their percentage to the Adjutants — how do you think they keep the city running for the emirs?"

"I... I told you I don't have it. None of us do... there is no business since the War started, we're all hungry..."

"Stop your whining," the guard hissed, slapping the merchant to the ground and knocking his stall over. The few fruits and meats on display scattered to the gutter; a few more would go hungry tonight. Other shajhalin gathered at the commotion, slowly encircling the guards. Gryth did not like what was happening. He moved towards the edge of the crowd, but the mob hemmed him in. Then the shouting started. The guards were outnumbered, and soon the older guard was on the radio. Gryth could hear the sounds of Gears approaching — it was now or never.

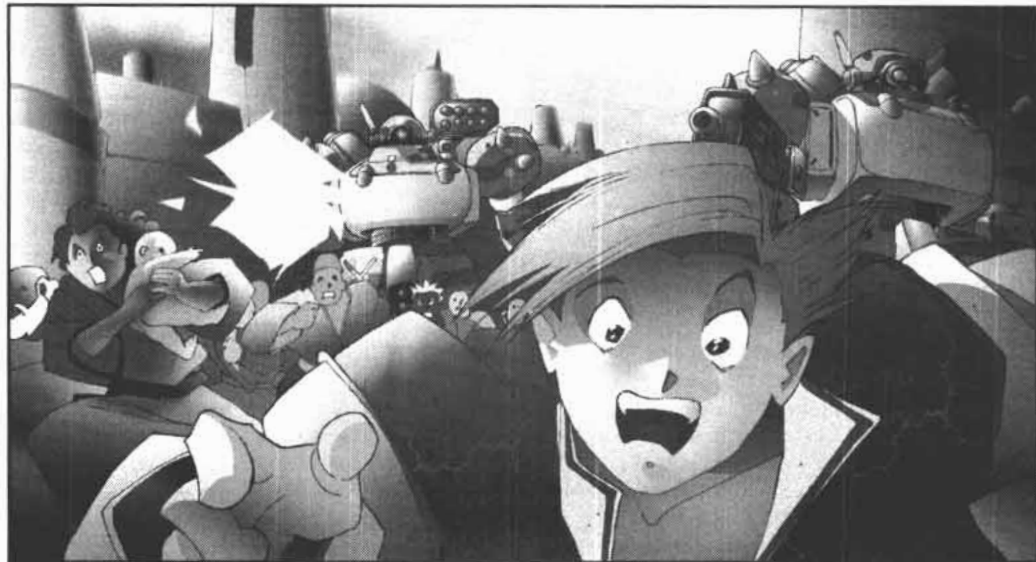
Gryth pushed his way through the crowd, and had almost gained his freedom when the first shot rang out. Chaos immediately descended on the small market. The guards opened up, showering the area with automatic fire. Gryth dove to the ground and rolled under a stall. All around him people were screaming and running. It was then that Gryth heard the distinctive *bupum-bupum-bupum* staccato of a Gear's autocannon.

The next few minutes were a disorientating collage of fire and brimstone. This was the worst Gryth had ever seen, or even heard about, the first implementation of the solicitor Adjutants' mandate of zero-tolerance. Gryth was shocked, but an approaching Iguana reminded him that he had more pressing concerns than trying to figure out why the solicitors of Javari had ordered the guards to crack down so hard.

Sprinting from stall to stall, Gryth's only goal was to reach one of the alleyways leading away from the market. As he ran, dying shajhalin reached out to him, calling for help. It seemed like an eternity, but Gryth finally made it to the alleys and ran. And ran. Behind him, he could hear the sound of his pursuers hot on his heels. Running through an intersection, Gryth's darted in front of a Camel truck loaded with troops.

The guards opened fire with their rifles, but Gryth ducked into a nearby alley and broke into a run again, moving as fast and as far as his legs could take him. It was almost night when he collapsed in a dirty ruin, blissfully unaware of his surroundings. All that mattered was that he was safe.

By sundown, most of the shooting had stopped, but the screams and cries lasted well into the night.



5.1 EMIRATE REGIONAL DEVELOPMENT

The regional development of the Eastern Sun Emirates, much like the other leagues, was not a homogeneous process. The ESE evolved from the ruins of the Consortium and used its settlements to establish the feudal infrastructure of the league. Development was an uneven and chaotic process; city-states like Javari and Cimmaro were well established and thriving metropolises by the time Earth abandoned Terra Nova and the *Eastern Sun* arrived, while others were nothing more than ghost towns or primitive collectives. Even after the arrival of the Enri Masao and his ship, the heartland of the Eastern Sun Emirates remained the Javari-Skavara-Cimmaro corridor, with places like Okavango and Basal developing separately. The process of unifying the ESE was a long one, and even after attempts by Enri Masao and his son, each city-state was still essentially an individual entity that bowed to the *Eastern Sun* but had little in common with any of the others. The Patriarch's Crown, with its band of seven sapphires forming the base of the Masao Crest, symbolizes the Eastern Sun Emirates — each city-state its own jewel, upon which the glory of the *Eastern Sun* is raised.

City-states in the ESE are categorized as either pre-emirate or post-emirate, describing their development and foundation. Pre-emirate city-states were established during the almost 1000 cycles that the Consortium ruled this area of Terra Nova. Characterized by their industrial foundation and established infrastructure, city-states like Basal, Cimmaro, Javari and to an extent Okavango, allowed Enri Masao to lay the groundwork of the Eastern Sun Emirates. The main problem faced by citizens of pre-emirate city-states is the age and general condition of the structures. Both Cimmaro and Javari are over 1400 cycles old and they show their age — forcing their emirs to devote time and resources to maintaining their crumbling emirates, a task few take seriously nowadays.

The post-emirate city-states — Strathclyde, Skavara and Bangweuleu — have risen as the stars of the ESE, but their histories are checkered with ineffectual management and inadequate infrastructure. Up until the mid-19th Terranovan century, poor trade routes into Strathclyde resulted in famines every cycle or so among its shajhalin population. All city-states suffered from growing pains, and it was only through the momentum established by the pre-emirate cities that Skavara and Strathclyde became the centers they are today. Bangweuleu fared a little better, being a center of trade, and avoided many of the problems suffered by other post-emirate states. Finally, Smyrna falls between the cracks; although founded in the fifth Terranovan century, it did not become a city-state until the 17th century.

Beyond the city-states, development of the rural emirates has likewise been haphazard, with little or no thought for the future. Large areas of arable land have been ruined by inefficient farming methods, becoming nothing more than huge dust bowls. To feed the growing populations, acres and acres of swampland were drained and razed to create new farming land without considering ecological implications. With the War, many rural Easterners have packed their bags and headed towards Strathclyde or the other city-states, leaving their plantations, ranches and mines inactive, contributing to the decline of the ESE.

5.1.1 TRAVEL IN THE EASTERN SUN EMIRATES

Most travel in the Eastern Sun Emirates is done on a network of roads that crisscrosses the league, connecting all the city-states. The main highway of the ESE, Highway 7, makes a circuit of the ESE cities, starting in Javari. It then runs through the Serpentine Range to Cimmaro before crossing the Interior to link up with Strathclyde, heads to the Pacificas and finally back to Javari. Built at the same time as the beta maglev, Highway 7 shows its age. Although some stretches have four to six lanes, the majority of Highway 7 is a two-lane road that is notorious for its poor condition. Most of the traffic on Highway 7 is shajhalin, as the majority of the lower class are too poor to use the rail or other means of transport. The ESE has one of the highest ratio of automobiles to population on Terra Nova. Countless small communities have sprung up along Highway 7, where weary travelers can find a place to eat and rest.

The ESE's proliferation of rivers and lakes makes water-travel the second most common means of getting around, especially in the Okavango Swamps. The many rivers draining into the Eastern Plain make them main thoroughfares for the produce grown there, and river barges make the long trek cycle-round. Aside from commercial traffic, the rivers of the ESE are also home to a number of cruises, taking tourists from the highlands of the Eastern Sun Emirates into the Eastern Plains. These rivers are known throughout Terra Nova as the "Riviera of the South." A typical voyage from Skavara to Lake Tomal in the Eastern Plain along the River Vago takes a couple of weeks, and tourists are dazzled by the lush homes and palaces that line the riverside.

As road travel is considered appropriate only for the shajhalin, and boat travel unwieldy for large and heavy shipments, the industrial might of the Eastern Sun Emirates relies on the massive rail network established by the Consortium to move heavy cargo across the league quickly. Although old (some routes even use steam engines to cut on cost and repairs, especially in the humid swamps) the Emirate rail system is surprisingly effective. Cargo usually arrives at its destination on time, or only a little late; for a league known for its ineffectual bureaucracy, this is considered a great accomplishment.

Unfortunately, brigandage and piracy are a major concern for anyone traveling in the ESE. Although some emirs patrol the routes into and out of their emirates, most pirates are actually members of emirate retinues, terrorizing their emir's rivals. This practice is exceedingly common among rural emirs.

STRATHCLYDE

5.2 STRATHCLYDE

Located within a deep valley along the Southern Division, the city-state of Strathclyde is the center and capital of the Eastern Sun Emirates. From here, the Patriarch rules the league, and the emirs gather at the lavish Ethereal Palace that dominates the city of Strathclyde and stands as a symbol of their power and decadence. The city is one of splendor and squalor; the emirs and solicitors who live here enjoy a city whose pleasures and magnificence never fade. Characterized by shaded avenues and magnificent architecture, Strathclyde is one of the most beautiful cities on Terra Nova. The reality for the millions of commoners who live beyond the walls of Strathclyde is very different indeed. Abject poverty, crime and oppression are all part and parcel of their daily lives. Whether they toil in the many textile factories or brothels of the city, the shajhalin of Strathclyde know little in the way of hope or happiness. Strathclyde is a city caught between excess and want. Those who have can sate their desires on anything they can imagine and more, while those who want know nothing except pain and misery.

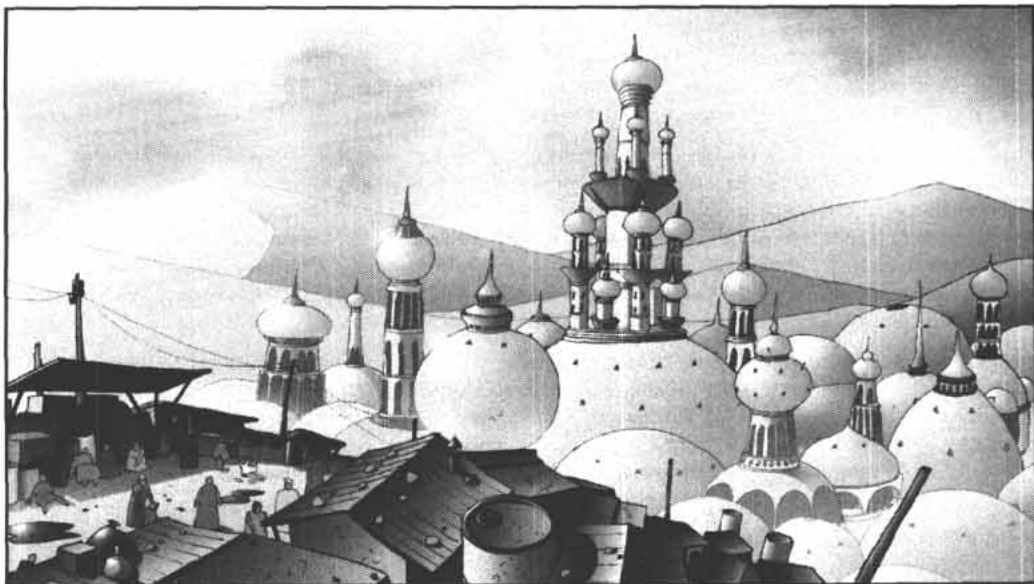
Until the great betrayal of Malach Masao (see 2.2 *History*, p. 11), the seat of government of the ESE was the venerable city-state of Skavara. This all changed after the Southern War, as Malach's ambition and egotism prompted him to create a visible legacy he hoped would surpass the ruins of the *Eastern Sun* and remind all of his greatness and accomplishments. This dream became the city-state of Strathclyde. Malach chose the location for its natural and awe-inspiring beauty, and named his future city after his lover — Benna Strathclyde. Unfortunately, after deciding that Benna was plotting against him, Malach ordered the unfortunate woman sealed in one of the hundreds of minarets adorning the new city-state.

At the center of his great city, Malach set the designs for the most elaborate palace ever built in the Eastern Sun Emirates. One, he hoped, that would forever outshine the ruin of the *Eastern Sun* which he so despised. The construction of the Ethereal Palace took a work force of over 100,000 more than ten cycles to complete. The majestic castle contains no less than 50 towers, countless chambers and a central spire rising hundreds of meters into the sky.

Strathclyde is a sprawling city-state, composed of three distinct and concentric areas that expand outwards from the monolithic Ethereal Palace. Located at the center, the Palace and its grounds mark the distinctive skyline of Strathclyde, rising high above the valley that encloses the Patriarchal city. The Middle Tier, sandwiched between the walls of the palace and the slopes of the valley, consists of portico-lined streets, baroque buildings and the most expensive stores on Terra Nova. Beyond the Middle Tier lies a veritable wasteland, a sprawling mass formed by the ghettos that surround Strathclyde for miles. It is here, in these shantytowns, where Strathclyde's shajhalin live.

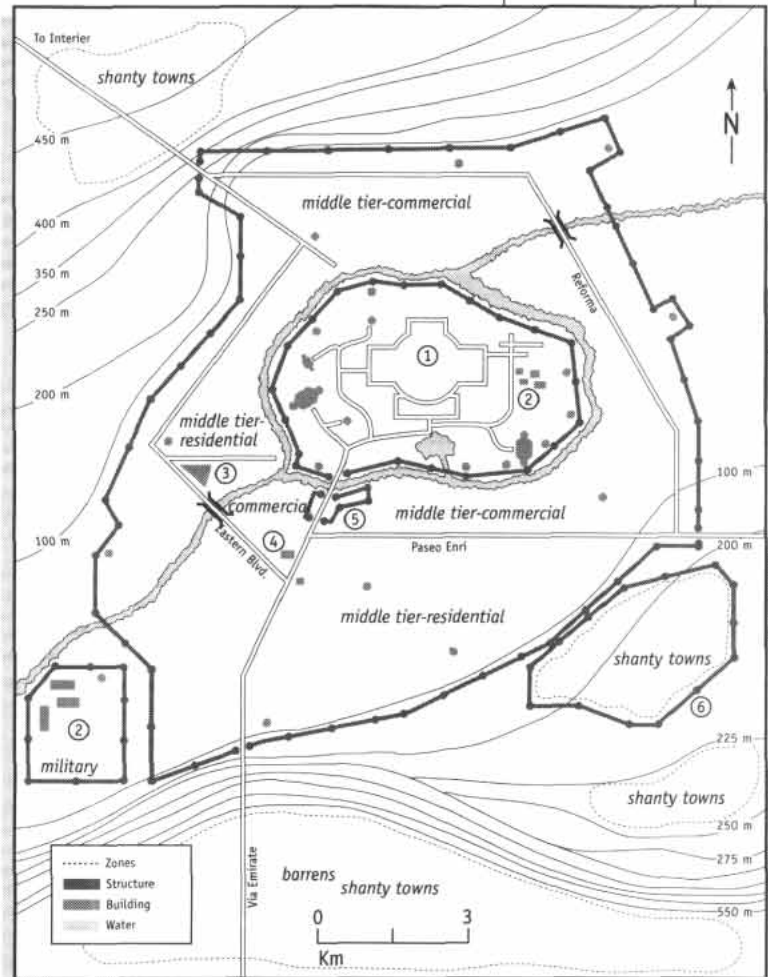
Vital Statistics ◀

Founding Date:	TN 1693
Joined ESE:	TN 1693
Method of Government:	Monarchy
Head of Government:	Patriarch Oliver Masao
Population:	1.6 million official (6.5 million estimated total population)
Primary Industries:	Commerce, Service Industries and Textiles



Map of Strathclyde

Location	Description
1. Ethereal Palace	The seat of the Patriarch's throne, the Ethereal Palace is in reality a conglomeration of literally hundreds of palaces and royal buildings. A city in its own right, the Ethereal Palace has everything it needs to survive isolated from the rest of Strathclyde, or the ESE.
2. Ethereal Guard	The Patriarch's personal army, the Ethereal Guard has two barracks, one within the Palace's walls and the other in the outskirts of Strathclyde. The Palace compound has its own airfield and houses the Guard's main contingent.
3. Solicitor Senate	This classical building, designed by Humanist architect Zaar Bhen, houses the Solicitor Senate. It is here that the middle-class of the ESE oversees the bureaucracy of the league.
4. The Royal Emirate	Located a few blocks west of the Eastern Boulevard, the Royal Emirate Hotel is a sprawling complex designed for tourists who want to spend their vacations living the lives of the emirs. The daily rate of 3000 dinars ensures that only the richest on Terra Nova visit the hotel where their every desire can be met. The hotel ensures the total privacy of its guests and keeps a large security force to deal with intruders or journalists hoping to catch a juicy story.
5. Gates of Masao	The principal entrance to the Ethereal Palace, the Gates of Masao are guarded at all times by a cadre of the Ethereal Guard. "Standing To" is a great honor among the Ethereal Guard, and only the most dedicated are chosen to watch over the gates. Only the emirs, and a handful of solicitors, are allowed access to the palace without royal summons — all others, including foreign dignitaries, must first be invited.
6. Teotican	The largest shajhalin community, Teotican is starting to emerge as a small distinct suburb of Strathclyde as opposed to the many shantytowns that characterize the Barrens.



● SOCIETY

The city of Strathclyde was originally planned to be free of shajhalin, except for the royal slaves of the Patriarch — it was to be a city devoted to the emirs and their Patriarch. In reality, small numbers of shajhalin were needed, but Malach wanted these kept to a strict minimum. This did not last long, however, as the St. Vincent's War caused a massive wave of refugees to flock to the city, looking to their Patriarch for protection against the plague. More commoners arrived after the war, hoping for better lives in a city many had described as heaven. Today over 5 million commoners live near Strathclyde, and only a minority are employed by the Patriarch and the solicitors; the rest are barely able to provide for themselves. Counting the shanties, Strathclyde is actually the most populated city on Terra Nova.

The lucky shajhalin work in Strathclyde, either as servants for the Patriarch, textile workers (the textile mills of Strathclyde are known to produce the finest garments of Terranovan silk) or in the many brothels, restaurants and clubs that exist in Middle Tier. The unlucky others live a wretched existence in the polluted, disease-filled Barrens.

Although the seat of government, Strathclyde has not been free of uprisings or revolts as the excesses of Enri Masao's descendants exact a hefty toll on the lower classes of the capital. The Ethereal Guard patrols the city, suppressing all outbreaks of revolt with extreme violence — tactics include death squads, razing whole shantytowns or executing random shajhalin as a lesson. The most brutal repression of a shajhalin riot occurred in TN 1789, when the Patriarch ordered the firebombing of all shantytowns in the south Barrens. The fires burned for days, but the Patriarch's forces prevented any commoner from escaping the inferno. When the ashes cooled, over 200,000 shajhalin had burnt to death.

Isolated from the bleak existence of the shajhalin, the solicitor class rules the Middle Tier of Strathclyde. Living much like their equivalents in other leagues, the middle class of the Strathclyde follow a relatively normal daily routine. Here, large numbers of supposedly "freemen" run all sorts of businesses, all catering to the needs of the emirs and Patriarch. Those not involved in commerce usually devote their time to the Solicitor Senate and the administration of the ESE.

5.2.1 THE ETHEREAL PALACE

Few structures on Terra Nova can rival the sheer majesty and beauty of the Ethereal Palace. Although the site is associated with decadence and cruelty, most acknowledge it as an architectural marvel — many consider it one of the wonders of Terra Nova. Sprawling over a hundred square kilometers, the palace contains dozens of structures, from beautifully decorated minarets rising from the many manicured gardens, to small estates owned by the emirs of the ESE, to the central court and the spire that dominates the palace grounds. And yet, even with its sublime beauty, the palace is tainted; the statues and walls have been silent witnesses to centuries of violence and brutality.

Over 5000 shajhalin live below the palace, in an extensive network of catacombs and cellars. These shajhalin never leave the palace and are ignorant of anything beyond the palace's walls. Known as *calamites*, the commoners of the Ethereal Palace spend their days and nights performing various duties for their betters. Calamites function as groundskeepers, tailors, artisans, servants and mistresses. Most are ignored by the Patriarch, although some are unlucky enough to become the focus of his attention as lovers or playthings. That fate is far from pleasant, and most end up tortured or dead.

Isolating the palace from the world, the walls of Ethereal Palace are its first line of defense. Formidable and imposing, the walls are used as one of the barracks of the Ethereal Guard, and are equipped with all manner of defensive systems, including anti-aircraft batteries, gun emplacements and armored bunkers. The sheer size of the walls, over ten meters tall and over twenty deep, means that Gears are often seen patrolling the parapets. The interior is likewise grandiose, designed like a maze to hamper attackers if they ever manage to breach the walls.

Designed by Cyril Theodosios in TN 1702, the walls are a marvel of architecture and engineering. Extensive volumes have been written about them, discussing every aspect of their design in excruciating detail.

At the center of the Ethereal Palace is an elaborate, multi-domed structure known as the Court. The Court's many towers, chambers and halls form the core of the Ethereal Palace, and it houses the majority of emirate functions. Huge banquet halls, ballrooms and extensive chambers are used for nearly any need the emirs and their guests may have. The large vaulted hallways are dimly lit and adorned with tapestries and Terranovan silk rugs. The walls are made from a dark reddish-gray marble that is unique to the Southern Division. Imperfections in the marble result in a slight shimmering effect that gives the Court a magical quality and atmosphere. The ceilings are likewise spectacular, adorned with mosaics and gold trim, making each arch a work of art in its own right.

Cycles of additions and expansions have made the Court almost labyrinth-like, with whole areas lying empty and silent, long since unused and lost in the sprawling layout of the palace. Libraries, sitting rooms, baths and even a zoo can all be found in the Court.

Located at the extreme right of the Court is the council chamber where the emirs of the ESE meet every season to discuss matters with the Patriarch. The chamber is roughly oval in design with 50 seats lining the sides of the room. At the apex of the chamber, the original command chair of the *Eastern Sun* rests on a raised dais (now adorned with sculpture inspired by Terranovan stoneheads), and is used by the Patriarch as his throne. The ceiling of the chamber is a massive stained-glass dome, allowing light from Helios to bathe the room in soft hues.

Rising above Strathclyde in Babelesque glory is the most impressive feature of the Ethereal Palace — the Spire. This majestic minaret is the personal residence of the Patriarch and his immediate family and advisors. It contains hundreds of rooms and chambers, some of which jut out from the Spire and seem to rest in mid-air. At the very top, in a vast cupola, lie the Patriarch's personal throne room and Masao's private aviary. An elevator located behind the throne in the Council Chamber is the only way to reach the Spire, and it is constantly guarded by two ceremonial (but deadly) Black Mamba Gears piloted by the Patriarch's most trusted and loyal bodyguards.

5.2.2 THE MIDDLE TIER

Even though the Middle Tier is comparable in beauty to other Terranovan cities, its proximity to the Ethereal Palace makes it look mundane and unimpressive. The Middle Tier grew around the palace in the cycles after its completion, as the middle class of the ESE seized the chance to establish a home for itself. The move also allowed the solicitors to cement the bureaucracy of the ESE in one central location.

The Middle Tier is divided into four sectors, each of which surrounds the Ethereal Palace in ever-widening circles. Given the erratic layout of the palace, the streets and boulevards of the Tier often run at odd angles, resulting in a number of winding streets. The lavish homes and mansions of the wealthiest solicitors dominate the areas closest to the palace. Concentrated around the intersection of the Eastern Boulevard and the Via Emirate, this sector of the Middle Tier is the most famous. Portico-lined streets, amphitheatres and shaded avenues house the most expensive and chic boutiques, hotels and clubs in the South.

The majority of the buildings in the Middle Tier are modern and secular in appearance, as the solicitors attempt to break away from the typical dome and minaret architecture of the ESE. The result is an interesting mix of old and new that further adds to the intriguing qualities of the Middle Tier and Strathclyde.

5.2.3 THE BARRENS

Beyond the wall that separates the Middle Tier from the Barrens lies a vast sea of shanty towns and ghettos, home to the impoverished shajhalin of Strathclyde. Only a minority are ancestrally tied to Strathclyde, and these either reside within the Ethereal Palace or toil in slavery for the solicitors of the city. The rest of Strathclyde's lower class, depressed and disillusioned, barely manage to survive in the Barrens, having nowhere else to go.

Shantytowns, ghettos and small hive-like dwellings characterize the Barrens, and over the cycles an economy based on barter has developed, giving the people of the area a chance for exchange and survival. Drastically different from other shajhalin communities in the Eastern Sun Emirates, the people of the Barrens know little in the way of peace. Their lives are ruled by petty warlords who battle with each other over the few goods that make it into the Barrens. The Banderias have little power in the Barrens, and only those "legal" commoners living within the walls of Strathclyde are protected by them.

Technically, no emir has providence over the Barrens, not because the commoners there are free, but because the emirs and Patriarch do not care about the dejected serfs who live there. As long as they do not cause too much trouble (and frequent patrols and death squads ensure this), the Patriarch is content to leave the Barrens alone. This degree of freedom (if it can be called that) has resulted in a large influx of commoners from other parts of the ESE.

● THE GROTTOS

Hundreds of small caves nestle along the valley's steep slopes, home to a large percentage of the ancestral shajhalin of Strathclyde. Protected by their isolation from the lawless Barrens, these shajhalin communities here have burrowed into the valley's walls, creating an intricate network of caves and tunnels in which they have built their homes. Tapping into a pre-existing tunnel system, these grottos extend underneath the plateau that surrounds the city and deep into Strathclyde itself. It is rumored that it is possible to reach the catacombs beneath the Ethereal Palace through these tunnels.

● TEOTICAN

Next to the Barrens, the settlement of Teotican is home to the largest concentration of shajhalin in Strathclyde. An outgrowth of the Grottos, Teotican was first formed in the early 18th century as the refugees of the St. Vincent War pushed many out of the Barrens and upper Grottos. Today it is a walled community, composed of both ancestral and Barren shajhalin, and is growing into a thriving metropolis. The citizens have forged ties with the Middle Tier, and they count among their numbers some of the finest tanners and metal workers. These factors ensure that the people of Teotican do well for themselves. Their prosperity has not gone unnoticed by the hungry in the Barrens. With each passing season, Barren raids on Teotican have increased, threatening the future of the fledgling community.

Fransiko Almodovar runs Teotican. He is a fair man and has been partially responsible for making Teotican what it is today. Fransiko, a Revisionist, wants to secure Teotican, and if the Patriarch and emirs do not accept the responsibility of protecting the shajhalin settlement, he will look to Bangweuleu and Massada for support.

5.2.4 THE ETHEREAL GUARD

The men and women of the Ethereal Guard are among the best trained and most fanatical of all the centuries under the Patriarch's banner. The safety of Strathclyde and the Patriarch is entrusted to them, and they are among the most trusted and respected of all Emirate units. *The Ethereal Guard's command is made up of emirs and a few solicitors, but the shajhalin make up the rank and file.* Taken from their families from birth, the shajhalin members of the Guard are raised apart from the rest of the ESE. Existing in their own social strata, the Guard answer only to the Patriarch and revere him as a living deity. And perhaps more importantly, see him as their father.

Unlike the typical emirate retinues, the Ethereal Guard is well trained and organized, having over five centuries of distinguished history. The Ethereal Guard is steeped in ceremony and tradition, and most members ritually torture themselves in elaborate ceremonies demonstrating their loyalty and fealty to the Patriarch. It is not uncommon for male members to castrate themselves, as it is seen as the ultimate act of devotion to their commander. Their sense of loyalty is such that each member is willing to sacrifice himself to save the Patriarch from danger. To do so is the greatest honor an Ethereal Guardian can achieve.

The Ethereal Guard is commanded by the Patriarch himself, though its day to day command falls under the auspices of Emir Karin Voss. Voss fought valiantly during the War of the Alliance, and now at the age of 56 cycles has helped suppress a number of local revolts. Intensely cruel and coldly efficient, Voss knows no restraint when dealing with her foes, and her fanaticism and piecing battle cry have earned her the nickname "the howling Banshee." Though once beautiful, Voss' body is a road map of pain, displaying wounds and scars that earn her the respect of her unit, and the fear of her foes. In TN 1938 the Patriarch ordered the Guard deployed to the Eastern Plain, preparing for a summer assault on the territories Free Emirates.

CIMMARO

5.3 CIMMARO

High above the jungles of the Eastern Sun Emirates, Cimmaro is located on the southern slopes of Piedra Dorada, one of the Major Akarum's tallest peaks. This desolate mountain contains some of the richest mineral deposits outside the Badlands, a treasure many are willing to pay highly for — a fact the emirs of this city-state know all too well. During the formation of the ESE, the people of Cimmaro (most of them descendants of criminals forced to work for Minore, a subsidiary of the Consortium) resisted the emirs. Following a short but bloody confrontation, the city finally fell under the sway of the *Eastern Sun*, but its commoners never fully submitted to the emirs, and uprisings and rebellions have been almost constant ever since.

Today Cimmaro is a city tainted by violence, and is one of the roughest city-states in the ESE. The old feud between the emirs of Cimmaro, which ended only last cycle, was a lure to mercenaries and thugs, making the emirate retinues of Cimmaro some of the largest in the league. Seasoned veterans, the retinues of Emirs Sirrano Barjhal and Oschar Sethyra have stopped battling each other and are now involved in the Free Emirate rebellions and the Interpolar War.

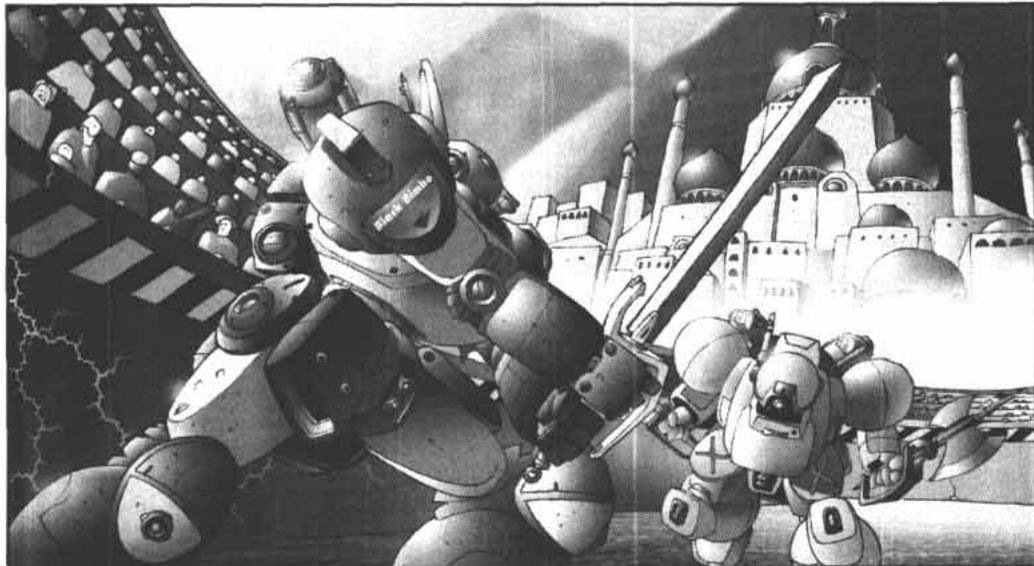
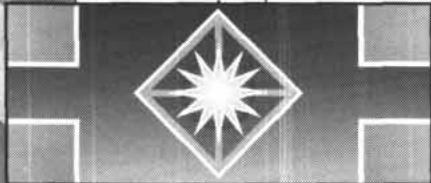
With much of the retinue forces off to war, the local appetite for violence focuses on the Coliseum. Here, Barjhal stages Roman-style gladiatorial matches and Gear duels, recruiting both desperate shajhalin and skilled mercenaries.

Few cities on Terra Nova can rival the natural beauty of Cimmaro. Built along (and up) a treacherous slope, Cimmaro rises over the Interior and above the clouds. Below the clouds, harsh weather and treacherous conditions prevail, but once above them, the mountain opens up into a serene vista gently bathed by Helios' rays, earning Cimmaro the name "Kingdom of Clouds." Cimmaro itself is composed of hundreds of small clusters of buildings and settlements located throughout the mountain on small plateaus or man-made terraces. These "islands" form the core of Cimmaro and a elaborate system of gondolas, bridges and elevators connect the various settlements that make up the city-state.

Cimmaro is known for its mines, and the countless quarries that pockmark Piedra Dorada form the staple of its economy. From a distance, the openings of the mines resemble dark, vacant eyes staring out over the Interior. The majority of Cimmaro's shajhalin population slave away mining the materials found in the Piedra Dorada and neighboring mountains, ranging from simple ores to the precious and rare gemstones such as the aquazul gem. Many of these mines have been in existence since before the formation of the ESE, and no effort has been made to keep them in working order, much less safe. The mines are known to frequently collapse, trapping the workers in the darkness where many die before they can be rescued.

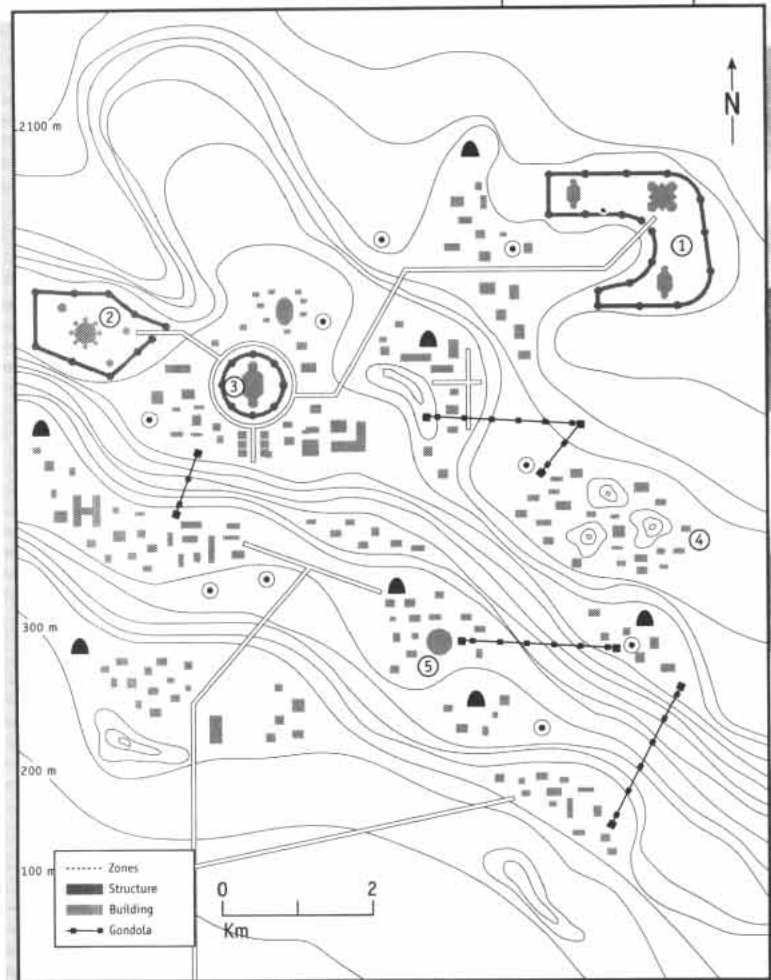
Vital Statistics

Founding Date:	TN 601
Joined ESE:	TN 1492
Method of Government:	Hereditary Aristocracy
Heads of Government:	Emirs Sirrano Barjhal and Oschar Sethyra
Population:	1.0 million (plus transients)
Principle Industries:	Mining, ore refining and gambling



Map of Cimmaro

Location	Description
1. Palace Barjhal	The highest settlement in Cimmaro, Barjhal's palace looks down over the city-state. A lavish building, reminiscent of Earth's mesoamerican cultures, the palace is self-sufficient and extremely well defended; its walls have never been breached, even during the feud with Sethyra.
2. Sethyra's Throne	Smaller and less grandiose than the Palace Barjhal, the ancestral home of Emir Sethyra is nonetheless an imposing sight. Sethyra has holed himself up here and accepts few visitors.
3. The Coliseum	The center of Cimmaro, the Coliseum is the sight of the city-state's famous gladiatorial duels. Part of Barjhal's criminal empire, the Coliseum turns a nice profit from bets and allows Sirrano to "recruit" potential warriors for his personal retinue. Before the Interpolar War, the Cimmarite Coliseum was one stop in the Gear Dueling circuit, forging ties with Khayr ad-Din.
4. Los Tres	Los Tres is a mercenary settlement nestled at the base of a rock formation known as the Trinity. The Trinity is composed of three spires of rock, making it one of the most distinguishable landmarks of Cimmaro. Some mercenaries of Los Tres still support Emir Sethyra and could be a source of trouble for Barjhal.
5. The Assembly	Found near the bottom of Cimmaro, the Assembly is the industrial core of the city-state. It is here that all the ore is refined, and later shipped to Skavara and Javari.
6. MILICIA Barracks	The MILICIA has traditionally maintained a presence in Cimmaro. Elements of the MILICIA's 56th regiment, The Stone Demons, have been stationed here since the end of the War of the Alliance. Not wanting Cimmaro to fall into Free Emirate hands, high command ordered the Stone Demons to remain in Cimmaro when the Interpolar War broke out, much to the disappointment of the regiment.



● SOCIETY

Both emirs regard the Cimmarite shajhalin as an expendable resource, forced to work in the many mines that dot Piedra Dorada. Mining is extremely hazardous work, and shajhalin casualties are high. Each cycle sees Barjhal importing more and more slaves from his slave ring to recoup the losses. Cimmaro has a history of violence, and on more than one occasion, the emirs have found themselves under siege by the shajhalin masses. Cimmaro's isolation from the rest of the ESE has only made matters worse. Things stabilized somewhat when the MILICIA established a garrison there. Outright rebellion, however, has never taken in Cimmaro, mostly because the shajhalin can never cooperate with each other, most being too hot-blooded to organize themselves effectively.

The feud between Barjhal and Sethyra dominated the city-state for over fifty cycles. At its worst, between TN 1892 and 1899, Cimmaro was a battleground, with both emirs building defensive fortifications and raiding each other's palaces. Curiously enough, the emirs never escalated the feud into open war, and it always remained a tense standoff between the two rivals. Part of this was the realization that Svetlana Masao and her son Oliver would never stand for open fighting in Cimmaro. At the same time, Barjhal's secret relationship with Svetlana allowed him some leeway. As long as the feud did not get out of hand, the former Matriarch, and now her son, was willing to look the other way.

Few remember what started the feud. Some say it was a simple disagreement, others a bet gone wrong. Regardless, Barjhal perpetuated the feud to cover his criminal dealings, and to whittle away Sethyra's influence in emirate politics and Cimmaro's mining industry.

In TN 1936, Barjhal simply ended the feud by blinding Sethyra. He made an offer to spare Sethyra's life, as long as the old emir simply abdicated to Barjhal. Retiring from emirate politics, Sethyra has come to realize what a pawn he has been all his life and plans to avenge himself. Sethyra knows that Barjhal is Oliver's right hand man, and knows that without the Patriarch, there would be few allies willing to back the crooked emir.

JAVARI

5.4 JAVARI

Officially the oldest city-state in the Eastern Sun Emirates, Javari was born in the cycles before the completion of the beta maglev line. It began as a staging area for the workers and storage materials needed for the line. It would have remained so, had it not been for the frequent delays the work crews encountered trying to cross the Serpentine Mountains. In the interim, the Consortium established a number of factories to produce the massive quantities of materials required for the maglev. By the time the Beta line was finished, Javari had grown to a sizable population of 20,000.

When the *Eastern Sun* arrived, Javari was the industrial heart of the Consortium, a sprawling factory-complex with a population of over 100,000. The second city-state to join the fledgling Emirates, Javari profited from its union with Enri Masao and his crew. Although later eclipsed by Skavara, Javari provided the fledgling ESE with an industrial life-line, giving the league a chance to develop and expand. The presence of the beta maglev allowed Javari to establish itself internationally, trading heavily with both the North and the Badlands until the Mekong Dominion stepped in after the Southern War.

Located along the western slopes of the Serpentine Mountains, the ominous presence of the Nube Muerte volcano forever shadows Javari. Erupting twice in known history, the eruption of TN 890 devastated Javari and destroyed most of its industries. The Consortium rebuilt the city and constructed a series of trenches and canals to divert lava flows. This initiative spared the city-state from a second eruption in TN 1650. Mostly dormant since then, dark smoke and ashes occasionally billow from the volcano, covering Javari and the surrounding countryside in thick gray-purple ash that is mildly toxic but not corrosive.

Javari itself is built along the many lava trenches and valleys that the TN 890 eruption etched into the Serpentine. All of the buildings in Javari are built inside these ridges, some of which are many hundreds of meters deep and a few kilometers wide. Huge factory complexes dominate the murky depths of the trenches, and smoke stacks rise high above the trenches. The pipelines, power cables, sewer systems and covered bridges that connect the various trenches are all located above ground, draped over the mountain's side, creating an interesting honey-comb effect throughout Javari. The main means of public transportation are huge gondolas that ferry the commoners from their living complexes to the factories and back. Above the trenches, the emirate palaces of Emirs Gilan and Uther overlook the hive-like city. Javari is extremely overcrowded, originally designed to accommodate no more than 400,000 people, only a third of its present population.

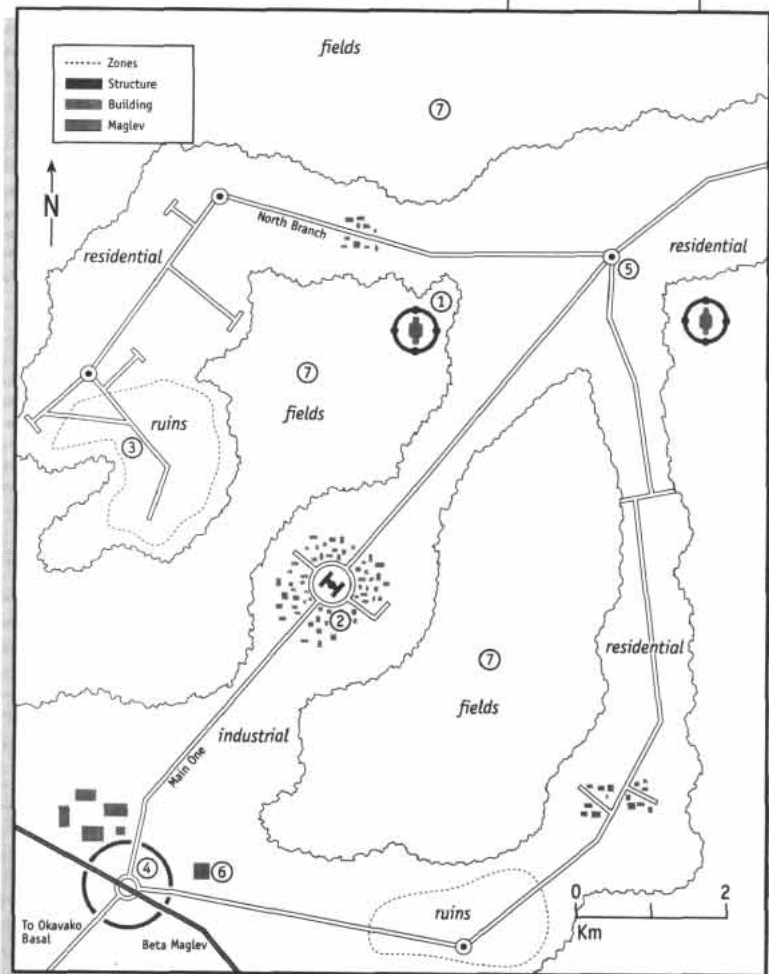
Vital Statistics

Founding Date:	TN 502
Joined ESE:	TN 1492
Method of Government:	Hereditary Aristocracy
Heads of Government:	Emirs Leda Gilan and Kazuo Uther
Population:	1.2 million
Principal Industries:	Heavy Industry, herding (in recession)



► Map of Javari

Location	Description
1. Emirate Palaces	Sitting on opposite ends of the main trench of Javari, the Emirate palaces are constructed from dark, volcanic rock quarried not far from Javari. The juxtaposition of this dark stone with arabesque ones (minarets, cupolas frescoes) make the Javarite palaces seem otherworldly.
2. The Consortium	This collection of buildings was at one time the main Consortium arcology in Javari. Now, ancient and in dire need of repair, the Consortium is the equivalent of the shajhalin town hall of Javari.
3. Ruins	The CEF's orbital bombardment of Javari in TN 1913 has left its mark. Blasted buildings, burnt-out factories and rubble characterize the ruins of Javari, where only the most desperate now live.
4. Terminal B	Similar in design to Badlands oasis towers, Terminal B is the most important of the three maglev docks in Javari. All the imported materials are brought here, to then be sent to the factories to be produced into final goods. These goods are then transported back to Terminal B where they are sent either to Skavara or the Mekong Dominion.
5. Thermal Towers	Javari is powered by geothermal energy provided by the Nube Muerte volcano. These towers also serve to monitor volcanic activities and give warning at signs of a possible eruption. In addition, the emirate retinues use the towers for barracks.
6. MILICIA Outpost	The MILICIA has a small outpost near Terminal B to ensure its safety and continued operation.
7. Grasslands	The plateau between the trenches are where the Javarite cattle industry makes its home. Here ranches and pasture fields dot the mesas, and only recently have shajhalin begun moving here to escape the polluted trenches.



● SOCIETY

Nowhere else in the ESE is the notion of the faceless masses more prevalent than in the industrial heartland of Javari. All of the shajhalin are employed (enslaved, really) by the huge factories that make Javari what it is. Conditions are hard in the factories and little is done to ensure the long term health of the workers; the assembly lines are dark cavernous places filled with dangerous machinery and noxious clouds of toxic gas. Children attend special technical schools until the age of nine, at which point they enter the workforce and work 18 hour shifts like everyone else. The banderias of Javari run these schools, answering to a solicitor Board of Adjutants.

Despite these harsh conditions, the shajhalin of Javari survive and even thrive. The commoners in Javari, unlike most in the ESE, have always enjoyed a semblance of democracy, mostly because of the banderias. The banderias have organized mass strikes and protests, and have used the fear of rebellion, and more importantly sabotage, to dissuade the emirs from using violence or force against their people. These banderias are the most powerful of all the shajhalin family-guides in the ESE, and their higher echelons live better than some solicitors do. Wary of the power of the Javarite banderias, the emirs of the city-state grudgingly acknowledge their usefulness and allow them to exist.

Although the factories are run by solicitors or foreign managers, it is the banderias of Javari that ensure the workers keep showing up for work, and that the emirs do not overstep their bounds. The banderias realize that they must be careful, and have never used their power in any other form than to ensure the safety of the commoners.

The solicitors of Javari are an interesting lot. Motivated by personal gain, they have integrated themselves into every facet of life in Javari, and more than any other Emirate city, the emirs are totally dependent on the solicitor caste.

For hygiene and safety reasons, all shajhalin have their hair regularly shaved, even women and children. To break the uniformity, commoners often tattoo their heads with intricate and colorful designs. These markings have not only become a statement of individuality, but also of respect and prestige as those who have been working the longest often have the most complex tattoos.

5.4.1 THE RUINS OF JAVARI

Among the shajhalin of the Eastern Sun Emirates, the city-state of Javari is also known as the Emirate of Calamity. Whether it is volcanic eruptions, flash floods or industrial disasters, the history of Javari is punctuated by the countless catastrophes that have befallen the city-state. The most recent one, and potentially the most devastating, was the orbital bombardment by the Colonial Expeditionary Force on 3 Summer TN 1913. *Three calculated strikes destroyed whole sectors of Javari and killed close to 200,000 people. The city-state's northern industrial core was the main target because of the four munitions factories located there. The explosion of the strike is said to have been heard all the way to Okavango and Cimmaro. The second strike was aimed at Terminal B, but it missed, instead striking a residential sector and killing everyone within a square kilometer. The third strike landed in the western trench, and had been aimed at the oil refineries there. Javari burnt for days after the bombardment, and panic spread across the city. For the next few weeks the emirs of Javari were busy fighting riots and uprisings, but by the end of that Summer, the situation was under control and Javari joined the War of the Alliance.*

The attack crippled Javari after the war, and it had barely begun to recover when Leda Gilan rose to the emirate throne in the early TN 1930s. A series of bad decisions by Leda's mother, Hylena, after the War of the Alliance sent Javari into a decade-long recession. During this time entire industrial sections of Javari were closed and factories shut down, contributing to the dominance of Skavara in Eastern industry.

Even now, the western trench is nothing more than a ghost town, and everywhere else ruins from the bombardment are still visible, including the craters near the beta maglev terminal. Largely uninhabited, the ruins are considered hallowed grounds by the Javarite shajhalin, and every cycle, on the anniversary of the strike, flowers are planted among the ruins. Even outsiders are struck by the powerful symbol of a lone, frail flower growing from a sea of ruins.

The ruins present two problems to the emirs of Javari. One is the presence of the dreaded Ash Rat, a known disease carrier. In the last 18 cycles two epidemics have spread through Javari, claiming a few thousand lives in the process. To combat these rats, the emirs and the Board of Adjutants hire shajhalin to enter the ruins and the sewers below to root out the vermin. It is estimated that some two million Ash Rats make Javari their home.

The second problem is the lawlessness of the ruins. Difficult to control or patrol, and littered with countless hiding spots, more and more shajhalin have disappeared into the ruins. While facing all sorts of dangers, these shajhalin prefer this to working in the hellish factories of Javari.

5.4.2 TROUBLES BREWING

All is not well in the city-state of Javari, and its future is far from certain. While emirs Gilan and Uther are well represented in Emirate court, few courtiers are aware of the troubles brewing in Javari. A decade of depression and the loss of the city-state's industrial standing have had a profound impact. With a number of factories either closed or destroyed, the number of unemployed shajhalin has skyrocketed to over 20 percent, and while the emirs provide for them, most are living in poverty. It is not the poverty that is main problem, but the workers' idleness. Out of work and with no cheap diversions, these shajhalin are thirsting for a change, and small riots break out daily across Javari. Another factor making Javari volatile is that a large percentage of its population was drafted to fight the Free Emirates and the Interpolar War. Most draftees are sympathetic to Basal and the Free Emirates, and chafe under the command of Oliver Masao, fighting a war they do not wish to win.

Faquir Anhek ◀



The head of the solicitor Board of Adjutants, Faquir Anhek is a dangerous man. Sensing the time is right and not content with how the emirs are running things, Anhek and his solicitor accomplices want to secede from the ESE and establish themselves as an independent state. Using his shajhalin contacts and keeping the emirs in the dark as to what is happening, Anhek is planning to orchestrate a city-wide revolt by the shajhalin and use the commotion to assassinate both Gilan and Uther. As part of his plans, Anhek instructed his contacts in the emirate guards to suppress all riots and demonstrations as brutally as possible to fan the flames of tension in Javari. Once this is done, the Board of Adjutants will assume control of Javari and suppress the rebellion with Anhek assuming the title of emir.

Anhek's plan is seriously flawed by the fact that he has no aristocratic blood. The other emirs of the ESE would never accept a mere solicitor as one of their own, unless he could prove himself to be related to them. He is currently searching for any impoverished emir's son or daughter he can marry to gain some legitimacy. He has also tried to gain access to the emirate family records in Skavara's Forbidden City — thus far without success.

Anhek is also underestimating the reactions of Leda Gilan and the shajhalin to his machinations. Leda will respond by using any and all means to end the rebellion quickly, not wanting to anger Oliver Masao. For his part, Masao might help Leda, a fact Anhek has not considered. The shajhalin banderías already suspect Anhek of hiding things, and if they rebel they will only stop when Javari is part of the Free Emirates. With all three factions pulling in opposite directions, Javari might collapse for good.

5.5 SKAVARA

The city-state of Skavara holds a special significance for the people of the Eastern Sun Emirates, for it was here that the *Eastern Sun* crash-landed, giving birth to the league. The second highest city-state in terms of elevation, Skavara is located on one of the few plateaus of the Serpentine Range. Although originally founded in TN 506, during the construction of the beta maglev, Skavara was gradually abandoned as Javari became the seat of the Consortium. Before the arrival of the *Eastern Sun* Skavara was a ghost town, existing under the shadow of the beta maglev line. The factories that helped construct the maglev line had been quiet for over 800 cycles, and the few thousand souls living there survived solely on the profits from agriculture and trade. This all changed when Enri Masao began building his new home on Terra Nova, and transformed Skavara into the capital of the Eastern Sun Emirates.

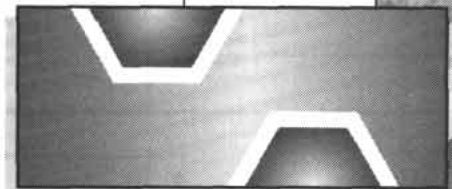
Skavara remained the seat of government until Malach Masao yielded to the Southern Republic and constructed Strathclyde as the new capital of the ESE. Although no longer in the spotlight, the emirate of Skavara has always been important to the league. A number of powerful, charismatic and influential emirs have ruled Skavara, making it the second-most important city-state in the ESE. From the 18th century onwards, Skavara rivaled Javari as a center of industry, fully eclipsing it after the War of the Alliance.

The current emir, Gavriel Draho, has ruthlessly kept the commoners in check; his legions of gray-uniformed troops — known as the Vanguard — patrol the city, ensuring order. Maintaining a visible presence, the Vanguard is ready and able to put down any shajhalin outbreak. Careful not to entice the population into revolt, Draho, much to the pleasure of Lord Chancellor Tanaka, began raising the shajhalin standard of living by providing health care and education. This does come with a price, as the shajhalin are expected to work 24 hours a day, in two 12-hour shifts. For six days a week, shajhalin work two shifts on, one shift off. Skavara is also home to a large foreign population, as most international corporations in the ESE have their main offices here.

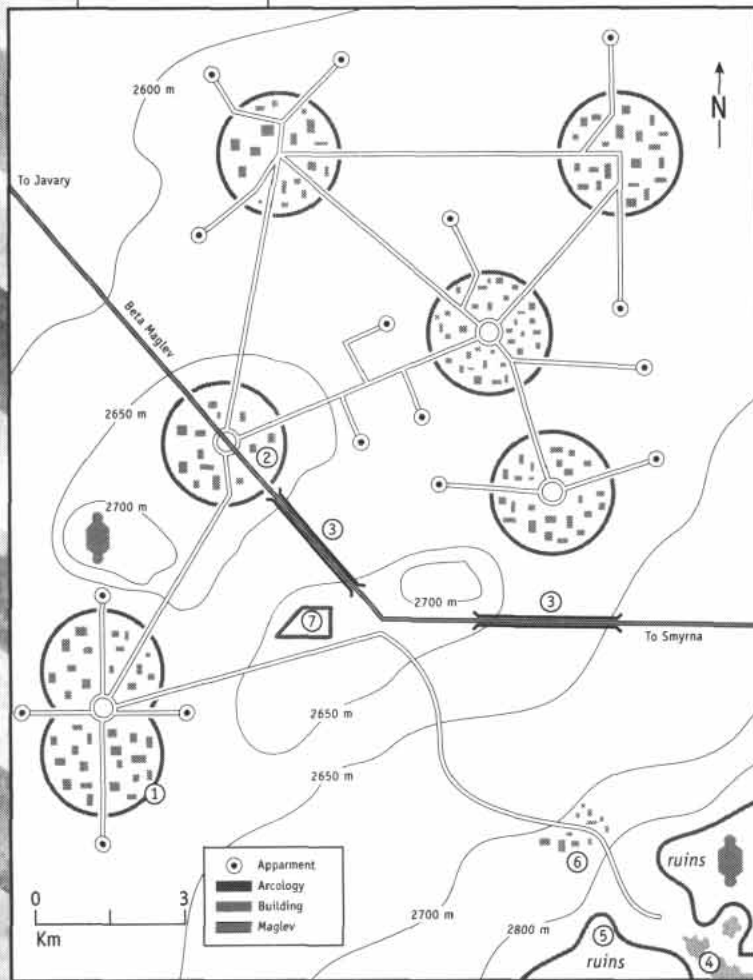
Skavara, unlike other cities in the ESE, is starkly utilitarian in its appearance. Most factories are located in the surrounding countryside, connected by series of roads and railroads. These factories create “hubs” that dot the plateau of Skavara, each a small microcosm revolving around the factories housed there. After the War of Alliance, Draho constructed Shajhalin Towers; massive skyscrapers/arcologies where 90 percent of the commoner population live. Connected to one of the factory hubs, the Towers are a striking feature of Skavara’s skyline. Forbidden from traveling beyond their own Tower and factory hub, the shajhalin know little about the rest of Skavara.

► Vital Statistics

Founding Date:	TN 506 (abandoned in TN 511, repopulated in TN 1492)
Joined ESE:	TN 1492
Method of Government:	Hereditary Aristocracy
Head of Government:	Gavriel Draho
Population:	890,000
Principal Industries:	Industrial production, Gear manufacturing, tourism (pilgrimage)



Map of Skavara ◀



Location	Description
1. SHI	The largest local factory complex, Skavara Heavy Industries employs over 200,000 shajhalin. Production runs 36 hours a day, and since the Interpolar War, a combined MILICIA/Vanguard brigade protects SHI. Aside from manufacturing Gears and AFVs, SHI produces of the Titan attack helicopter and munitions.
2. Antillis Hub	Next to SHI, the Antilles Hub is the second most important hub. Home to a terminal of the beta maglev line and the conventional rail network connecting Javari and Skavara, Antillis is the lifeline of Skavara. A number of foreign corporations and embassies are located here as well.
3. Elysian Heights	Two of the Terra Nova's longest maglev suspension bridges are found in Skavara, spanning a combined length of seven kilometers. The average height of the bridges is two hundred meters, and passengers traveling over them are treated to a spectacular view.
4. HCS <i>Eastern Sun</i>	Resting high above the factory hubs of Skavara, the <i>Eastern Sun</i> is the most visited site in the city-state. Pilgrims from all over the ESE travel here to visit the great wreck. Over the cycles, a small community has developed at the base of the mighty ship where pilgrims can find a place to sleep and eat. The ruins are the only place where Skavaran shajhalin are allowed to travel.
5. The Forgotten City	The site of the original settlement of Skavara and the first home of the emirs. Now abandoned and closed to the outside world.
6. MILICIA Barracks	Home to the MILICIA's 73rd Regiment, the Serpentine Watch, the barracks of Skavara overlook SHI and the Antilles Hub. A mixed Gear/Infantry unit, the Serpentine Watch has enjoyed a long relationship with Skavara and in particular Emir Draho. Since the Interpolar War, Black and Green companies have been deployed to the Eastern Plain.

• THE VANGUARD

Next to the Ethereal Guard of Strathclyde, the Vanguard is the most capable military unit in the Emirates. Avoiding the chaotic organization of most emirate forces, the Vanguard is modeled after MILICIA units, the only difference being its adherence to the practice of using heraldic color schemes instead of camouflage. Formed in the 1700s, the Vanguard distinguished itself during the St. Vincent's War and then again in the War of Alliance. The Vanguard is composed of both shajhalin and mercenary elements, both well paid and looked after by the emir of Skavara. Living in lavish barracks, the Vanguard's shajhalin are very loyal to Draho.

The Vanguard was not deployed to help fight the Basal Rebellion, only entering the fray after the beginning of the Interpolar War. The reason for this was simple — as the Vanguard is primarily composed of a large number of shajhalin warriors, Draho did not want to risk a mutiny or rebellion in Skavara. Instead, Draho supplied equipment and Gears to the efforts to pacify the rebellions. Now that the league is at war, Draho is free to send his troops into battle, and has personally led them on a number of successful campaigns — mostly against Northern units in the Eastern Plain and the Mekong Dominion. It is because of the Vanguard that Draho stands a good chance of being named Commodore of the league, effectively assuming martial control over the ESE — of course with the support of Oliver Masao. Because of this, Draho has had to walk a delicate line between trying to gain the Patriarch's favor and limiting his control.

Three regiments make up the Vanguard: the Crimson Blades, the Anvil of Draho, and the Specters, of which one is always stationed in Skavara to patrol the city-state. Emir Marya Jento oversees the day to day managing of the Vanguard while Sidar Omar Draho, cousin of Gavriel, commands the three regiments. Well-trained, the Vanguard is equipped with the latest Gears, mostly Iguanas and Black Mambas, and is supported by locally produced Titan attack choppers and Naga Striders. Omar is a strong supporter of his cousin and looks forward to Emir Draho being named Commodore of the Emirates, so he can lead the Vanguard into battle once more. Emir Jento is less certain of the wisdom of Draho's current plan, but knows full well that criticizing him could be fatal at this stage.

5.5.1 THE RUIN OF THE EASTERN SUN

Beyond the neat streets and high-rises of Skavara, embedded into the Serpentine Range, lies the monolithic ruin of the HCS *Eastern Sun*. The ship casts a symbolic shadow, not only across Skavara but the whole of the Eastern Sun Emirates, an ever-present sentinel passing judgment on the actions of the emirs. Almost 70% of this five-kilometer vessel is visible, practically a mountain in its own right. Those who cast their eyes on it for the first time cannot help but feel awed by its splendor. In its silence, it speaks of the sacrifice and heroic actions of Enri Masao, whose spirit lives on through the *Eastern Sun*. Every cycle, on the anniversary of the crash landing (17 Autumn), the *Eastern Sun* becomes the site of a week-long ceremony of solemn remembrance. Lately though, it has only been the millions of shajhalin pilgrims who travel from all over the ESE who remember the *Sun*, most emirs simply using the occasion to throw lavish balls and feasts catering to their decadent pleasures.

Continually restored and maintained, certain sections of the *Sun* clearly show its age. Some parts have long since eroded, and the ship is now cloaked in dark gray and rust-red hues. Those sections that are still used by the emirs, such as the conning tower and the upper sections, are well maintained and look almost as they did over 400 cycles ago. The deeper one travels into the hull, however, the more the vessel becomes cavernous and dangerous, most corridors and bulkheads corroded beyond recognition. Even so, young shajhalin on the verge of adulthood regularly venture into the bowels of the ship as an elaborate rite of passage to prove their bravery.

• THE MAUSOLEUM

The mid-section of the *Eastern Sun* serves as the final resting place for the emirs and Patriarchs of the Eastern Sun Emirates. Here, the cargo chambers and rooms of the starship have been turned into elaborate tombs where the descendants of the *Eastern Sun* have been buried. Most remains are mummified, due to the extremely dry air within the hull; their dry and desiccated features are relics of the past for the faithful pilgrims. The shajhalin adorn these mummies, revered as saints, and their tombs with flowers and votive paintings, hoping to earn the blessings of the dead emirs. Depending on the life the emir led before his death, each mummy is said to have providence over certain aspects such as love, luck, vengeance and so on. For example, those wanting to ease the suffering of a loved one pray at the tomb of Emir Jalaher, a kind emir of Smyrna known to have studied for years to try to find a cure for the St. Vincent's plague.

• THE FORGOTTEN CITY

Surrounding the *Eastern Sun* and walled off from the rest of Skavara (and the ESE for that matter) are the ruins of the original settlement of Skavara. When Malach Masao moved the throne to Strathclyde, he barred anyone from entering the old city, where the original Palace of Masao stood, in an attempt to sever all ties with the past. This isolation only lasted until the 17th century when the Warden of the *Eastern Sun* petitioned to have the Forgotten City (as it was then called) opened — albeit only for himself and his followers.

Since then, only a handful have entered the Forgotten City, where the ESE began. A haunted place, the first buildings Enri Masao and his crew built still stand to this day, silent and vacant as their league has grown around them. Next to the *Eastern Sun*, the Forgotten City is the most sacred place in the ESE. Only the Warden and his Sunite Order live in the Forgotten City, caring for the ruins and chronicling the history of the league. Few are aware of the detailed records the Sunites keep, which include genealogical trees of all the emirs and Patriarchs.

The shajhalin have a prophecy surrounding the Forgotten City. They believe that when the throne of the ESE is moved back to the Forgotten City and Strathclyde abandoned, Enri Masao's spirit will be reborn and new age will dawn for the league.

► Emir Aliat Aker, Warden of the Eastern Sun

The Warden of the *Eastern Sun* holds a special position within emirate society, akin to that of an archbishop or similar religious figure. It is his or her responsibility to ensure that the *Eastern Sun* is never forgotten, and to lead many of the ceremonies and other rituals integral to emirate culture which take place on board the ship. The Warden traditionally confirms the right of a descendant of Enri Masao to take the title of Patriarch before his (or her) ascendance, but this practice has not been honored since Svetlana Masao's reign. The Warden has always held considerable power and influence, and is one of the few emirs to have the ears of the entire league, including the Patriarch. The Warden, however, uses his power carefully, and only when it pertains to the *Eastern Sun*. Oliver Masao has, for all intense and purposes, exiled the current Warden, Emir Aker, to the Forgotten City, not wanting to be bothered by him and his prognostications.

Emir Aliat Aker is a frail man in his 80s. Suffering from a rare skin disease, Aker's entire body is covered in a silken shawl to hide his disfigurement, an affectation which adds to his mystical aura. Aker takes very little interest in politics, in which he has little say given his current exile, even though he holds the title of Warden. As Warden, Aker heads the monkish Sunite Order, who protect and care for the *Eastern Sun* and the Forgotten City. The Sunites spend their days contemplating the ruins of the ship and roaming the empty corridors of the walled-off city. They serve as scribes and historians, but are also trained to defend the relics of the ESE.



SMYRNA

5.6 SMYRNA

The emirate of Smyrna, though one of the smallest and least influential, is also one of the most well known outside the ESE, mostly because of the respected Collegio Smyrna and the AST's High Technology Research Center. Separated by the Serpentine mountains from the heartland of the Eastern Sun Emirates, the emirs of Smyrna have for the most part forged their own path — regarded as both visionaries and pariahs in their own league. Although Smyrna was not officially founded until 1602, a community had existed there since TN 1467, built on the ruins of the original beta maglev settlement. Established by Johan Khajar, the medical officer of the *Eastern Sun*, the future emirate of Smyrna developed as a quiet community far away from the bustle of Skavara. Johan never adopted Terra Nova as his home, and instead did what he could to amass as many “relics” of Earth in his settlement to remind him of home. Datafiles, hardcopies, works of art and sculpture all made their way to Smyrna over the next few centuries as Johan's descendants continued his legacy. By TN 1602, Smyrna had developed into a burgeoning scientific community, and on 2 Winter 1602 the Collegio Smyrna opened its doors for the first time, officially marking the birth of Smyrna as a city-state. Since then, it has enjoyed a quiet influence in the ESE and throughout the South.

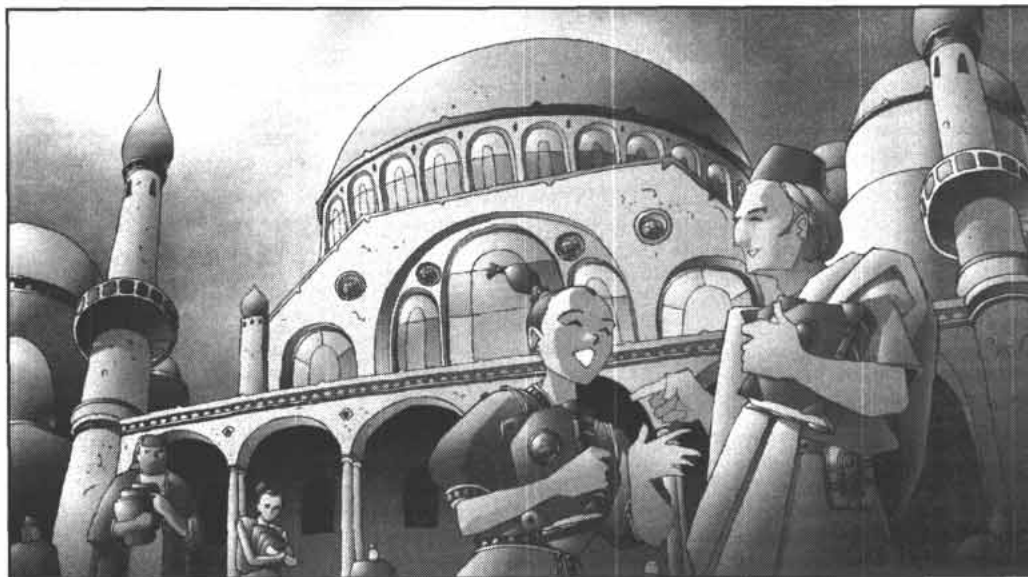
Spread over one hundred kilometers of gentle slopes and foothills, Smyrna resembles a paradise when compared to the treacherous Serpentine mountains that isolate the city-state from the rest of the Eastern Sun Emirates. It is composed almost entirely of small clusters of white marble buildings separated from each other by vast expanses of baroque gardens, parks, artificial lakes and courtyards. Each compound is dominated by one of the many faculties of the Collegio Smyrna, and the city-state is dotted with countless workshops and lecture halls. The center of the city-state is the vast domed library of the Collegio.

Student ghettos are common in Smyrna, each a home away from home for the thousands of students who attend the Collegio. The emirs of the city closely monitor the students, and a large force of agents planted within the student communities quickly deal with potential troublemakers. Those targeted simply vanish, never to be seen again, causing most of the students to live under a veil of paranoia and suspicion.

Smyrna has the lowest percentage of shajhalin in the ESE, and those that live there either maintain the Collegio or work in one of the pharmaceutical corporations stationed in the city-state. Smyrna's population is largely composed of students, hailing from all over the South and, before the Interpolar War, the North. A triumvirate of emirs have always ruled Smyrna, all descendants of Johan Khajar.

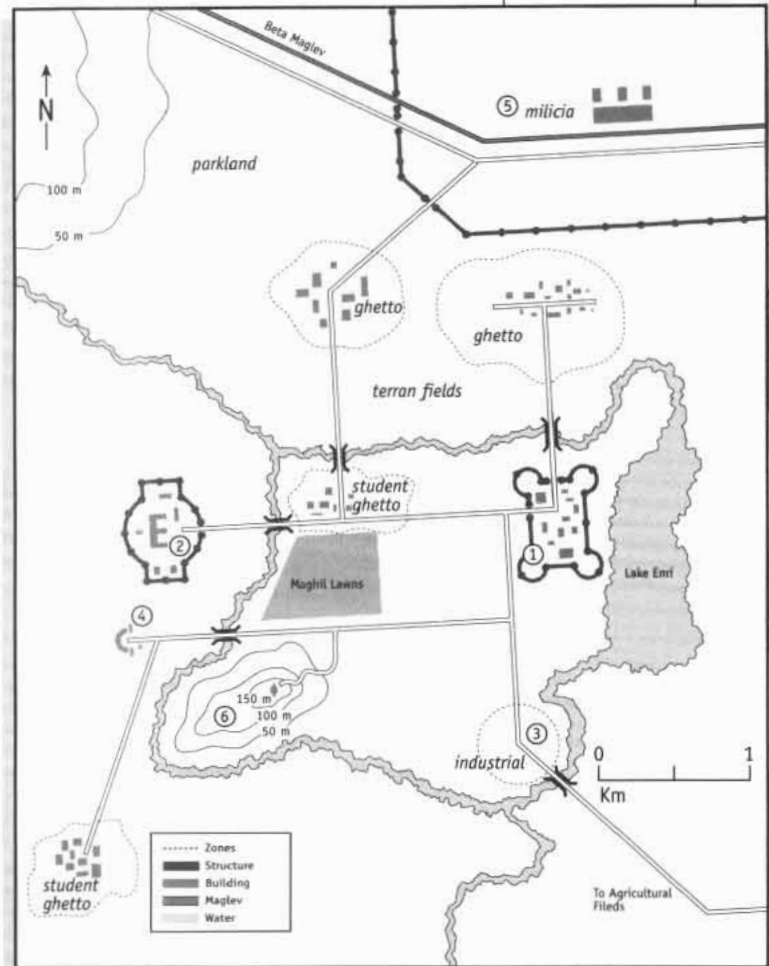
Vital Statistics

Founding Date:	TN 507
Joined ESE:	TN 1602
Method of Government:	Hereditary Aristocracy
Heads of Government:	Emirs Anurima Khajar, Shara Khajar and Lydia Khajar
Population:	300,000 (plus 100,000 students)
Principal Industries:	Academic and diversified research, pharmaceuticals



► Map of Smyrna

Location	Description
1. Main Campus	This magnificent collection of buildings forms the core of the Collegio Smyrna. Here one can find the administration buildings, student services and the impressive Smyrnite Library. The library holds over 1,000,000 tomes and datafiles, including one of the largest archival NNets used to catalogue the vast reference materials.
2. HTRC	Located opposite the Main Campus, the AST's High Technologies Research Center is connected to the Main Campus by one of Terra Nova's most picturesque colonnades, lined by shops and student housing. A marble wall surrounding the complex hides the defenses of the HTRC. Aside from physical defenses, all sorts of surveillance and espionage countermeasures prevent anyone not authorized from hacking into the Center.
3. Industrial Core	While Smyrna concentrates on research and education, a few industries have set up here, taking advantage of the well-trained labor force. Among other things, Smyrna is known for its pharmaceutical production. Most medical corporations have either production facilities or research labs in Smyrna.
4. Fine Arts Pavilion	A mecca for aspiring artists, the Fine Arts Pavilion, or FAP, has trained some of Terra Nova's most talented artists. Concentrating on the classics, the FAP teaches the students century-old techniques, but ensures that the Pavilion's atmosphere always remains progressive and accepting of change. Student protests are common, and propagate the FAP's "artsy" mystique.
5. MILICIA Protectorate	One of the concessions the ESE was forced to make after the Southern War was to hand the control of the Smyrnite beta maglev terminal over to the MILICIA. The area directly surrounding the terminal belongs to the AST and it stations a MILICIA contingent here to ensure the safety of the beta line and the HTRC.



● THE COLLEGIO SMYRNA AND THE HTRC

Established in TN 1602, the Collegio is famous throughout Terra Nova. The curriculum taught often deals with esoteric and controversial areas of study, such as genetic engineering and webbling research. A magnet for radicals, idealists, artists and the intellectually gifted, the Collegio offers an unorthodox education, a place where students learn bold new theories that many more conventional and traditional universities frown upon. In fact, although Gawaïne Di Smit is credited with discovering micro-Tannhauser Gates, her work owes much to theories popular in the Collegio in the late TN 1920s.

Some of the Collegio's research is highly questionable and even morally objectionable, however; this is officially justified as being vital to the universal acquisition of knowledge. Human guinea-pigs (and especially GRELS) are subjected to a number of horrible experiments aimed at unlocking the secrets of the human mind and body — especially in relation to bioengineering and webbling (see **Second Edition Technical Manual**, pp. 24-25). Test subjects include both animals and human beings, often resulting in grotesque horrors, most of which have been locked up and kept for future research. Students bear a number of nicknames referring to this experimentation, including "Shellies" (a reference to the ancient Earth classic novel *Frankenstein*) and "KirKids" (a reference to the scientists of Kir Arya who created the Prime Knights).

The main focus of the HTRC is analyzing and replicating Terran technology left behind since the War of the Alliance. Everything from GREL body armor to rifles to the dreaded hover tanks and even CEF starships have been dissected and stripped apart in an attempt to bridge the technology gap. Lately Anurima Khajar has secretly focused the HTRC's resources on analyze the gate-coffin fragments she has recovered in the Badlands.

Both the Collegio and the HTRC are headed by the fractious sister triumvirate of Smyrna. Shara has become a pawn of Colonel Proust, and the GREL is using her affections towards him to gain valuable secrets. Anurima is trying to establish ties with Lord Chancellor Tanaka and Proconsul Lang Regina, hoping to earn the ESE a seat among their new order, and a chance to travel to Earth for herself. Lydia, the oldest of the three sisters, is more interested in the FAP than politics. While aware of Shara's deceptions, she hasn't told Anurima because she is angry with her for cutting the Pavilion's budget.

5.7 RURAL LOYALIST EMIRATES

The city-states account for only 25 percent of the population of the ESE; the rest live in the sprawling rural emirates that encompass the Okavango Swamps, the Eastern Plain and the Pacifica range. Farming compounds, strip mines, ranches, plantations and the occasional industrial complex characterize the rural emirates, which are also known as *fiefdoms*. Although these emirates outnumber the city-states, they are often dependent on the more powerful (both militarily and economically) emirates for their survival. This dependency is at the core of the feudal nature of the Eastern Sun Emirates. The fiefdoms produce the food and raw materials the city-state emirates need, while the cities transform these goods into final products and protect the rural emirates. The relationship between rural emirates and the city-states is normally dictated by geography; the lesser emirs near Cimmaro usually bow down to the emirs of that city-state. Exceptions do occur, and many emirs consider it a coup when a lesser emir from another city-state swears fealty to them.

Lesser emirs hold residences in one of the city-states of the ESE, mainly Strathclyde. They prefer to live in the comfort these cities provide, rather than in the rough wilds of their emirates. Many appoint a relative or solicitor to manage the plantations, ranches and mines that compose their emirates while they enjoy the luxuries of city life. Some of these emirs visit their emirates regularly, ensuring that order is maintained, while others have not stepped in their ancestral holdings for generations.

The rural emirates encompass a large amount of land, and it is in these fiefdoms that most of the commoner population of the ESE lives, working the land while their emirs reap the rewards. The majority of the rural emirates straddle the many rivers flowing into the Okavango Swamps and the Eastern Plain, home to palatial estates and poor shajhalin villages. Some fiefdoms are primitive, the shajhalin living in conditions similar to that of Earth's Dark Ages, unaware and ignorant of anything beyond a few kilometers around their homesteads. Other rural emirates are modern farming complexes using the latest techniques and materials, with the shajhalin trained in the use of work Gears like the Groundhog.

Not all emirs shun the rural emirates of the ESE, and occasionally an emir will retire to his ancestral home and enjoy its quiet solitude and distance from Strathclyde's intrigues. Many of the emirs who elect to reside in their fiefdoms are eccentric recluses, whose isolation from the rest of the world allows them to pursue their desires in the privacy afforded by the blanket of jungle that surrounds them. Others are malcontents and exiles, expelled from the emirate court, but spared their lives for some reason or another. These emirs usually hold little or no power, living like prisoners in their own homes rather than masters of territory, and are eventually forgotten by most everyone.

Even among the Loyalist Emirates, which haven't been touched by the chaos of war and rebellion as severely as those in the Free Emirates, there are many rumors about the rural world. The Interior is especially mysterious and the number of legendary "Lost Emirates" in shajhalin and aristocratic lore is immense. These would-be emirates were founded by members of Enri Masao's crew who simply vanished into the wilderness. Even with a war raging, the emirs and others sponsor many expeditions into the Interior in quest of these mythical kingdoms — said to contain boundless riches.



Domenyk Alcruz



Emir Alcruz is the ESE's most famous and respected living artists. His huge murals and paintings, which surreally depict the brutal rebellion of Basal, have earned him a reputation as a radical and a protean master of ideas and passions. He was once under the patronage of Oliver Masao, and the emirs were good friends, often arguing over art and philosophy into the early hours of the morning. Alcruz is not a typical Lesser Emir, as his artistic reputation propelled him into the realms of more prominent emirs like Gavriel Draho of Skavara and Serrano Barjhal of Cimmaro. Born and raised in his fiefdom along the River Vago — known as the Riviera of the ESE — Alcruz's wealth stems from the kilometers and kilometers of jhong plantations that make up his emirate. At its height, Domenyk's fiefdom of Yastum had over 100,000 shajhalin toiling the fields and harvesting jhong. At the core of Yastum was the Mirador Hotel, one of the most prestigious hotels in the South, overlooking the Eastern Plain and Vago river. More importantly, Yastum was a burgeoning artist community, a paradise where talented creators (or poseurs) from all over Terra Nova gathered and shared ideas.

This all changed when Basal rebelled, and Alcruz's relationship with Oliver Masao soured. For the first season of the conflict, Domenyk secluded himself in his studio, painting what many call his greatest work of art. During the Patriarch's Ball of TN 1932, Alcruz unveiled his masterpiece *The Dream and Lie of Masao* in front of all attending. The surreal painting clearly depicted the artist's sentiments about the rebellion and the "venerable" leader of the ESE. Masao was outraged.

In a fit of anger Oliver descended on Alcruz (long since considered one of the most beautiful emirs, rivaling the Patriarch) and savagely tore into him. Masao did not kill Domenyk, instead doing something far worse — he gouged Domenyk's eyes out and then, while Alcruz lay on the floor, he set fire to his masterpiece. Domenyk barely escaped with his life and only managed to rescue a small fragment of his painting, at the cost of burning much of his own skin.

Masao made it his point to humiliate the artist, closing the Mirador hotel and granting most of Alcruz's fiefdom to another emir. Once again able to see thanks to expensive genetic organ growth treatments that ate up what wealth he had left, Domenyk continues to work, painting a series of apocalyptic paintings depicting a young Patriarch rebuilding the *Eastern Sun* and taking his league back to Earth.

Basal

5.8 BASAL

Today, seven cycles after Emir Shirow declared Basal's independence, the ashes of the rebellion are still falling across the city and the surrounding plains. The vicious fighting has left much of the city a veritable ruin; its buildings empty skeletons of steel and concrete, the surrounding fields nothing more than seas of dust engulfed by the silence of the thousands who have died. The effects of the rebellion are evident throughout the city: electricity only exists in certain areas, barren streets lie littered with rubble and burnt-out vehicles, vacant windows stare sightlessly into the night and the howling wind carries with it the soft wails of weeping parents. And yet the countless posters of Shirow fluttering in the wind attest that at its heart Basal is a free city and the capital of the Free Emirates.

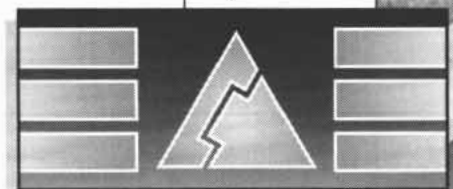
The rebellion and the Interpolar War have crippled Basal's economy, and even the necessities like food and shelter are hard to obtain on a regular basis. The fall of Basal has also had an effect on the economy of the Eastern Sun Emirates, creating shortages of food across the entire league, contributing to the growing malaise. The people of Basal, however, recovered somewhat after the Oxford Accord and, more importantly, after the establishment of the Free Emirates. Supplies trickle in more regularly, and some of the city has been repaired. To maintain their morale, the shajhalin of Basal take to the streets after each attack or bombardment to repair the damage in a show of solidarity and pride in the Free Emirates. For the last few months, a relative quiet has fallen across the city and fighting has been sporadic, but most suspect that the storm is far from over and that the worst is yet to come.

Before the war, the city-state of Basal dominated the Eastern Plain with monolithic might. The actual city of Basal, known as the Old Quarter, is relatively small and over 700 cycles old. For the most part, the city-state is an intricate network of farming hubs, suburbs and aqueducts that dot the Eastern Plain and surround Basal. The majority of these, now abandoned, consisted of large fields and complexes where the produce was once farmed and shipped out to Basal and the rest of the ESE. Small cities in their own right, these complexes fan out from Basal, forming three concentric circles around the Old Quarter. Only the innermost circle remains today, the other hubs long since falling victim to the rebellion and the Interpolar War, home only to refugees trying to escape the fighting.

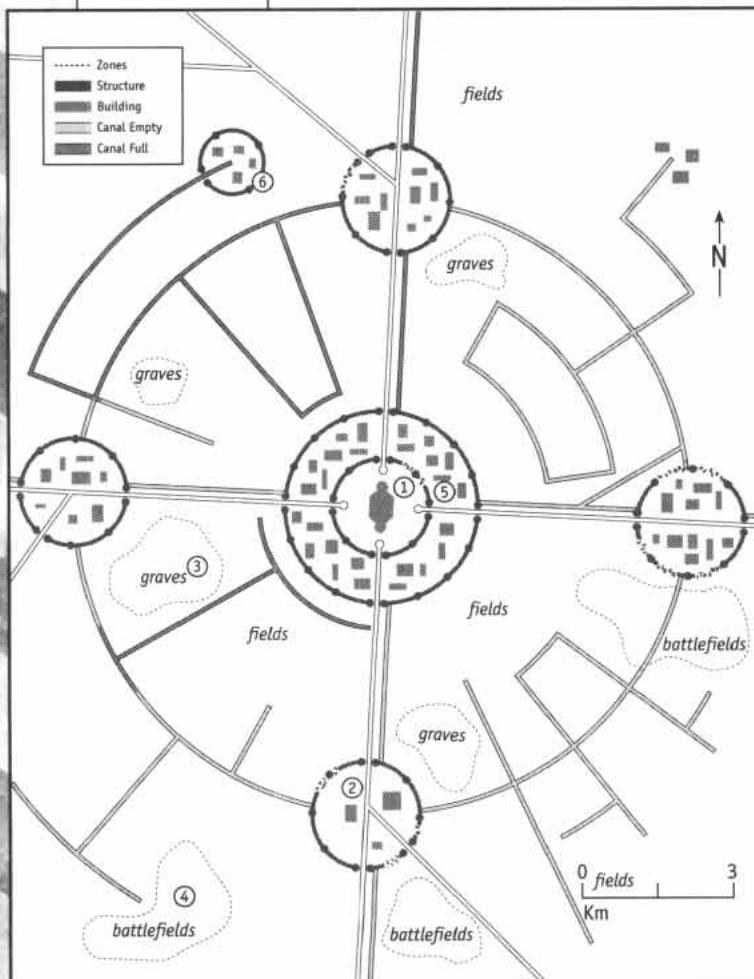
Some have suggested that Basal will never recover from the war and regain its past glories. Emir Shirow, however, has repeatedly promised the shajhalin of the city that he will never abandon them or their homes. All will be rebuilt once freedom is obtained. He also insists that Basal be the effective capital of the Free Emirates, although the dangerous conditions make this difficult at best.

► Vital Statistics

Founding Date:	TN 1207
Joined ESE:	TN 1492 (in revolt against Strathclyde since TN 1931)
Method of Government:	Hereditary aristocracy
Head of Government:	Emir Nigel Shirow
Population:	590,000 (750,000 in TN 1931)
Principal Industries:	none (due to rebellion)



Map of Basal



Location	Description
1. Old Quarter	The heart of Basal, the Old Quarter houses over 80 percent of the post-rebellion population. Surrounded by walls and defensive bunkers, it is the last line of defense for the city-state. In seven cycles of armed fighting, neither Patriarchal or MILICIA troops have breached its walls.
2. Emirate Palace	Enclosed by its own wall and fortifications, Nigel Shirow's palace bears the scars of the rebellion. The magnificent frescos, domes and towers of the palace are all pockmarked, some entirely destroyed. Basalite shajhalin make it a point of always repairing what they can, proudly defying Oliver Masao's attempts to crush them.
3. San Angel	One of the four farming complexes that surround Basal, San Angel was destroyed during the opening phase of the Interpolar War. Silent ruins now, only a few shajhalin have returned to try to reclaim the complex.
4. El Paseo	Located in the western rim of Basal, El Paseo is a large cemetery where the majority of the dead of Basal are buried. A sprawling necropolis, El Paseo is the final resting-place for over 100,000 Basalites. There are no graves in El Paseo; instead, everyone is buried in sealed mausoleums to prevent the spread of disease.
5. FC 6A	The lifeline of Basal, Filtration Center 6A pumps water from the McAllen network and directs it to Basal. Being the only filtration center still in operation, 6A is extremely well defended, both from ground and air attack. Two of Basal's three air defense systems are located near 6A to protect against air strikes.
6. Battlefields	Countless battlefields littered with burnout vehicles and rusting Gears surround Basal. Most of the salvageable equipment has been taken, but it is still possible to find functioning NNets, ammo and weapon-systems, not to mention the odd Gear or AFV amid the ruins and devastation.

● SOCIETY

The people of Basal live under the constant shadow of war and terror, but for the most part have been able to adapt to the increasingly harsh conditions. Hardy and determined, the shajhalin of Basal are defiant and try as hard as they can to continue living their lives as normally as possible. During the day, Basal's streets are empty and desolate; only the occasional stray animal or victim of shellshock wanders amidst the rubble. At night, however, most commoners carry on with their lives, relatively free from the specter of sniper attacks or artillery bombardments — children go to school and the workshops try to produce whatever goods they can while troops train to fight.

Basal's population is composed almost entirely of shajhalin, as most solicitors fled the city during the first days of the rebellion. Those who stayed were hunted down by the commoners and executed along with their families in brutal ways, their bodies left to hang from their apartment buildings. Basal is also home to a large mercenary force, including some MILICIA defectors and veterans of the War of the Alliance who joined up with Basal in TN 1931. Since the fall of the Humanist Alliance, a large Humanist contingent has set up shop in Basal.

Since TN 1936 the North has also maintained a base a few kilometers to the north of Basal, known as Firebase 9-Delta, where the Headquarters of the Eastern Task force is located. The influx of Northern troops has caused tensions among Basalites. Weary of the North's motivations and resenting the growing Revisionist propaganda making its way to Basal, the shajhalin have developed a mistrust for the Northern troops. While they respect their allies, the fiery Basalites do not want the North to get too comfortable in their city.

Emir Shirow and his family are revered as heroes and most shajhalin respect and adore their leader. A visible presence in Basal, Shirow often tours the city talking and hearing what his people have to say. His marriage to Lysia Masao has given the people of Basal hope that the rebellion will soon end, and their city-state installed as the new capital of the Eastern Sun Emirates.

5.8.1 THE OLD QUARTER

The Old Quarter is composed of ancient three to four story buildings that clearly show their age and wear. Most of the buildings of the Old Quarter were constructed between the 13th and 14th Terranovan centuries in a quasi-classical style popular at the time in the Consortium. The streets of the Old Quarter follow a standardized grid pattern, but most blocks are characterized by winding alleyways and corridors that connect the many buildings to each other, allowing the rebels to move in relative safety. At the very center of the Quarter is Nigel's palace, a complex once called the jewel of Basal because of the hundreds of stained-glass windows that adorned the building. Today only a fraction of them remain, those that do merely hinting at the splendor the palace once had. The Old Quarter is surrounded by newer buildings and high-rises, but most of these have been abandoned and destroyed since the beginning of the rebellion and only recently have repairs begun.

● THE UNDERCITY

The Undercity of Basal is as old as the city itself. Originally, the Undercity formed part of the massive sewer and irrigation network of Basal, which included the aqueducts and canals above ground. Built by the corporations of the Consortium, the Undercity was an engineering marvel. Its tunnels are large, characterized by vaulted ceilings and majestic cisterns, and spread across the Eastern Plain. They are connected to the aqueduct system, providing the farming complexes with water during the dry summer months. After the formation of the ESE, this underground system was expanded and turned into a sewer as Basal's population exploded. During this period, kilometer upon kilometer of tunnels were added, usually not taking into account the already existing system. The result is an intricate maze that has become the secondary home to a majority of the people of Basal, especially those who want to get away from the vicious fighting of the rebellion. See **Character Compendium**, p. 124, for more information on the Undercity of Basal.

● NO MAN'S LAND

Basal is effectively a divided city; though most of its population now lives within the Old Quarter and in the Undercity, those areas outside the protective hub of Basal have become lawless. Here rebels, MILICIA and Patriarchal forces clash on a regular basis and the front lines have continually shifted since the earliest days of the rebellion. Effectively a buffer zone of a few kilometers, No-Man's land is a wasteland, littered with ruins, collapsed aqueducts and emptied canals used as mass graves by Masao's troops. Serving in No-Man's Land has had a severe psychological impact on the soldiers fighting there. All sides (the rebels, the North and MILICIA) have reported growing shell-shock casualties, as men and women are broken by the horrors witnessed in this area of Basal.

5.8.2 THE INTERPOLAR WAR

Over 120,000 people have died, since Nigel's declaration of independence and the subsequent war, the majority of them innocent civilians butchered by Masao's forces. The early stages of the rebellion were by far the bloodiest, but most fear that when Masao renews his offensive nothing will be left standing. Much to the chagrin of Masao and the Southern Republic, the Free Emirates have only grown more powerful since TN 1935, and will require an expensive and time-consuming campaign to crush the rebels — if this is even remotely possible.

The rebel force of Shirow has been fighting a David and Goliath battle since the eve of the rebellion. Basal has been able to repel all attacks, and managed to push back both the Patriarch's and MILICIA's troops, but at a high cost. Augmented by Humanist Alliance Protection Forces and their equipment, the army of Basal has grown and matured in the last few cycles. Although officially headed by Sidar Shiroy Heigen, the Archon Mykael Navar has of late assumed more control over the Free Emirate forces, standardizing their training and organization.

The Northern Guard maintains a strong presence in Basal, being the only site of significant gains by the Arctic in the South. Firebase 9-Delta serves as the Headquarters for the Eastern Task Force and is the main supply depot for the North. Commanded by General Matheu Jonasz, the Northern contingent has its hands full securing the Eastern Plain. The whole Basal area is unstable and fire fights erupt on a daily basis, making it the most active front in the Interpolar War. General Jonasz has assigned the 7th Norlight Heavy Gear Regiment, the Avenging Scythes, to Basal (see **Character Compendium**, p. 87). Captain Hannah Demers of the Northern Guard Intelligence Service is acting as a liaison between Basal and the commander the Scythes, Colonel Dänte.

Close to 70 percent of the Emirate Retinues of the ESE are currently deployed in the Eastern Plains and the Okavango swamps. In particular the Purple banner of the Ethereal Guard is leading the charge against Basal. The Guard deployed in early TN 1938, marking the first time the majority of the Ethereal Guard has been deployed outside of Strathclyde since the War of Alliance. Unlike previous Patriarchal forces, the Ethereal Guard is well prepared and trained and itching for a chance to face the rebels for the first time. The Emirate Retinues, being of lesser skill, are used to secure the front lines and distract Northern and Free Emirate forces until Masao, or his future Commodore, Draho, give the order for the Ethereal Guard to advance. These forces theoretically cooperate with 3rd MILICIA brigade — theory and practice rarely coincide.

BANGWEULEU

5.9 BANGWEULEU

Before the formation of the ESE, Bangweuleu was nothing more than a small agricultural settlement struggling to survive. Its adobe hovels and simple way of life were ignored by the officers of the *Eastern Sun*, who went on to make their fortunes elsewhere. It was not until the reign of Erik Masao that Bangweuleu underwent the transformation from homestead to city-state, as Dela Boash, an engineer aboard the *Eastern Sun*, claimed it as her emirate in TN 1501. Within 100 cycles of its establishment, Bangweuleu had not only assured its prominence as a trading center, but also its importance to the economic survival of the ESE. The city was nearly destroyed twice in its history, during the Southern War and the St. Vincent's War, but with typical Easterner fervor, it managed to rise from the ashes time and time again.

Never giving in to the excesses of other emirates, the emirs of Bangweuleu have been able to provide for their charges and offer them a higher standard of living. Uprisings and revolts have occurred in the past, but for the last 100 cycles most commoners have quietly worked in the textile mills and mines in return for their generous living conditions. When news came of the rebellion, the shajhalin faithfully followed, believing in Emir Boash.

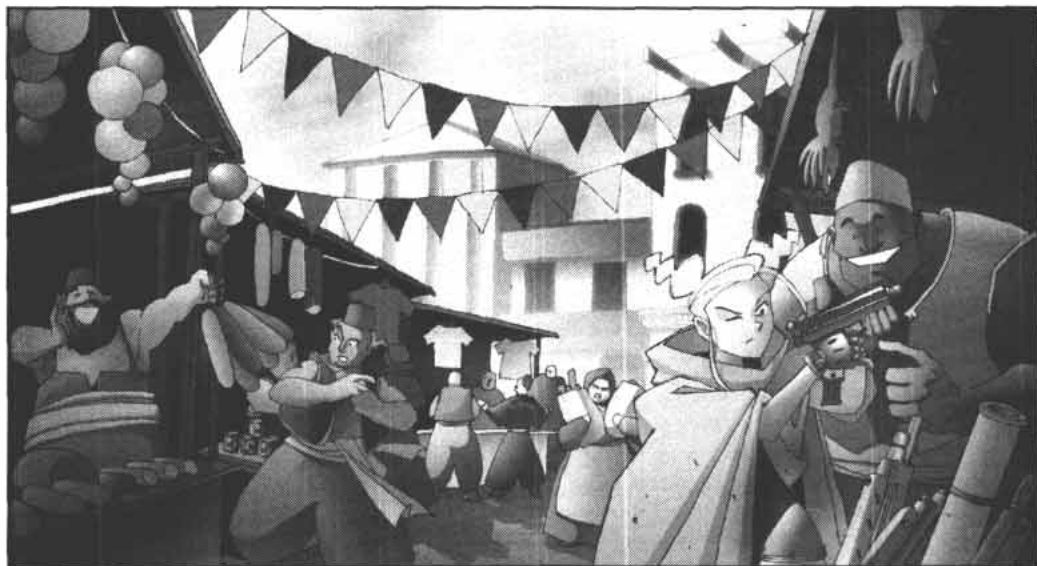
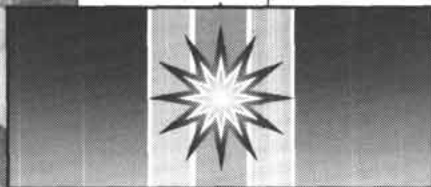
Revisionism, thanks to Bangweuleu's openness and contact with trade caravans, has grown in popularity among the commoners of the city, who see echoes of the Gentle Prophet in the sacrifice of Enri Masao, and have come to regard the Captain as a saint. The emirs, knowing that a crackdown would only lead to violence, have opened their doors to the religion under the sole condition that their authority will never be challenged. Emirs Ethene and Boash work closely with local Revisionist leader Father Cyril Atamo, supervising and keeping him in check.

Bangweuleu, located at the foot of the Pacifica Mountains, is a small city-state composed entirely of one to two story buildings that surround three hills. It carries with it a primitive air that gives it a timeless and mythical feel — the past seems to come to life amidst the narrow, winding streets of this city-state. Yet its primitive trappings hide the wealth of the city enjoyed before the rebellions — luxurious cars, servants and palatial mansions of the aristocracy and wealthy merchants were all common in the emirate.

The lack of walls and other fortifications give the city a welcoming atmosphere that is almost nonexistent in the other, more oppressive, city-states in the ESE. Bangweuleu is not divided geographically according to class. Here, solicitors and shajhalin live side by side, forcing amicable relations between the classes. The rebellion and the Interpol War have left their mark on Bangweuleu. Not as devastated as Basal, Bangweuleu is nonetheless a city-state under siege. Although the last assault occurred over a cycle ago, acts of terrorism and the occasional air raid keep Bangweulans on their toes.

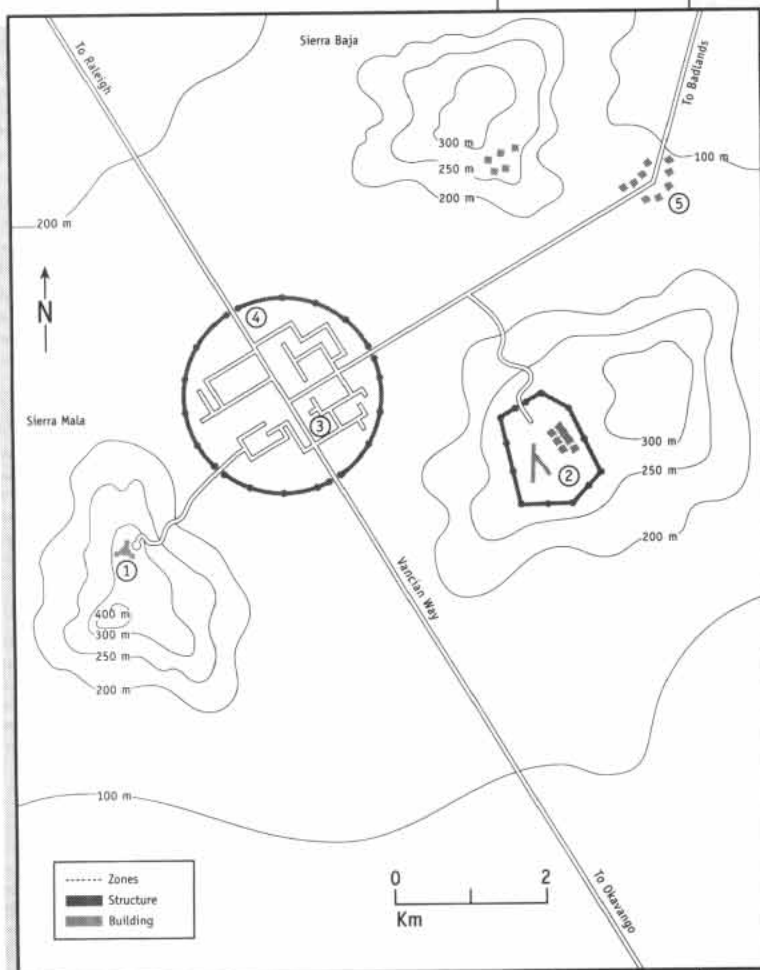
Vital Statistics ◀

Founding Date:	TN 1501
Joined ESE:	TN 1501 (in revolt against Strathclyde since TN 1933)
Method of Government:	Hereditary Aristocracy
Heads of Government:	Emirs Armann Boash and Dratha Ethene
Population:	1 Million (1.2 million in TN 1933)
Principal Industries:	Mining, textile production and trade (largely suspended since 1933)



► Map of Bangweuleu

Location	Description
1. The Ziggurat	Located on the tallest of the three hills of Bangweuleu, the Ziggurat is the palatial home of the Emirs Boash and Ethene. Its distinctive pyramid shape is visible for kilometers around the city and it is built like an arcology — self-sufficient and well defended. Unlike most emirs, the emirs of Bangweuleu graciously open their palace to the public, allowing commoners access on certain holidays where they can pray, sell their wares or even voice their concerns.
2. Humanist Pavilion	The largest Humanist Expatriate settlement outside of Raleigh, the Humanist Pavilion has become a second city in Bangweuleu, home to the HAPF and other Humanists, and partially responsible for maintaining the economy of the Bangweuleu going. The Pavilion houses the largest HAPF barracks and repair docks in the Free Emirates, responsible for not only repairing damaged Gears and striders, but limited manufacturing of replacement parts.
3. The First Church	Constructed in the late 1920s, the First Church of the Apostle of Mamoud is the center of Revisionist worship in the ESE, in particular the Apostate sect. Located in the Bazaar proper, the First Church is backed by Emir Dratha Ethene. The church has been instrumental in caring for the wounded of Bangweuleu, winning more shajhalin to the gentle ways of Revisionism.
4. Heckel's Den	The main smuggling center in Bangweuleu, anything can be bought here for a price, no matter how exotic or illegal. Slaves, weapons and drugs are all staples of Heckel's business.
5. Norlight Camp	One of the many supply bases for the Eastern Task Force, the encampment in Bangweuleu has been in existence since shortly before the reconquest of Raleigh. Ammo, spare parts, rations and medical supplies are stored here and defended by Northern Guard units.



● The Bazaar

The Bazaar of Bangweuleu is what drives the emirate. Without it — and the goods that once poured and now trickle into it — Bangweuleu would not be the city-state it is today. The crown jewel of the emirate, the canopied Bazaar exists in the valley created by the three hills of the emirate. Encompassing an area roughly 20 blocks wide, the Bazaar is the most dynamic and kinetic region of Bangweuleu. The oldest part of the city, the Bazaar is characterized by narrow winding streets, small shops owned by local merchants and the countless tents and stalls of the many thousands of merchants who set up along the crowded streets. The smell of food, clouds of incense and the aromatic scents of perfumes and spices waft through the streets. The streets are covered by richly colored canopies of Terranovan silk, which cause the streets below to shimmer with gentle cascades of color and light.

The central area is a large square where anything from art to vehicles can be bought and sold. Most transactions are done for cash, and any Terranovan currency is accepted. Barter is also popular among the shajhalin, especially in these lean times of war and rebellion. Each merchant must first apply for a permit and pay a fee, of an amount determined by the emirs' solicitors. Bribery and kickbacks are staples of the Bazaar's economy. Black market and illegal goods can be found, but only if one knows where to look and who to ask. Most of these are sold out of sight in the meandering maze of streets and alleyways surrounding the square.

The rebellion and the Interpol War have hit the Bazaar hard, but somehow Emirs Boash and Ethene have managed to keep the goods flowing into Bangweuleu. At first trading with Basal and Okavango, trade soon developed between the Humanists expatriates and expanded to the Northern troops when they arrived. Now, the Bazaar is an integral supply point for the Northern and Free Emirate forces, a fact that has not gone unnoticed by Republican strategists. With the flow of Northern troops across the Badlands, the Bazaar has (if anything) grown as a smuggling center. Freedom fighters from Khayr ad-Din and other places in the desert come here to purchase weapons, either from such places as Heckel's Den or from more above-board merchants.

OKAVANGO

5.10 OKAVANGO

Lost amidst the dark jungles and swamps of the Eastern Sun Emirates' Interior, the city-state of Okavango stands like a jewel in the night, offering safety and shelter from the hellish swamps and wildlife that inhabit the area. Although Okavango is one of the smallest city-states of the ESE, it is also the most unique and enchanting. Built on a massive network of floating rafts, bridges and artificial islands, Okavango has the distinction of being the oldest settlement in the ESE, and therefore archaeologically important.

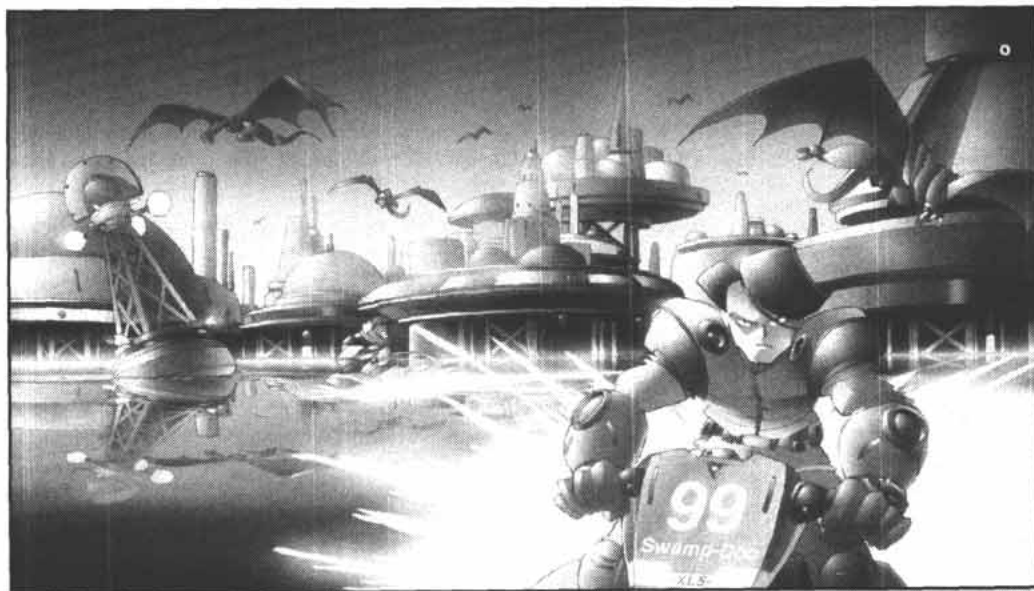
Archeologists postulate that Okavango existed as far back as the first three Terranovan centuries, and was abandoned sometime around TN 600 for unknown reasons. Strangely, there are no survey or colonization records of the period showing any settlement in the region, clouding the origins of Okavango in mystery. The first references to a city of Okavango (a name given by colonial surveyors to the swamp) appear in the 9th and 10th Terranovan centuries when the Consortium built plantations in the area to feed its growing population. Members of the Faculty of Anthropology at the Collegio Smyrna believe that the original Okavango (of which a few ruins still exist) was settled through a similar process as the many other isolated, semi-primitive settlements dating back to the early colonial times — such as Prima Colonia near modern Olduvai (see **Mekong Dominion Leaguebook**, p. 55). They cite as proof the early Okavangans' skill at masonry and the presence of hundreds of stoneheads in the Okavango Swamps and Interior of the ESE.

Called the Jewel of the Jungle for good reason, the city of Okavango seems to appear suddenly out of nowhere, its buildings dwarfed by the murky jungle and swamps that surround it. Among the most unique cities on Terra Nova, Okavango is entirely composed of islands, rafts and tree homes connected by suspended and floating bridges. The primary means of transportation are barges and hover vehicles, which continually buzz above the city, occasionally leading to horrific accidents.

Okavango must continually struggle for its survival against the jungle and swamps that surround it. Every cycle the jungle is poised to reclaim the area as vines and undergrowth slowly worm their way into the city, occasionally destroying homes and bridges. A structure can be reduced to rubble by the jungle if unattended for long periods of time. The growing vines that cover many of the surfaces of Okavango give it an ancient look and feel. The core of the city, the area used by emirs for their palace complex, is the oldest, and most structures there date to the first three Terranovan centuries. The palace is marked with strange statues and designs that few archeologists have deciphered, and rumors abound (especially among commoners) of their real purpose.

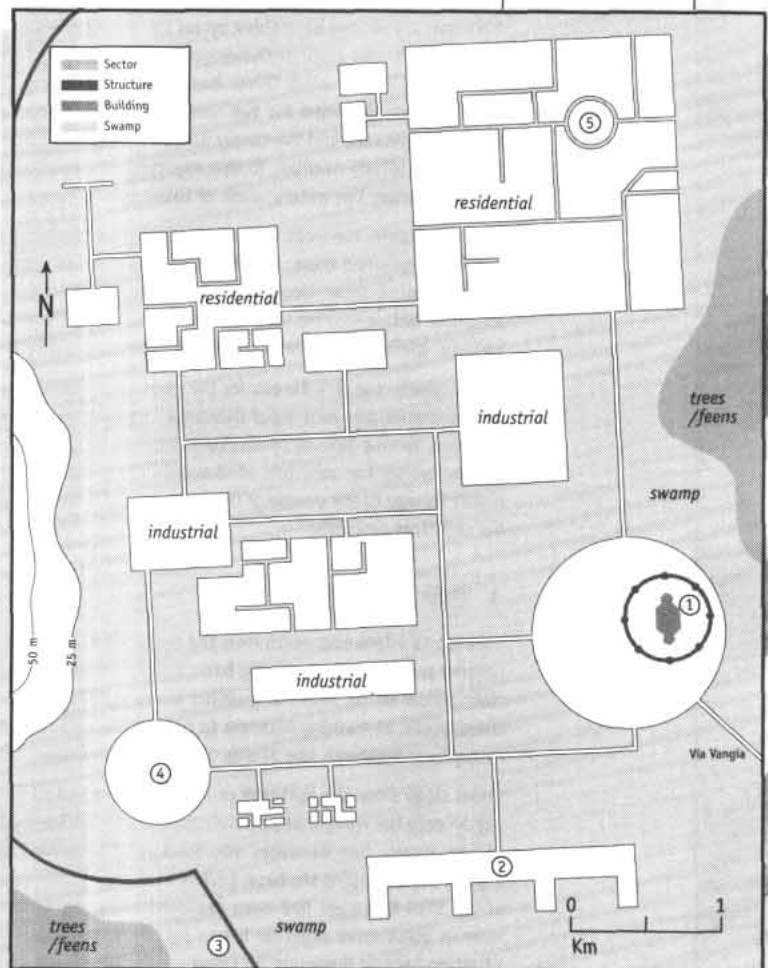
Vital Statistics ◀

Founding Date:	TN 1078 (first ruins dating to before TN 100)
Joined ESE:	TN 1492 (in revolt against Strathclyde since TN 1935)
Method of Government:	Hereditary Aristocracy
Head of Government:	Emir Rafael Bravo
Population:	534,000 (680,000 in TN 1935)
Principal Industries:	Agriculture (jhung and rice), archeology and tourism (suspended since TN 1935)



Map of Okavango

Location	Description
1. Palace	The Emirate Palace of Okavango serves two functions. Firstly, it houses the personal residence of Rafael Bhravo, and secondly it acts as a shelter for the people of Okavango. Between the first and second wall of the Palace ground are special bunkers, originally constructed to save the population of the Okavango in case of floods or severe storms.
2. Docks	Bustling with activity 36 hours a day, the docks of Okavango are where all the jhong and rice produced in the plantations is brought before being loaded up into transports bound for the Vanglan Way. The docks are run by banderias, answering to solicitor dockmasters. Before the war, they also harbored one of the main black markets in the South.
3. The Barriers	Surrounding Okavango, a series of huge concrete blocks helps keep the rising waters of the rainy season from flooding Okavango. Only once, in TN 1803, have the waters of the swamp risen over the blocks, flooding the city-state. These blocks, each over 10 meters tall and several wide, also serve as Okavango's main line of defense, and since the Interpolar War have been lined with turrets and gun emplacements.
4. Zoo	Focusing on "dangerous" species, the Okavango Zoo displayed specimens from all over Terra Nova. In Masao's failed attack on Okavango an artillery round hit the zoo, freeing a number of animals. Most were caught or killed, but a number of extremely dangerous specimens are still loose.
5. Redondo	The main market of Okavango, this floating island found in the middle of the largest platform, Teotihuacan, is where all commerce was handled before the Interpolar War. Now Redondo is home to Revisionist missions, providing food and medical care to the people of Okavango.



● SOCIETY

More than anywhere else in the Eastern Sun Emirates, the shajhalin of Okavango are extremely individualistic and proud of it. The modern day shajhalin of Okavango are actually descendants of the scattered communities that existed in this area well before the Consortium moved in. Conquered though force and coercion, the Okavangans were absorbed by the Consortium and treated as shajhalin, but they shared little in common with the culture developing in places like Javari, Cimmaro and Basal. Okavangans shared a unique culture that worshipped the swamp and the stars, placing emphasis on ancestral worship and a pantheon of deities numbering in the hundreds. Curiously enough, the Okavangans prophesied that a star would fall and a new leader would emerge to guide them. When news of the *Eastern Sun* filtered its way to Okavango, its people welcomed Enri as their prophesied leader and were one of the first settlements to join the ESE.

Today, most of this heritage has been lost and Okavangans have appropriated traditional shajhalin culture, but the roots of their origins can be seen in the architecture and customs of the city-state. Although few remember the Old Gods, the emirs adopted the divine attributes cementing their rule over the people of Okavango.

A deeply spiritual people, the shajhalin of Okavango see time as a series of cycles of prosperity and hardship. According to them, there are four cycles which constantly repeat in the same order, known as epochs. While referring to the passage of time, the Four Epochs are also synonymous with the four seasons of Terra Nova, running from Winter through Autumn. The First Epoch is a time of rebuilding anew, of new starts and forging a new destiny. Characterized by hardship and accomplishments, the deeds of the First Epoch form the foundation for the later epochs. The Second Epoch is a time of prosperity, but a balanced one. From the bounty of the Second Epoch, the Third is the start of the downward spiral: the people of the Third Epoch give into decadence and hedonism, enjoying the spoils of summer. The final Epoch, the Fourth, is a time of suffering and pain, of bloodshed and turmoil where everything built in the Second and Third Epochs is destroyed, laying the foundations for the rebuilding of the First. Most Okavangans believe the ESE to be in the Fourth Epoch, and are willing to suffer, knowing that brighter times lie ahead.

5.10.1 THE REBELLION AND INTERPOLAR WAR

Although it has only been three cycles since Rafael Bhravo rebelled against the Eastern Sun Emirates and joined the Free Emirates, the city-state of Okavango has suffered greatly from the revolt and the war. Its darkest moments came in the summer of TN 1937 when Oliver Masao personally led an assault on the emirate, for the sole purpose of killing Bhravo. Okavango was besieged for two weeks, Patriarch troops and MILICIA units pushing closer and closer with every day. Staunch resistance and the timely arrival of Northern Forces, coupled with Masao's growing impatience, spared Okavango from being totally overrun. To this day, most of the city still bears the scars from the attack, and wrecks and debris from the battle litter the waters south of Okavango.

After the battle, the front lines of the Interpolar War were pushed back about 300km to the south and east of Okavango, and have remained there. For this reason, Okavango is the closest emirate to the battlefields and the site of one of the largest staging areas. Here, Humanist Alliance Protection Force units, Free Emirate forces and Northern Guard regiments assemble before moving into the front. Absorbing the brunt of the Interpolar War, Okavango has emerged as a key Free Emirate, giving Emir Bhravo some credibility to balance his fanaticism.

The shajhalin support Bhravo for the most part, but the young emir's inexperience in matters of state, especially in the administration and running of Okavango, are placing a strain on the city-state. Shortages of food and medical supplies are common, forcing Bhravo to institute rationing and to rely on the Revisionist missions to care for his shajhalin. Making matters worse, the solicitors of Okavango are using this opportunity to line their pockets, meaning that not all the food makes its way to the people of Okavango. Hunger and famine could lead the shajhalin to riot if Bhravo does not deal with his solicitors promptly.

● CAMP BLACKWATER

Located 15 kilometers north from the center of Okavango, Camp Blackwater was, until the emirate rebelled, the MILICIA's premier jungle warfare training base. Referred to affectionately by most MILICIA recruits as 'Botany Black,' the camp was their prison for six weeks of grueling jungle warfare and survival training. A large percentage of troops failed in the first three weeks, as training is meant to test both mental and physical endurance. The camp was also home to MILICIA's 37th Heavy Gear regiment, the *Swamp Sharks*, who oversaw most of the training when not on border duty in the Badlands.

Under siege since the outbreak of rebellion, Camp Blackwater is now effectively isolated from the Interpolar War, surviving on only the meager amount of supplies that trickle in. Before taking over Okavango, Rafael Bhravo, at the suggestion of Emir Boash, had all routes into Blackwater destroyed and deployed a significant percentage of his troops to prevent anyone from escaping the base. Luckily for Bhravo, the camp was between training cycles, and three of the four companies of the 37th Regiment had been deployed to the Badlands a week prior. Only Gray Compagnie and the instruction cadre were in Blackwater when he began his siege. Numerous attempts to break the siege have failed, and in TN 1937 the situation became desperate for Commandant Mick Marchand. Cut off from supplies and help, Marchand was forced to make a deal with Bhravo: in return for food and supplies, the Commandant agreed to hand over all of the camp's Gears and weapons to the rebels. MILICIA commands saw this as treason, and since then all attempts to liberate the camp have ceased, angering the rest of the Swamp Shark regiment now fighting in the Mekong Dominion.



Lussian Salban ◀



Unknown to all, MILICIA Special Intervention Unit agent Lussian Salban has been working undercover in Okavango since TN 1935. Working for Aristide Lazarus, head of the SIU, Salban is keeping tabs on developments in the Free Emirates under the code name *Agent Delphi*. A native of Okavango, Salban staged his defection in TN 1935 and since then he has infiltrated the Free Emirate command structure as a high ranking havildar. It was Salban who brokered the deal between Commandant Marchand and Emir Bhravo, and is trying his best to prevent any slaughter of the MILICIA units in Camp Blackwater.

Salban's loyalties are truly divided. He trusts Commandant Lazarus and undertook this mission in order to establish ties between Lazarus and Nigel Shirow. The Okavangan patriotism he used as a cover, however, is becoming truer with each passing day. Fighting to keep his birthplace free has given him an inner peace he never knew. He is beginning to see the potential in Emir Bhravo and is now doing his best to protect the young emir. He hopes he will not have to choose between his two masters.

Salban has also had to sacrifice much on a personal level for his mission. In order to maintain his cover, he and Lazarus staged a convincing defection for him, which alienated his comrades in his SIU unit. He misses the young Humanist pilot Miranda Petite most of all (see *Humanist Alliance Leaguebook*, p. 105). The two had bickered constantly when they were comrades, but that antagonism hid a strong mutual attraction.

After the Southern Republic destroyed the Humanist Alliance with the Theban Blight, Miranda defected from the SIU as well, and traveled to Khayr ad-Din. She has even traveled to the Free Emirates several time to purchase weapons and, Lussian suspects, to renew her relationship with him. Ironically, they are still separated by Lussian's defection: while it was once because he left the SIU and she didn't, it now is because she truly has left and he never did.

5.11 RALEIGH [UPDATE]

The former Humanist Alliance city-state of Raleigh was devastated after the annexation of the HA by the Southern Republic. When Republican troops started moving into the Alliance in the Spring of TN 1936, the people of Raleigh were shocked. This, combined with two minor outbreaks of Theban Blight, caused a wave of panic to wash over the frontier city-state, which was only brought under control with the arrival of the Ignus Legionnaires, the 12th Gear Regiment. One of the first actions of the Legionnaires was to arrest all Preceptors and establish a military tribunal to run the city. This move angered the characteristically wild Raleites into violence, and fighting broke out across the city-state. Eventually, the Legionnaires, augmented by the 2nd Cavalry Regiment — Steel Demons — quelled the rebellion.

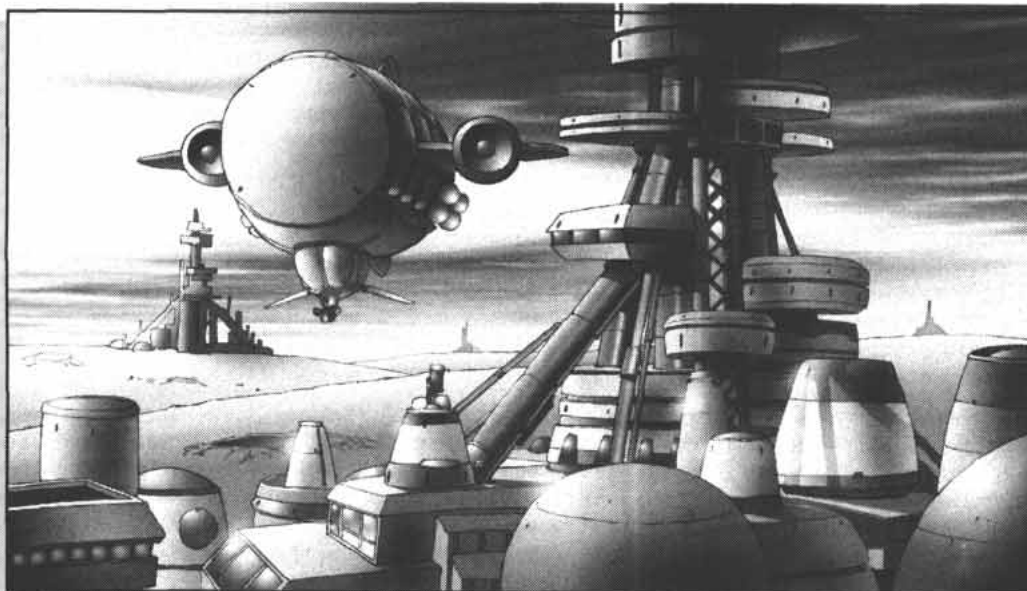
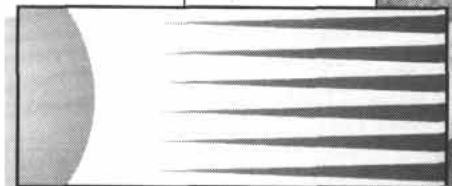
Dejected and broken, the people of Raleigh continued their lives as best they could, but their quiet city-state was slowly transformed into a staging area for Southern units anticipating the Interpolar War. Additionally, the Legionnaires and the Steel Demons regularly engaged Free Emirate and HAPF forces in the Pacifica Range. When the Interpolar War broke out, both Republican units led the charge into the ESE as part of the South's pincer attack on the Free Emirates. Unfortunately, the campaign was a total failure for the Legionnaires, and shortly afterwards they were ordered back to Raleigh to act as a garrison.

The Legionnaires' bad luck continued into Autumn 1936, when Northern troops entered the Tobian Plain and commenced their attack on Raleigh. A series of poor decisions by interim-Commandant Sinhal and the tenacity of the attacking troops led to a Northern victory a few weeks later. Suffering horrendous casualties, the surviving Legionnaires were disbanded and incorporated into other MILICIA regiments in need of reinforcements.

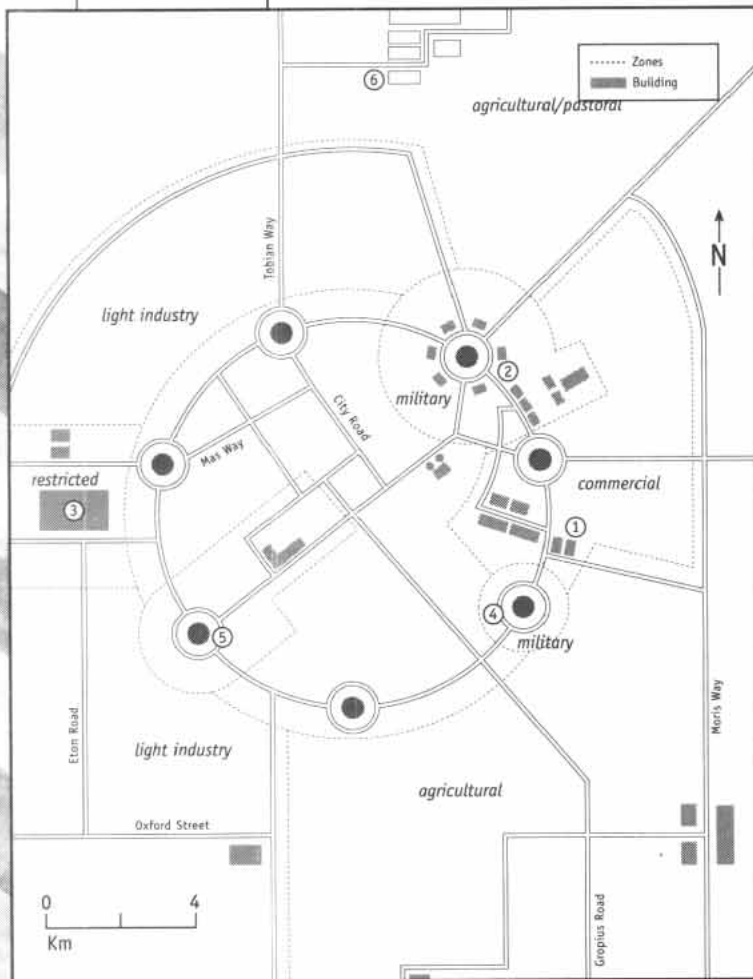
The people of Raleigh welcomed the Northern troops only because elements of the Humanist Alliance Protection Force were the first to "reclaim" the city-state. The Sagittarius strider and hovertank crews of the HAPF were welcomed as heroes, treated to a parade that culminated with the troops hosting the Raleigh flag. A pale shadow of its former self, the city began rebuilding. Still entrenched in the Humanist Caste system, the Raleites looked for preceptors to lead the way but only a few remained, most dying of plague outbreaks while imprisoned by the Republic. Into this vacuum stepped Lysia Masao. Respected in the Alliance before the annexation, the people of Raleigh warmed to her and accepted her as their leader — even it meant becoming a Free Emirate. The people remain attached to the dreams of Yuri Gropius, but Raleites were always the most independently minded Humanists. Lysia Masao has hopes that if she can obtain peace and security for them, they will eventually accept a new social system — as long as it respects their traditions.

► Vital Statistics

Founding Date:	TN 812
Joined ESE:	TN 1936 (joined Free Emirates)
Method of Government:	Hereditary Aristocracy
Head of Government:	Emir Lysia Masao
Population:	532,000 (560,000 in TN 1935)
Principal Industries:	Agriculture, meat and alcohol (suspended since TN 1936)



Map of Raleigh



Location	Description
1. Sports Grounds	Once the sight of weekly festivities, the sports grounds now house a number of refugee settlements, including a Northern field hospital. Only recently have the pubs and sports fields been reopened to the people under the orders of Lysia Masao — a move that has added to her popularity.
2. Singleton Tower	The tower and adjacent buildings are the HAPF's control point in the western Free Emirates. Badly damaged during the Northern advance into Raleigh, the tower is slowly becoming the center for all Humanist activities, as more and more Humanists flock to the first freed HA city.
3. Tatant Facility	Destroyed during the fighting for Raleigh, no attempts have been made to rebuild the Tatant Facility. It is here where the South executed a number of Preceptors and Protectors in an attempt to prevent an organized resistance movement from cropping up.
4. Rockhampton Tower	Lysia adopted Rockhampton as her personal residence after the liberation of Raleigh. Aside from allowing her to base her emirate forces nearby, the old MILICIA outpost's defenses allow her to sleep easier knowing that her brother would have to be fool to try and attack her while bunkered there.
5. Eromanga Tower	This is a commercial facility that also houses extensive restaurants and entertainment facilities. A video arcade also allows visitors to play the latest games. Eromanga was the center of Raleite youth culture before the war, with "tower skulkers" seemingly living out their lives in the huge mall.
6. Animal Pens	In the northern outskirts of the city, a great series of stone pens provides the herders with a place to keep their animals when visiting the city on their way to other pastures or when coming to sell them at the market.

• THE EMIR OF RALEIGH

Emir Lysia Masao, wife of Free Emirate leader Nigel Shirow, is the most progressive and level-headed emir in the ESE. Her time with her first husband, deceased Lord Chancellor Hemami, and her life in the Humanist Alliance taught Lysia a great deal about fairness and what it means to be a leader. Dedicating her early life to being an ambassador of good will in the South, she traveled across the hemisphere championing for human rights and trying to heal the wounds of the War of the Alliance. Careful not to rock the boat too much, Lysia was a respected dignitary nonetheless, uncharacteristically willing to use her position to try and help those in need. The more her brother gave into decadence, the more Lysia fought to be a model of decency and human kindness.

After her husband was killed, Lysia fled to Raleigh where she hid during the Republican occupation and annexation of the HA. During this time she organized a secret movement, giving aid to those in need and smuggling fugitive protectors and preceptors to Bangweuleu. This made her very popular among the commoners of Raleigh and for this reason, they supported her when she claimed the "emirate" of Raleigh. Even the preceptor class acknowledged her potential to lead, and quietly backed her as well. Few know for sure how long the remnants of the Humanist Alliance will back Lysia, and the Emir of Raleigh is aware that sooner or later Raleigh may break away from the Free Emirates. For now, Raleigh and the Free Emirates need one another, and the parties involved know that cooperation is the order of the day.

Lysia Masao's immediate concerns are the Interpolar War and securing the Free Emirates. Knowing the South well, even more so that Nigel Shirow because of her marriage to a Lord Chancellor, she knows that the South will be hard-pressed to accept the Free Emirates after their cooperation with the North. The key, in her opinion, is the creation of ties with people like Kenichi Tanaka, a prominent Southerner open to alliances across the Badlands. The Republic's reaction to the Alliance's ploys has signaled to her the rot at the core of the Republic. Lysia knows that sooner or later the Southern power will fall, and if the Free Emirates and the ESE want to survive they will have to forge new ties and carve out a new place for themselves.

5.12 RURAL FREE EMIRATES

Less publicized and often ignored are the many lesser emirs who followed Nigel Shirow's footsteps and rebelled against Oliver Masao. The majority did not rebel until the venerable emir of Bangweuleu, Armann Boash, broke away from Strathclyde, but since then the dozen or so fiefdoms that have joined the Free Emirates have contributed to the expansion of the association. Unfortunately, more so than the Basal, Okavango or Bangweuleu, the rebel rural emirates have suffered due to the rebellion. Dependent on the city-states, the lack of supplies and resources have impoverished many of the fiefdoms to a point where famine is a major problem. The signing of the Oxford Accord, the Humanist influx and now the arrival of Northern troops have done much to help the rebel rural emirates, but this is only scratching the surface of the problem. Most of the rebel fiefdoms are now abandoned, their emirs and shajhalin long since moved to one of the Free Emirate cities for the protection and stability they offer, relegating huge areas of the Free Emirates to a lawless state. It would be a fallacy to assume that Shirow and the rebel emirs know nothing of what is happening in the countryside between their emirates, but the truth is that even they know very little. Bands of rovers, shajhalin refugees and even petty warlords have all staked their claims to the abandoned rural emirates, contributing to the uncertainty of the Free Emirates.

During the early days of the rebellion, the rural emirates (loyal or not) were hard hit by conflict. Masao, afraid of having the rebellion spread, annexed a number of rural emirates in the Basal area, angering their emirs. Some realized the folly of speaking out and quietly handed control over to Masao, hoping that he would return their lands after the rebellion. Masao used these fiefdoms as staging areas and their shajhalin as suicide troops in vain attempts to dislodge Shirow. The Patriarch executed any rural emir who spoke out against him or demanded their lands back. This unstable atmosphere only worked against Masao, as a number of rural emirs rebelled given the first opportunity.

Most rebel rural emirs agreed with Shirow and threw in their lot with the rebels in the hopes of affecting change, but a few did so out of necessity. Emir Tyvon Bu is a perfect example of this. His emirate is located 50 km north of Basal and relies on the city-state for water and other necessities. At the same time, Bu's emirate rests on a small oil field, a commodity needed by Basal once the rebellion started. Tyvon Bu knew that if he did not side with Shirow, the rebel emir would eventually attack his emirate and take it by force. So Bu was forced to join the rebellion against his will, and while he has warmed to Shirow, he still harbors resentment towards him.

The regions of the Tobian Plain between the old Humanist border and the new Emirate of Raleigh are also problematic for the Free Emirates. Although Lysia Masao has set herself up as Emir of Raleigh, there is simply no equivalent of rural emirs in the surrounding countryside. Before the Theban Blight outbreak, the region was home to farmers, herders and a large number of practitioners of a spiritualist religion known as Dream Time (for more details, see **Humanist Alliance Leaguebook**, pp. 69 and 77). With the influx of refugees fleeing Theban Blight and Republican troops and then the combined Northern/HAPF/Free Emirate push back into the region, the Plain around Raleigh has been radically transformed. It is now pock-marked by many battles, and is home to Northern and Humanist military camps. The simple farmers have seen their homes destroyed and are generally only loyal to the Humanist soldiers who have liberated them. For now, this is a tenable situation: falling back on the Humanist social model, the locals will follow the protectors of the HAPF for the duration of the military conflict. After that, however, they will expect preceptors to step in and lead. Lysia Masao is in the process of recruiting a cadre of low-ranking preceptors (some of whom escaped the Republican purges) for that very purpose. The Dream Time religion continues to be a strong influence among the Tobian commoners.

▶ Taline Za'aliel

Taline Za'aliel is a prime example of the many warlords that have laid claim to the rural free emirates. Originally a lesser emir whose plantations covered several acres in the western rim of the Okavango swamp, Za'aliel was considered a raving lunatic by most. A deeply disturbed man, even by emirate standards, Za'aliel believes himself to be a living god, sent to Terra Nova to punish its people for some perceived wrong. For decades the emirs of the ESE ignored Taline Za'aliel and his emirate, and he became nothing more than a curiosity to the ESE — an emir driven insane by his isolation in the swamp. That was until reports started filtering back of Za'aliel's cannibalistic practices and his raids on neighboring fiefdoms. When the Patriarch's men arrived in the area to investigate the rumors, horrific sights greeted them — fields of corpses impaled on spikes, mounds constructed from skulls and rivers turned red by blood.

Instead of doing anything, Oliver Masao invited Za'aliel to Strathclyde and the two men engaged in a week-long orgy in TN 1929. When Lord Chancellor Tanaka got wind of Taline Za'aliel's actions, he had the emir flogged and ordered Oliver to remove him from power. Unfortunately, Oliver stalled for over a cycle, and the rebellion in Basal broke out before anything was done. Everyone soon forgot about Za'aliel.

Za'aliel's emirate is located deep in the Okavango swamps, and has been little affected by the rebellions or the Interpoler War. Although believed by many to have joined the rebellion, few realize that Taline is using the current chaos to carve out a kingdom for himself in the jungles of the ESE. Aided by a retinue of over 30,000, Za'aliel has used their Gears and weapons to set up his cannibalistic empire. Raiding both Free Emirate and MILICIA encampments, few realize the potential problem that Za'aliel poses. Happy to let the war rage around him, all that Taline wants is to enjoy his decadent pleasures away from prying eyes.



TEARS

Nahtasha was awaiting her execution, but this didn't frighten her — death was part of her occupation. She was a trained assassin, raised from birth by the Ethereal Guard to take life without thinking about it. Whenever the Patriarch needed someone killed, she would begin the game. She always won, at least until now. So many things had changed; she was not the same person she had been just a cycle ago. She no longer believed in Masao. She had given her life to devotion, sold her soul as a murderer, and as her reward — a lie. Nahtasha didn't want to think about her last assignment, a tear the only outward sign that her mind had pulled her back to Basal.

The streets, normally empty and quiet, were bustling with people. She couldn't believe it, thousands of people gathered knowing that Masao or the Republic could just bomb them out of existence — but they didn't care. Their leader, Emir Nigel Shirow, was getting married. Burnt-out buildings were all decorated with flowing silk banners, flags of Basal fluttered in the wind and purple flowers lined the streets. After seven cycles of war the Basalites were ready for a party.

She couldn't accept that Shirow and Lysia, the sister of the Patriarch and a traitor, were getting married in a shajhalin ceremony; it seemed like sacrilege. How could the sister of the Patriarch and an emir lower themselves to the level of the commoners? Nahtasha, a shajhalin herself, understood that everyone had a place, it had seemed like madness to her back then, but now she understood

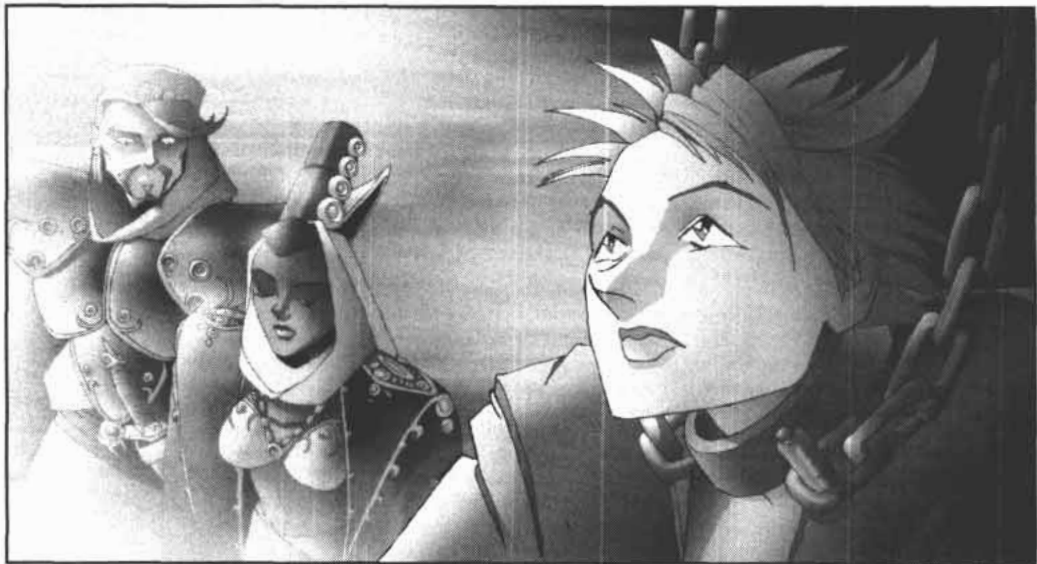
Clearing her mind from distractions, she focused on her task — her only task. To kill Lysia Masao. Deep down inside she felt *wrong* about it, but the Patriarch was only ensuring that his throne would go to the most capable. This was what she told herself, casting aside the unexpected idea of guilt.

She understood the implications of killing Lysia on her wedding day. It might give the Free Emirates another cause to rally around, true, but at least the dog Shirow wouldn't stand to inherit the throne as regent. Nahtasha made her final calculations as the doors to the palace opened. Nigel and Lysia appeared dressed in colorful robes, festive and sensual. Nigel looked happy, and that almost took Nahtasha by surprise — everyone had known the marriage was political, but he actually seemed content, in love? Lysia, however, looked far older than her datafile. Beautiful in the Masao way, Lysia looked pensive, as if a tremendous weight was being placed on her shoulders.

The assassin took aim — she wanted this done quickly. As Nigel and Lysia came into the open, the crowd erupted in cheers — she could feel the energy of the crowd, their hope and love for the new royal couple. The people of Basal were cheering, even when surrounded with the ruins of the bloody civil war, for the man who had started it all. It struck her, elegant in its simplicity. They believed in Shirow.

Nahtasha focused on Lysia, trying to summon the will to pull the trigger, and realized that the future — not of the Masaos, not of Shirow, not even of Basal, but of the entire Eastern Sun Emirates — was at stake. And Lysia was that future's mother. *Another tear ran down Nahtasha's cheek.*

That was a season ago. Now she sat in her cell awaiting her death, the punishment for failing the Patriarch and the ESE. She saw it as giving the league a second chance. As the door opened, Nahtasha closed her eyes — she believed in the future.



6.1 NATIONAL CHARACTER

The Eastern Sun Emirates is viewed by many as an enigma; composed of contradictions that in their own unique way have come together and given birth to one of Terra Nova's most vibrant and dynamic cultures. On the one hand, Easterners are fiery and determined people, traits acquired through a long history of struggle, war and hope. On the other hand, they live under the heavy yoke of servitude and oppression. Throughout the league's history, the shajhalin and emirs have fought against themselves, against their oppressors and against those who would invade their homes. In Eastern mentality (both emirate and shajhalin), independence and sovereignty are of primary importance, and most commoners would much rather be ruled by their own decadent emirs than foreigners with whom they share no ancestral ties. This is one of the reasons the Southern Republic has had a hard time assimilating the ESE.

The notion of ancestry is also tremendously important to Easterners. On a simple level, ancestry determines what class one is born into and what kind of life awaits. If one is born into a caste, there is no chance of change — for all intents and purposes, the three strata of emirate society are different species. More importantly, the concept of shared ancestry ties the people of the ESE together, and while each class has its own ethics, morals and beliefs, they all share the same heritage. The people of the ESE are Easterners not because of the rank they are born into, but because of the history of the league. To be an Easterner means that one can trace his roots to either the off-world workers of the Consortium or the crew of the *Eastern Sun*, and this a source of great pride for the league.

The emir-commoner relationship is both simple and complex; each gives meaning to the other, forging a strong and unique bond — one that over time has become near mythical in strength and devotion, but that is now slowly crumbling. The arrival of the *Eastern Sun* gave the struggling people of the region hope, and this is why the shajhalin agreed to follow the emirs. Enri Masao and his crew arrived at a time when the shajhalin had been abandoned and had nothing. Many shajhalin have a religious reverence for the emirs (encouraged by unscrupulous men like Malach Masao), one that the current generation of emirs have abused, weakening the unwritten social compact to the point of collapse. In essence, the emirs are nothing without the commoners, and the shajhalin are nothing without the emirs — a fact most Easterners understand at some intrinsic level. The commoners could, if they wanted to, rise up and depose the emirs, but this would mean that they would sever the ties that make them Easterners — Enri Masao's dream and sacrifice would have been for naught.

The erosion of shajhalin passivity in regards to emirate injustice has only accelerated with the spread of rebellion from Basal. When Nigel Shirow began this process, it was as a legitimate emir, and both Armann Boash of Bangweuleu and Rafael Bravo of Okavango have the same legitimacy. For the shajhalin who believe that emirs are meant to rule harmoniously over the commoners, seeing now five emirs call for the end of Oliver Masao's rule is a powerful message. Many now believe that the Free Emirates are the beginning of a new cycle of being for the ESE and so they feel it is right (on a karmic level) to assist their rebellion against Strathclyde. Emir Bravo, the so-called Boy-King of Okavango, has been by far the most successful in capitalizing on this karmic shift among the commoners of his league. His travels through the league before the rebellions taught him much about the power of symbolism and his Apostate Revisionist leanings (which speak of a "new era" to come) only reinforce his natural charisma.

● THE COMPACT

Governing the culture of the Eastern Sun Emirates is an unwritten social pact between the emirs and the shajhalin known as the Compact. There is no codex, no datafile, not even a mention in Enri Masao's personal logs, that codifies the Compact, but it nevertheless permeates Easterner and Emirate culture, and serves as the basic social framework of the league. The Compact is all about social responsibility; each class of the ESE is obligated to the others, but in different capacities. The shajhalin work, the solicitors administer and the emirs rule. Although this is a simplistic summary of a complex reality, it is largely true and, even in these decadent times, the Compact is still adhered to, even if not as stringently as before. The emirs still provide the basics for the shajhalin, but they now expect a lot more in return. Even the shajhalin in the Free Emirates abide by this system — they want more freedom and equality, but they do not want to break with the Compact.

To understand Eastern culture, and especially the relationship between emirs and shajhalin, it is crucial to comprehend the ontological framework of the shajhalin. This attitude (which borrows from karmic beliefs) probably arose as the belief systems of the early Middle-Eastern, Mesoamerican and Asian shajhalin became amalgamated into one. The shajhalin mentality is causal — things do not just happen because they do, they are the result of past actions and the source of future events. Every action creates a karmic reaction, and these are determined according to what role one plays. The shajhalin believe that everything exists, and is, for a reason, and the more faithful one is to their essence, the greater the reward; a cat that acts like a cat is rewarded by being able to trap mice. To the shajhalin, nothing is worthless — everyone has a role to play and because of this, they acknowledge the rule of the emirs. By living up to their karmic duties, the shajhalin are perpetuating the cycle of being, and while conditions are harsh at the moment, most acknowledge that sooner or later things will change and the emirs punished for their decadence. Even so, in the current climate, faith in this system is eroding.

6.2 CUSTOMS

The class society of the ESE teems with traditions and customs. Ritual and ceremony are especially important — for the emirs they function as a backdrop for their aristocratic games, without which their days would seem empty and pointless. For the shajhalin, custom and ritual tie the community together. Without a state-sponsored education system, customs serve to teach. It is because of this that most foreigners think that the ESE is a primitive league, but what other leagues teach through schools and history classes, the ESE does through less formal means.

Each caste follows its own set of elaborate social conventions that help to define it. Of all three, the solicitor class has the least complex and most secular customs. Shajhalin practices, on the other hand, follow highly ritualistic and religious lines, while aristocratic customs are ordained and intricate. These diverse customs and rites are the social glue that keeps Easterner culture from degenerating into mass anarchy, helping to balance the rampant hedonism of the league.

6.2.1 FAMILY

The notion of family is central to the Eastern Sun Emirates because it forms the core of its ancestral culture. All three strata of society are organized through familial ties, and these not only decide what class a person is born to, but his rank within it as well. For the commoners, family ties are extremely important. All births, marriages and deaths are celebrated with equal gusto. Nearly all commoners live in intimate family groups of four to twelve members. Families in industrial areas tend to be smaller, while those involved with agriculture are typically larger to ease the work load. There is a close bond between parent and child, and children are well looked after and cared for. These tightly-knit households fall within larger, extended families that contain dozens, sometimes hundreds of nuclear families. Generally these extended families, called *ayunas*, are all located within the same city-state, but the largest ones are known to have members in a number of city-states. The *ayunas* group together by dominant profession, forming the shajhalin-guilds called *banderias* (see 3.1.1 *The Shajhalin*, p. 17).

All shajhalin of the Eastern Sun Emirates follow the same naming convention, each having their own personal name, followed by the name of their extended family, and then their mother's last name, describing what nuclear family they belong to. It is common for children to be named after grandparents or other relatives that have passed away, an *outgrowth* of the shajhalin practice of ancestor worship. By being named after a relative, the parents hope to keep the memory of that person alive.

Shajhalin culture is matriarchal, as mothers and grandmothers are central in keeping the families together. Women are responsible for passing down lore and history, forming the basis of a complex oral tradition among their people. Males, on the other hand, possess more practical and earthly roles, and it is the fathers who teach their children the skills they will need when they grow older and join the workforce.

The solicitor class, in comparison, follows a relatively simple family structure, composed of small family groups, dominated by a *father figure*. Traditionally these families are stable and permanent; divorce is strictly forbidden and the number of children allowed is determined by the emirs. This is done to control the solicitor population, and to limit the extent of their influence. Arranged marriages are common among the solicitors, out of convenience and for material gain. Marriage for love is extremely rare in the solicitor class. Couples see themselves as business partners and not lovers, and lovers and concubines for both sexes are tolerated and even expected — some even living in the same house as the married couple. These companions, however, are normally shajhalin bought by the solicitor for this purpose and are made sterile to prevent any half-caste children.

At the pinnacle of Easterner society, the emirs' concept of family (at least in the traditional manner) is almost nonexistent. What is important, however, is one's lineage and heritage. For the emirs and their 'families' there is no social compact such as marriage or celibacy. Most emirs are free to choose their lovers and 'spouses' as they see fit. These unions are *hardly ever permanent*, though there are rare exceptions to this rule. Not having a close family structure means that the concept of brother and sister exists only as a biological division, and hence Emirate society does not frown upon or condemn incest in any way.

Marriage is only observed when the union joins two emirates, or is intended to produce an important heir. While not technically a marriage in the traditional sense, emirate marriages serve to prevent confusion as to who is entitled to inherit and who is not. To make matters worse, emirs can have a number of aristocratic spouses.

The first born normally stands to inherit the title, but the emir can choose any of his legitimate children (those born through marriages to other members of the aristocracy) to be the heir. The title can also be passed on to a sibling of an emir, especially if there are no children, legitimate or otherwise. In cases like these, it is the Warden of the *Eastern Sun* (who has accurate records and family trees) who decides who inherits the title or throne. Such cases of indirect inheritance can be very chaotic and even bloody. When a sister, cousin or uncle inherits an emirate, it rarely occurs without the presence of rivals. Illegitimate children, other family members and even old friends will often conveniently appear to make a claim on the title. New emirs sometimes (even often) deal with this problem by executing large portions of their own family. More liberal emirs may just buy them off or keep them under constant watch.

6.2.2 RELIGION

Religious sentiment is strong in the Eastern Sun Emirates, but no organized church exists aside from Revisionist missions in the Free Emirates and some rare monasteries. Since the time of Malach Masao, the emirs have frowned upon (or even banned outright) organized religion, and appropriated for themselves the role of religious leaders. Even with these constraints, Jerusalemism forms the core foundation of belief in the league — even emirs use Jerusalemite propaganda to enhance their divine aura to the shajhalin.

Jerusalemism, a diverse amalgam of the various faiths drawn from the Hebraic tradition, has deep roots in the ESE. Most of the members of the colonial-era Consortium were Jerusalemites of one form or another, and the crash of the *Eastern Sun* coincided with the arrival in the Eastern Plain of Erzach Ibn-Muhammad, the only recognized Jerusalemite Prophet to live on Terra Nova. All Terranovan Jerusalemites recognize Ibn-Muhammad for brining the Word of God to the planet shortly after it was abandoned by Earth, and he is generally believed to have been a native of the Eastern Plain. The shajhalin mystics who are the closest things to priests in Eastern Jerusalemism tell another story, however. According to them, Ibn-Muhammad arrived aboard the *Eastern Sun*, and was a Human Concordat officer who opposed Enri Masao. Escaping the wreck, he found his way to the Okavango Swamp and, feverish and wounded, experienced his religious epiphany. After forty days he emerged from the swamp, and immediately set out to spread his word, hoping in some small way to atone for the crimes of Earth. Foreign Jerusalemites discount this story as part of the Eastern tendency to associate all things with the Masao legacy, but this is living truth to shajhalin and many other Easterners.

Today, Eastern faith is an interesting amalgam of Jerusalemism and ancestor worship, deeply influenced by the karmic beliefs of the shajhalin. Since the earliest days of the Emirates, the emirs have used Jerusalemite imagery to support their rule. In TN 1697, Malach Masao banned organized religion outright. He forced the shajhalin to hide their religious practices, but more importantly, he formalized the religious nature of emirs. Since then, the emirs have functioned as saints, responsible not only for the well being of the shajhalin, but for their spiritual fulfillment as well. While this secular-religious syncretism further cemented the emirs' hold over the commoners, it also allowed the shajhalin to hide their spiritual beliefs behind a façade of worshipping the emirs.

The notion of sainthood forms the basis of Easterner ancestor worship, and is part of reason outsiders regard the ESE as superstitious. Emirs are revered as icons, each endowed with some unique virtue or characteristic, though not all positive. For example, Enri Masao is worshipped as a symbol of dedication and sacrifice, and is considered the patron saint of the ESE. The commoners hold elaborate feasts on the anniversary of the death of an emir, hoping to earn his or her favor even after their death.

Surprisingly enough, Easterners have a healthy relationship with death (probably because of their brutal daily lives) and most see it as the beginning of a great journey rather than the ultimate end. For this reason, the shajhalin place a lot of significance on those who have passed away, their duty to uphold the memory of those who have died. Most shajhalin homes have a memorial remembering dead family members, and most city-states are adored with effigies and votive sculptures honoring the dead. The shajhalin believe that their ancestors look over them, and if not remembered or celebrated they will make their anger known. Shajhalin life is filled with little rituals giving thanks to or acknowledging their dead relatives, rituals that many ignorantly consider superstition. In reality, these rituals reinforce the link between the past and present and are motivated by shajhalin belief in karma.

► Revisionism

The regions around Bangweuleu, with frequent contact with the Badlands, have long been home to a thriving (although discreet) Revisionist community supported by missionaries from Massada. Malach's edict made matters difficult, but the emirs of Bangweuleu offered unofficial protection in order to foster good relations with traders. The threat of the Patriarchal edict served to keep local Revisionists in line. The "Gentle Word" also spread to other regions, although in much smaller numbers.

With the rebellions and Interpolar War, Revisionism has grown in many ways. Massadan believers have come out into the open, and missionaries from the holy city have established missions and hospitals in the Free Emirates, namely in Bangweuleu and Basal. Meanwhile, Sorrento Revisionist preachers have arrived with the largely Norlight troops now stationed in the Free Emirates. Sorrento sees the East as prime ground for conversion.

The ESE is also the birthplace of a new sect of Revisionism, centered around Adrianna Xing, the so-called Apostle of Mamoud. A native of Bangweuleu, Xing claims to have been visited by the Gentle Prophet himself, who announced the coming of a new prophet and told her to prepare the way. She is now teaching in Massada, but she has followers throughout the Revisionist world. Emir Bhravo of Okavango was among her first converts, and the sect is strong in his emirate. The Massadan sect is more prominent in Bangweuleu, and Basal is becoming a theological battleground between the three groups. Father Cyril Atamo of Bangweuleu is the most visible and respected member of the Revisionist church in the Free Emirates. His agenda is simply to teach the truth of Mamoud, and although he follows Massadan teachings he has welcomed all forms of Revisionism to his flock. His task is complicated, however, by the growing schism between the factions of the church.



6.2.3 PREJUDICE

Prejudice in the Eastern Sun Emirates is a very real and, at times, a dangerous phenomenon that occurs at two levels — local and foreign. Generally speaking, the stratified class system is responsible for most stereotypes and discrimination. Most emirs look down on the solicitors and commoners with utter disdain. The solicitors are extremely brutal in their treatment of the shajhalin, and few have qualms about killing a commoner if they feel wronged. This has resulted in a volatile tension between shajhalin and solicitors, and during most revolts it is the middle class that bears the brunt of shajhalin anger and bitterness. Basal is a prime example. Within three days of Nigel Shirow's declaration in TN 1931, the rioting commoners hunted down and brutally executed over 2,000 solicitors, including children.

Most Easterners, however, are willing to set their own prejudices aside when confronted with a common foe. As the saying goes, *my brother and I against my cousin, my cousin and I against the outsider*. This notion is critical to understanding the Easterner mindset. Shajhalin, solicitors and emirs are élitist and see themselves as superior to others, especially their non-emirate neighbors. This is the one fact most other leagues in the South continuously overlook when dealing with the ESE — they just assume the league to be filled with savage primitives and a spoiled aristocracy. Although the commoners are an oppressed people, they feel they are destined to live under the emirs because of their belief that everyone and everything is determined to act and live in a certain way. Even now, as some are beginning to realize that this may not be the case, their loyalty and solidarity to their league binds them together.

Stretching as far back as the Southern War of TN 1680, the people of the ESE have resented being under the yoke of the Southern Republic, and to this day most commoners, surprisingly enough, have nothing but a burning hatred for the Republic. They see the current decadence of the emirs as a direct result of the Republic's involvement in their league, and random attacks on Republic troops and officials are common in the ESE. The shajhalin also come to resent the North and their moralistic ways, while people from the Mekong Dominion are seen as self-interested profiteers.

The Free Emirates rebellion and the Interpolar War have seen internal problems propelled onto the global stage. For a guerrilla in Basal, the Humanist expatriate fighting by his side is becoming much less of an "outsider" than the Patriarchal soldier trying to kill him. The presence of large numbers of Northern troops (and their MILICIA enemies) has further eroded the sense of "us" and "them" in the region. Nevertheless, the Eastern sense of history still holds sway in most people's hearts. Basalites may be happy to fight alongside Norlights against a common enemy, but they have no interest in being absorbed by a distant and foreign land.

6.2.4 JUSTICE

Justice in the Eastern Sun Emirates is a fickle and capricious thing. Each emir is the ultimate authority in his emirate and his word is the law — only the Patriarch can supersede it. For this reason, justice and law enforcement across the ESE is not centralized. Each emirate follows a different set of rules and regulations, all established by the emir (or in some cases a high ranking solicitor) and enforced by his personal retinue and a vast body of bureaucrats. Essentially, the emirs are free to determine what laws their emirates will obey and what punishments will be levied.

The various personal forces of each emirate handle law enforcement, and this is nothing more than bullying the shajhalin or other potential trouble makers. These forces have no limit to their power, and can arrest or kill without having to justify their actions — with the definition of 'crime' left to their whim. Most, however, are careful not to act too rashly, for fear of angering the emir.

Most crimes committed against shajhalin are over-looked or ignored, and only when a solicitor or aristocrat is harmed is anything done. Some city-states such as Skavara possess the basic trappings of a legal system, but these are more often corrupt and inept, only there to present a facade of democracy. Because of this, shajhalin have resorted to vigilantism, striking out anonymously in the forms of lynch mobs against those who have harmed them or their families.

More often than not, offenses such as theft, assault and murder are handled by the emir's solicitors, and punishments vary from forced slavery to amputation and death. For more serious offenses, such as treason, revolt, or assaulting an emir or a member of his family, punishment is left entirely up to the emir, and public executions and eviscerations are common. Most city-states place dangerous 'criminals' (essentially anyone the emir dislikes) in iron cages, suspended above the streets where they are left to die and rot, a visible reminder of the emir's absolute authority.

Prisons are rare in the ESE, and are mostly reserved for foreigners accused of committing a crime while in the league. These institutions are among the worst on Terra Nova, and are extremely dirty and violent. It is not uncommon for a prisoner to wait cycles while their home league and the emir try to find a mutually agreeable solution, and that is if the prisoner is important.

Crimes against the rulers of the ESE and the AST are the most severely punished, and the emirs continually make use of informants and secret agents to monitor potential subversives. These agents are often members of the solicitor or shajhalin classes that have been bribed or coerced into spying on their families and neighbors. Even the emirs are not free from this level of paranoia, as the Patriarch and a few other emirs, including Anurima Khajar, make use of secret agents to deal with their enemies, digging up secrets and other damaging bits of information.

6.3 LIFESTYLE

Life in the Eastern Sun Emirates is brutal, harsh and magnetic. The unique mixture of feudalism, oppression, ceremony and spiritualism have all combined to make Easterner culture vibrant and kinetic; its people molded by heritage, history and struggle. All three classes have shared in the league's victories and defeats, have lost loved ones in wars and rebellions, and all look back to the wreckage of the *Eastern Sun* for direction and inspiration. The ESE is, at its essence, a league entrenched in the past and future — alongside ancient architecture one could find a waiting Gear, or a carpenter using a Personal Data Assistant. It is a place of hope and life, a place where the small things count, a fact most other people on Terra Nova have forgotten. The streets of the Eastern city-states are alive with merchants, peddlers, street performers and artisans. Rich tapestries of Terranovan silk hang from windows and minarets; from the palaces of the emirs, the upper class looks down, enjoying the spectacle of life below.

The rhythm of life in the ESE follows a different beat for each of the social classes. Shajhalin tend to have a pragmatic approach to life, confronting each obstacle in stride and realizing that tomorrow is just another day. To them, reality is what they can touch, feel and experience — lofty ambitions and ideals are the providence of the emirs. When the work is done, shajhalin go back home and spend time with their families. Dinner is a festive time; not only the main meal of the day; it is when friends and family gather, enjoying each other's company.

The aristocratic lifestyle is fluid and ethereal. They live in a world where dreams are reality and earthly problems non-existent. Highly rarefied, the emirs view life through an intricate set of paradigms and perceptions, formed by centuries of absolute power and dominance.

Finally, solicitors long for both the exalted state of the emirs and the tangible reality of the lower classes. Caught between excess and poverty, the solicitors are condemned to never being happy with their lot in life, always wanting more, and hating the sacrifices that ambition necessitates.

6.3.1 LANGUAGE

The human *lingua franca* of Anglic is spoken throughout the ESE, although to many it is a second language. The most common first tongue is called Larabic, which is actually an amalgam of Indo-Arabic and Equatorial Hispanic, more akin to a collection of dialects and patois than a unified language. Although most speakers can understand one another, idioms and expressions vary from region to region, and even villages a few kilometers apart speak their own form of the language. Because the ESE does not have a centralized education system, syntax, spelling and grammar are likewise mercurial, adding to the complexity of the bureaucratic system of the league. Most documents and records are kept in Larabic, which requires a vast army of scribes to decipher and catalogue.

Emirate Larabic is rich and complex, usually borrowing syntax and expressions from both Indo-Arabic and Mandanese, the mother tongue of Enri Masao. Shajhalin Larabic is simpler on the surface, but just as descriptive and eloquent. The biggest difference is in intonation, with shajhalin Larabic sounding sharp and curt. Bridging the gap, the solicitors borrow from both the emirs and shajhalin. They have replaced much of the Spanish of Larabic with Universal French in an attempt to standardize the language with the tongue of the Southern Republic.

While the shajhalin mostly know Larabic and Anglic, Universal French is also somewhat common, especially in city-states dominated by trade. The emirs are usually fluent in a couple of languages, with Universal French being the most predominant. In private and during ceremonies, however, the emirs still cling to Mandanese, the mother tongue of Enri Masao.

6.3.2 EDUCATION

With no formal institutions, shajhalin knowledge (from simple artistry to high-tech assembly work) is all passed down from generation to generation. The banderías are largely responsible for training and teaching each generation of shajhalin, but some emirates offer training courses to help turn the shajhalin into productive workers. Although most shajhalin are taught to read, all their knowledge and history is passed down orally through storytelling and a rich tradition of folklore. In addition, most shajhalin are fluent in at least two languages (generally Larabic and Anglic).

The solicitors go to private schools and, upon graduating, attend universities across Terra Nova. For this reason, the middle class is the most educated caste of all Easterners, and this gives it a unique position within the league. A number of highly influential social scientists and artists have hailed from the solicitor class. Their knowledge is used to run the vast bureaucratic machinery of the ESE. Most solicitors earn their degrees in management, sciences or engineering.

The best private teachers and tutors in the ESE, on the other hand, educate the emirs. The majority of these tutors came from either the Former Humanist Alliance or Smyrna. The emirs are taught the skills needed to rule, but most often they learn whatever interests them. Martial training, especially in Dueling, is crucial to Emirate society, as is Gear piloting. For the emirs, Gears have replaced horses as the mounts of choice, and from an early age they are taught the basics. Not all emirs, however, are highly educated and a small minority are illiterate, making them easily manipulated by solicitors.

6.3.3 RITES

An elaborate set of rituals and customs govern Emirate society, and ceremony and tradition surround every social event. All three classes share this social characteristic, and each respects (to one extent or the other) the role these conventions play within their social group. Among the more Byzantine rites in the Eastern Sun Emirates are the social mores of the emirs; a delicate play of etiquette, fashion and status that only cycles of practice can ever reveal to its fullest. The pageant of wealth and ritual that pervades emirate celebrations dazzles bystanders — to them it almost appears choreographed by some unseen hand. The birth of an heir and the giving of titles are two important rites for the upper class of the ESE. Births are hailed as the continuation of the legacy of the *Eastern Sun*, and an air of festivity surrounds the affair. The newly born infant is paraded and hailed as a messiah figure, reinforcing the religious overtones of the emirs to the shajhalin. A similar parade occurs when an emir inherits his title, after a solemn ceremony conducted by a Sunite Monk.

The emirs observe several rites of passage and most usually involve some sort of non-lethal duel or challenge. At the end of the ritul the initiate is considered an adult and equal to all other emirs, and is usually given his first concubine, who will stay with him for the rest of her life, acting as his personal assistant and confidante. Funerals and deaths are seen as somber occasions, and usually entail a long procession and vigil as the dead emir is carried to the ruin of the *Eastern Sun*.

Solicitor society, in an attempt to mirror the aristocracy, is given to following complex practices. Masked balls are extremely popular, as they give the solicitors a chance to rub shoulders with the emirs without their identifies being known. In addition, the anonymity awarded by wearing a mask means that a significant amount of backstabbing and intrigue transpire at these gatherings. Unlike the emirs who flaunt their sexuality and whose customs are highly sensual, solicitor culture frowns on excessive displays of emotion, preferring to veil everything behind a facade of decency. This, of course, is only a mask, and behind closed doors, the solicitors are as impetuous and decadent as the emirs.

For the shajhalin, rituals form an significant part of their culture, and most aspects of their lives are heavily encoded with ceremony and tradition. This is of course due to their system of belief. Part of the karmic order they adhere to, the stricture of always being true to one's essence, means living according to a highly specific set of conditions and practices that must be observed to the letter. *The shajhalin usually mask these rituals behind veneration to the emirs.* This obeisance acts as a filter, allowing them to continue to celebrate their customs. These rites, from births to funerals, all symbolize one's journey through life, and most help the individual cope with the brutality that makes up lower class reality. Rites of passage are crucial, and most commoners undergo their rite while in their late teens. These rites are designed to test one's faith in him or herself.

6.3.4 CLOTHING

Clothing in the Eastern Sun Emirates consists mostly of Terranovan silk garments, from robes to shawls, especially among the emirs. Even the shajhalin wear some garments of silk, for which people in other leagues usually pay a hefty price, though its quality is often less refined than that of the emirs. Within the climate-controlled palaces of the emirs and homes of the solicitors, the preferred fashion is silken robes, as well as dresses and suits adored with brooches and pendants. *Often, especially among the more hedonistic emirs, nothing is worn underneath, as the sensation of pure Terranovan silk on bare skin is extremely pleasurable.* Its translucent quality and subtle texture is both clinging and flowing, known to render the wearer extremely appealing and attractive (whether or not they are so in reality). These robes are designed by some of the finest tailors in the ESE and across Terra Nova, and come in nearly every imaginable hue. These tailors are usually shajhalin, and are treated like royalty by their emir patrons who have turned their crafts into a stylized form of art.

6.3.5 FOOD AND DRINK

Food in the Eastern Sun Emirates is known for its spicy nature. Shajhalin cuisine is almost entirely composed of vegetables, namely jhong and bread, these being the staples provided by the emirs. Surprisingly, the dishes are highly creative and imaginative, making up for jhong's blandness with rich spices and unique combinations of flavors. In terms of protein, most commoners eat jerat meat, a small animal (similar to a hopper) that is indigenous to the jungles of the ESE and which is raised like poultry by the shajhalin. Eastern Cuisine also makes use of the abundant local insect life. Everything from large xaxan beetles to the small and tasty gee worms are used in cooking — either as condiments or as the main dish.

Breakfast is composed of cereal and fruit, which grows in abundance in the ESE. Unlike most Terranovans, commoners only eat three times a day, because their working schedules, and poverty level, do not allow them time to have a fourth meal. The main meal of the day is lunch, comprised of three courses — soup, salad and the main course. The main course is often a baked casserole. Dinner, usually late at night, is light and usually sweet in nature, served in buffet style as friends and family gather. The emirs and solicitors, as can be expected, eat like kings. All the delicacies of Terra Nova are available to the emirs, and most enjoy these to their hearts' content. Eating schedules fluctuate, as the emirs eat whenever they are hungry.

6.4 ARTS AND ENTERTAINMENT

Ironically, in a league that is dominated by violence, oppression and 'primitive' living standards, art and artistry have not only flourished, but become an integral aspect of life. Artifacts created by the shajhalin artisans, from small sculptures to elaborate Terranovan silk tapestries, can be found in living rooms and corporate boardrooms throughout the South and parts of the North. Though not considered 'high art' by the cultural elite of Terra Nova, the rich folkloric art of the ESE is nonetheless an important artistic tradition that many of the planet's leading artists look to for inspiration and direction. The most notable ESE artist is Domenyk Alacruz, exiled after angering Patriarch Masao. He now lives in his palace deep in the Interior of the league working on paintings that showcase his tormented soul.

6.4.1 LITERATURE

Given its relatively poor education standards and literacy rate, it is not surprising that the ESE does not boast a flourishing tradition of literature. The lower classes rely mostly on oral tradition, and although a few attempts have been made to record their rich epics and myths, their tales are best transmitted through storytelling. A number of emirs have claimed some fame as poets or philosophers, as their experience and ideologies have given them a unique perspective, making Eastern aristocratic literature relatively important within academic circles.

Emirate literature consists mostly of high poetry, concerning itself with romantic ideals. Maxime Draho (TN 1767-1856) was among the most famous emirate poets. His highly intricate poems dealt with existential concerns, trying to unravel the Terranovan essence and the isolation of Terra Nova from Earth. His poems *Winters of Solitude* and *Desert Isolation* are part of the Terranovan literary canon, as is his monumental epic *Exile*. Most of his poetry touches upon the sacrifice of Masao, and his dream of returning home, but though Draho shares certain sentiments with the founder of the ESE, he perceives Earth as a myth, an enigma, a place of mystery and legend.

Nigel Shirow, leader of the Basal rebellion, has also become a relatively important writer. His treatises on rebellion and politics have made an impact outside the ESE and are primarily responsible for turning him into a popular figure.

6.4.2 MUSIC AND THE FINE ARTS

Like in every other aspect of life in the ESE, the division between the classes can be seen in the form of art each class appropriates as its own. The emirs have long been patrons of the arts, and many of Terra Nova's influential artists had emirs as their patrons. Emirate tastes in art are ever-changing and fluid. They appreciate the classics above all else, yet have a voracious appetite for the avant-garde and controversial. Artists under emirate patronage must endure fickle criticism of their works and, of course, to disappoint an emir is to invite death.

Commoner art, on the contrary, is essentially folkloric art. It is composed mostly of utilitarian objects such as vases, votive painting, effigies and tapestries. Although it is not considered 'high art', the commoner style is nonetheless intricate and complex, displaying the artists' skills in geometry and design. The commoners excel in tailoring and are the best Terranovan silk tailors, creating stunning clothes and other garments from the delicate textile.

6.4.3 ARCHITECTURE

The most vibrant feature of Eastern culture and art is, without a doubt, its architecture. It is here that all the influences that created the ESE collide, creating an architectural style stemming from a myriad of diverse traditions. Some of these contributing elements are a result of the economic reality of the league; most buildings are built by hand and use few, if any, pre-fabricated materials, resulting in the rough and unfinished look of many of the buildings in the ESE. Steel and glass skyscrapers are rare in the Emirates, and those that exist are usually owned by foreign interests. Other influences include Latin American and Arabesque (both Ancient and Early Glacial), as well as some colonial traditions.

Although there is a limited degree of mass-production in the league, most construction is a combination of modern techniques and ancient traditions. Most commoner buildings are constructed according to plans and designs that have not changed for centuries, while solicitor and emirate buildings are designed by commissioned architects known for their intricate plans. While Easterner architecture is elaborate and beautiful to look at, it must also serve very practical purposes. In the interior of the ESE, buildings must help insulate from the oppressive humidity and heat, and at the same time protect its inhabitants from the encroaching jungle. In the Serpentine Range, they must protect against the cold and harsh winds while being sturdy enough to survive the occasional earthquake that wracks the area.

Easterner architecture has been labeled Sunite Architecture by art historians, and recently a deliberate effort has been made to understand and decipher the many threads that form it. Since the War of the Alliance, colleges in the CNCS have shown considerable interest in Sunite Architecture, and each term students from the North descend into the ESE to study it. Some students, however, fall in love with the league and never return home. The main features of Sunite Architecture include minarets, domes and courtyards, while decoration favors geometric design and statues.

● MINARETS

One of the few Jerusalemite influences to have survived Malach's edict, minarets rise to the sky in all Emirate city-states and can be found throughout the league, from the Okavango Swamps to the Interior. While very few are still used as prayer towers, their elegant shape and design made them popular with the emirs and ensured their secure place as one of the main architectural elements of the league. Today, most minarets are more than simple towers and are used for a number of functions, from apartments and emirate residences, to defensive towers, to prisons and artists' studios. Some minarets are open to the sky and contain small fountains and gardens. In the cramped conditions of many of the ESE's city-states, these are the only public squares open to the commoners.

● DOMES

Few buildings in the Eastern Sun Emirates have flat roofs, for both aesthetic and practical reasons. The frequent rainfall, especially during monsoon seasons, makes flat roofs impractical and even dangerous, and for this reason domes are widely used. Most domes are large and built using blocks of stone adorned with ceramic tiles or painted a variety of colors, normally turquoise or emerald. Some domes are decorated with stained-glass instead of mosaic, crafted by some of the most talented artists in the ESE. Before the rebellions, glass from Red Sands entered the ESE through the Bangweulu Bazaar.

● COURTYARDS

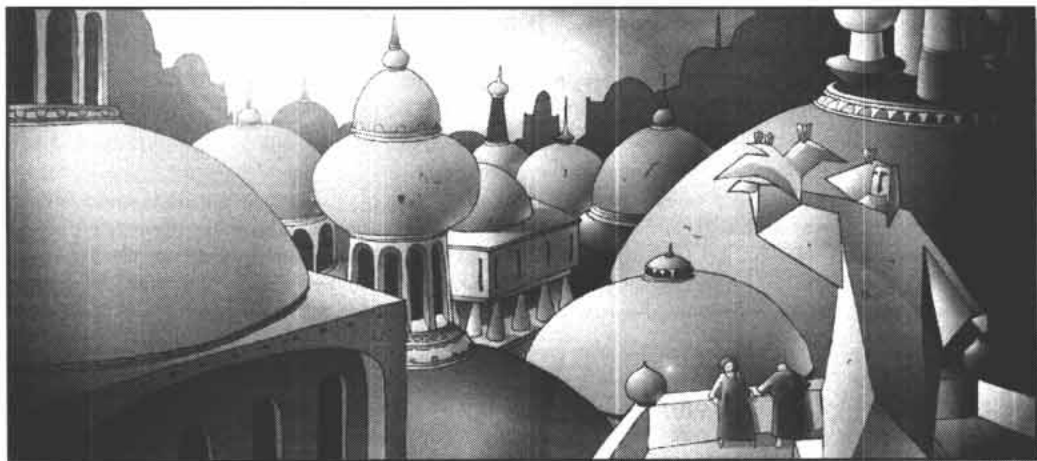
The central area in most homes is located beneath the dome, and usually includes a small courtyard with a fountain or a garden, which serves as the living and dining area. Most rooms in the home are built around the courtyard; in the case of apartment buildings the individual apartments are built around, and looking down into, the courtyard. The degree of adornment and sophistication is largely determined by class. Commoner courtyards are plain, decorated with votive paintings and altars for deceased relatives. Emirate courtyards are huge and adorned with gold and other fineries. Columns and arches are common architectural elements within the courtyard, as they hold up the massive weight of the dome.

● GEOMETRIC DESIGNS

Sunite architecture places a lot of importance in geometric unity and design, and this is evident in the actual layout of each home and the artwork that hangs on the walls. Most buildings and homes make use of a number of geometric shapes and patterns, and, as a result, most commoners are very well versed in the basic principals of geometry. Many homes are fairly intricate in their construction, with split-levels that make excellent use of space and dimension. Standard decorative features include frescoes, lattice works and sculptures that emphasize elaborate designs and repeating patterns.

● STATUES

The final characteristic aspect of Sunite architecture is the presence of the many stylized sculptures and effigies that adorn the buildings of the ESE. The majority of these are representations of the emirs; some measure several meters in height and are meant to display the power and presence of the depicted emir. These effigies are at times placed on the minarets, and serve as shrines for the emirs. Other statues portray animals, sometimes only their heads or parts of their bodies. These resemble gargoyles, but their craftsmanship makes them less threatening than the typical gargoyle.



6.4.4 BLOODSPORTS

The bloodsports of the Eastern Sun Emirates are one of the main factors that has given the league its reputation for brutality. These games are not matters of honor, or a means to settle differences or right insults and grievances; their only purpose is visceral entertainment. A combination of the emirate practice of providing bread and circuses for their people and genuine Easterner appreciation for blood and brutality, these events are an integral part of the ESE. They allow the lower classes an opportunity to escape the hardships they face every day, while providing the easily bored emirs with some excitement. All types of bloodsports exist in the ESE, and each is as violent and brutal as the next. Long-term survival among the participants is unheard of, and at the end, the floors of the arenas are soaked with spilled blood.

Traditionally, bloodsports in the ESE are expressions of the traditions and predilections of a particular emirate. The most famous of these bloodsports appear in the sidebar below, but many others exist across the league. For example, in Smyrna, the so-called City of Sages, the local emirs have preserved their city-state's image as a place of genteel learning with the more "civilized" bloodsport of jousting. Riders on horseS, springers and other animals clash, as do drivers of various motor vehicles and Gears. This sport is relatively bloodless, but still thrills the crowds with the chance of injury to riders and mounts. Rural emirates also have organized competitive bloodletting, and the variety of forms is staggering. Emir Harrah Sitar, whose poor emirate stands on the edge of the dense Interior, has garnered status for herself by inviting other emirs to participate in hunts for well-trained slaves. Much like gladiators, these prey-slaves have little chance of actual survival, but have training enough to make the hunt a challenge. Legends of escaped slaves are rife among the local shajhalin.

The most famous and popular of all bloodsports, however, are those directly sponsored by the Patriarch. Part and parcel of his god-like image, Patriarchal bloodsports are an essential reflection of the ruler's character. These top competitions change with the mood of the ruler and are often radically transformed by a succession. Oliver Masao's mother Svetlana, for example, would often create elaborate games in which slaves navigated through swarms of her favorite pets, Badlands redjackets.

Of all the bloodsports of the ESE, the most famous is the Patriarch's League of Gear dueling. Bloody, vicious matches characterize the League, as only the best pilots in the ESE are invited to compete by Aisha Alfaz, the arena master. The brutal nature of the duels and the skill level of the pilots make the Patriarch's League deadly and highly popular. The pilots who distinguish themselves here are sometimes invited to join the Ethereal Guard.

Created by Oliver Masao shortly after the War of the Alliance, few other bloodsports equal Battle in terms of sheer destruction and death. Once a season, thousands of convicts and shajhalin from Strathclyde's Barrens are brought to the specially designed arena, given weapons and told to fight. The death tolls are high, as is the level of destruction. All the while, Masao and his entourage watch from special bunkers and trideo crews transmit the battle across the capital city.

► Corridas [Javari]

Among the most ritualized bloodsports in the ESE, Corridas are as much a commoner game as one for the emirs. Traditionally, the aristocracy of Javari would fight the massive Springers and Barnaby Iguanas pitted against them. Corridas were seen by the emirs of Javari as being rites of passage. Lately, however, the emirs have chosen champions to represent them, marking the end of this tradition. Franco Gibran, brother of Hylena Gibran, was the last Javarite aristocrat to participate in the Corridas. Franco was widely popular among the shajhalin for his exploits in the ring, but was brutally killed in TN 1921, after having survived more than 100 matches.

► Galdiator Combats [Cimmaro]

As part of their ritualized rivalry, the emirs of Cimmaro often pit their prisoners against each other in spectacular orgies of blood and violence. These gladiatorial games are nothing more than ritualized slaughter, as the emirs derive much enjoyment from pitting unarmed fighters against professional fighters, brutal animals and on occasion, Gears. Those who survive are kept and trained to become real gladiators, but are treated and live like animals. Occasionally, these gladiators escape the arena and wreak havoc among the spectators, killing large numbers of them before being stopped. The best become elite gladiators who divide their time between the Coliseum and the emirate retinues.

► The Labqrinth [Skavara]

The dark industrial wasteland beneath Skavara is home to the Labyrinth. Here, every cycle, convicts are released into the network of tunnels and ducts knowing that somewhere in the maze lies either death or freedom. Cameras and special viewing areas allow spectators to witness the convicts' exploits as they fight each other and the many dangers of the maze trying to find a way out. Weapons are littered throughout, as are countless booby traps and minotaurs (body-sculpted warriors working to kill the convicts). The Labyrinth is always active, as games run around the clock. Some are transmitted by Hermes 72 across Terra Nova, and the Labyrinth has become one of the most popular bloodsports in the ESE. Only one captive has ever escaped in the entire history of the Labyrinth.



CONVERSATIONS

It was late, the swamp dark and silent. Rafael Bhervo silently sat in his throne room, but the young emir's thoughts plagued him ceaselessly, like the squawk of the kilovate bats circling outside. His blank gaze stared off into the depths of the dark throne room, vague memories of his youth flooding his weary mind. So much had changed since the time of his birth, but he could not dwell on things passed... he must concentrate on forming the future.

He glanced at the stained-glass dome overhead, a religious depiction of the first emir entering the ruined shell of Okavango hundreds of cycles ago. The pale moonlight that cascaded through the colored cells of glass brought the scene to life, an ancient ghost haunting the Boy-King and his thoughts. The rebellion had lasted too long, and now with the Interpolar War things seemed like they would never end — Rafael's dreams of ever seeing Earth, of taking the glory of the Eastern Sun back to its rightful place, seemed distant. Impossible.

Rafael gradually became aware of the figure carefully skirting the shadows.

"Devon, is that you?" Rafael's voice pierced the silence. It took him awhile to find the shape in the dimly lit room. It could be Devon, his chamberlain, but he was not sure.

The figure walked through shadows to an ancient statue of Rafael's ancestor Gustav Bhervo, "Sire, it is dark."

The emir struggled to identify the smooth voice. He did not want to show his growing hesitation — he must remain confident, must always seem to be in control.

"What do you know of your ancestors, Sire?"

Bhervo was intrigued. Was this a test by Ethene or Shirow? "Enough to know that we've all shared in the destruction of the name of Masao and the ESE."

"Is that so? What makes you an expert on defamation and pride? On what do you base your claims? Are the emirs not the highest authorities in the league, free to choose how they act?"

Rafael tried to focus on the figure before him, squinting slightly, desperate now to discern his features, judge his intent. Could the man be one of Masao's assassins? "I know that we are living a lie, that Masao has gone too far. He no longer leads us to glory, instead dragging our league to destruction. The time has come for change."

"And how do you propose to do that, a young boy full of fantasies? Why do you think they call you the Boy-King? You are a curiosity, a distraction taking the spotlight off of Shirow and Masao. What if I told you that your destiny lies not here in the jungles of Okavango, but in Strathclyde — not as an emir but as Patriarch."

Rafael sat pensive, his eyes narrowed with suspicion. "How?"

The Boy-King did not notice the two other shapes moving behind him. In a swift motion, one of them injected Rafael with a sedative. The boy slumped in his seat, consciousness vanishing almost instantly.

"Shall we kill him?"

"No," the cloaked figure whispered, caressing Rafael's face. "The Patriarch wants him alive..."



7.1 CREATING AN EASTERN CHARACTER

The concepts for characters originating from the ESE will be, for the most part, determined by which class the Player chooses for his character. The rigidity of Easterner society means that not all characters coming from the league will be equals, and yet each class presents a unique opportunity for rich roleplaying. The choice of caste is not an easy one — the character's general outlook on life will be determined by his class. It is also important to keep in mind that although the ESE is dominated by class and caste, one must move beyond the stereotypes. Characters from each class have a story to tell, all with a chance to grow and prosper in the ESE and beyond its borders. The ESE is reaching a crisis point, and any character from the league may have the chance to help mold its future — whether emir, shajhalin or solicitor.

Because of the class structure of the ESE, Players should work closely with the Gamemaster and other Players playing Easterner characters to avoid or carefully define tensions which arise from class differences. While outlook and status are tied to caste, character concepts are not. A shajhalin could easily be a trader, a soldier in an emirate retinue or an undercover agent working for any of the powers on Terra Nova, and the same goes for an emir or solicitor. The current turmoil in the ESE means that the distinctions between classes are blurring a bit — all three castes must fight the war.

The key is to move beyond the stereotypes of caste and class, and the GM should challenge the character, and Player, to do so. One way to do this is to play up the caste system, and use subplots to make the character confront his caste-based assumptions. Maybe the commander of aristocrats serving in MILICIA is a shajhalin or solicitor, or a shajhalin rebel must decide whether to kill an emir/solicitor prisoner, or spare their lives and try to stop the cycle of violence of the ESE.

While caste seems to limit the potential for Player Characters, it actually offers a rich framework of concepts, backgrounds and potential subplots that makes Eastern characters come to life. Care must be taken, however, not to unreasonably limit the Player's choices. Having a 'realistic' solicitor is not as important as playing an interesting one.

● EMIR CHARACTERS

Not all members of the emir class hold titles, and although it is possible to play such an emir (with permission from the Gamemaster) it is more likely that the character would be the brother, son, daughter, or mistress of one of the 50 ruling emirs. Being a member of the aristocracy has its advantages — wealth, power, prestige and recognition. The emirs and their entourages live in the lap of luxury, and most have extremely rarefied tastes and desires.

It is important to note, however, that not all emirs are decadent sensualists, and not every emir character should be played like one. In these changing times there is a need for leaders and heroes in the ESE, and whether the character has sympathies for the shajhalin or not, it is crucial that the Player decide what his character believes in. Is he a member of the old guard, a radical, or a tyrant; is he narcissistic and hedonistic, or disillusioned with the whole thing? The Player must also be aware of the inherent obstacles emirs will have to face. They live in an extremely cutthroat and dangerous environment, and intrigue is a fact of life, especially if the PC is a titled emir or stands the chance of becoming one.

Potential Perks and Flaws: Authority, Famous, Prestige, Wealth, Subordinates; Addiction, Infamous, Nemesis, Split Personality.

● SOLICITOR CHARACTERS

Solicitor characters are the most diverse. They could join the ranks of the vast bureaucracy of the ESE, find employment in foreign corporations, venture into the Badlands to strike it rich, or even join MILICIA. The majority of the emirate forces are composed of solicitors, and depending on their emir, they could live extremely comfortable lives — as long as they have no qualms about ruthlessly suppressing rebellions. The solicitors are the unsung heroes of the ESE, and their role as administrators and defenders is what keeps the league afloat. At the same time, some solicitors have nothing but contempt for the emirs, and sell their services as spies and assassins to rival emirs or foreign interests.

Potential Perks and Flaws: Connections, Favor, Perfect Memory, Quick Learner; Liar, Obligation, Paranoid.

● SHAJHALIN CHARACTERS

Although a shajhalin character may not be the Player's first choice, they offer tremendous roleplaying potential. While the majority of shajhalin live oppressive lives, some have the potential to become freedom fighters and revolutionaries, capturing the hopes and hearts of a beleaguered class. Some make their mark as mercenaries and gladiatorial fighters, others as artists and poets, but all feel the weight of the excess of the emirs. They love their league, but detest what it has become. Most shajhalin characters will probably be revolutionaries fighting emirate forces along the Serpentine Range, in the swamps of Okavango or in the streets of Basal. Saboteurs and secret agents are yet another possibility, eavesdropping on the emirs and Southern forces to aid their cause. The shajhalin that must fight under the emirate banner against the Free Emirates present another possibility for the creation of a rich character concept.

Potential Perks and Flaws: Connections, Fake Identity; Bloodlust, Nemesis, Obligation, Social Stigma.

7.2 CAMPAIGNS IN THE EASTERN SUN EMIRATES

Times are changing in the ESE. The league as a whole stands precariously on the cusp of massive transition and possible collapse; the Free Emirate rebellion and the Interpolar War are threatening the future of the league. These are times of anxiety and worry for the people of the ESE, and any campaign set in this league should reflect this. Things are no longer going to be as they were, and many fear what lies in store for them and their league. The emirs feel the reigns of power slowly slip as Oliver Masao ineffectively rules the league; solicitors, who can sense the coming storm, flock with apocalyptic fever to their emirs, while the shajhalin are caught in the middle.

In come the Player Characters. No matter what type of characters are created, their actions should have an effect on the league — the PCs should play an integral part in the future of the ESE. Whether they are rebels, smugglers or emirs, their actions should be central to the story of the ESE. It may seem the future of the ESE is dominated by a small cadre of luminaries, Shirow, Oliver, Boash and so on, but these people do not operate in a vacuum. While history and current events highlight their actions, there is plenty of room for the characters to maneuver. Maybe the Player Characters escorted Nigel to Raleigh so he could propose to Lysia Masao, or perhaps they were halvidars attacking Okavango under orders of the Patriarch. Oliver Masao and Shirow may hog the spotlight, but they would be nowhere without their allies and supporters — the PCs.

The Interpolar War and the Free Emirate rebellion serve as two catalysts for campaigns in the ESE. Since the beginning of the war, the ESE has become the locus of the conflict. The Eastern battlefields are the most active in the war, and while a relative lull has fallen elsewhere, fighting still occurs in the ESE on a daily basis. The Interpolar War opens the ESE to foreign characters: Humanist expatriates, MILICIA and Northern Guard troops, Republican spies, Dominionite saboteurs, Revisionist missionaries, Norlight diplomats and so on. Almost every faction on Terra Nova has some vested interest in seeing the situation in the ESE resolved in one way or another. Creative Gamemasters could have their PCs rub shoulders with Masao, Draho, Tanaka and Shirow, and possibly influence their actions. One thing to keep in mind — nothing is set in stone in the ESE.

7.2.1 THEMES

Themes are the glue that binds individual stories into the chapters of an epic. A number of different and, at times, contradicting themes run through this sourcebook and the league it describes. There are themes ranging from decadence to survival and from oppression to hope that form an integral aspect of the essence of the ESE. The central themes at the core of the ESE remain tradition, conflict and hope.

● THE WEIGHT OF HISTORY

The ESE is currently torn between tradition and change. The system established by Enri Masao has been corrupted and defamed, and yet its presence is still strongly felt. Although Emirate Feudalism has allowed the league to grow, the ghosts of the past now haunt the league. The absolute power held by the emirs has transformed them into the decadent sensualists of today. The people are unhappy with the current state of affairs, but they are likewise afraid of what the future holds. Change means uncertainty, and some feel it is better to hold on to the past. Some fear the ESE has gone as far and as high as it can, destined to collapse. This has led to parasitic ambivalence that has only made matters worse — most would rather indulge themselves and turn their backs than confront their doubts and face the future.

● CONFLICT

For most of the history of the Eastern Sun Emirates (and Terra Nova for that matter), war and violence have been a fact of life. Blood flows every day in the ESE, and this has only strengthened the survival instincts of the people of the league. Their pains and wounds are their own, and that gives them a sense of identity. Conflict in the ESE will never disappear — it is as much a part of their culture as the emirs and the *Eastern Sun*. If the commoners were to overthrow the emirs, the following peace would probably not last long, because the ESE's neighbors or internal ambition would likely lead to more bloodshed. Conflict in the ESE is devastating, but it serves to both destroy and rebuild.

● THE SEARCH FOR HOME

Most Easterners have a mythological appreciation for the planet of humanity's birth, and many regard it as being equivalent to paradise. Deep within the hearts of all Easterners is the notion that one day they will see Earth's night sky and vast oceans of water, and forget the hardships and bloodshed of Terra Nova. If anything could possibly galvanize the ESE once more and repair the damage and tyranny that began with Malach Masao, it would be the idea of a return to the stars. It is not that Easterners are not loyal Terranovans, but somehow they understand that the future of Terra Nova is tied to Earth.

7.2.2 POWERS BEHIND THE THRONE

The emirate court of the Eastern Sun Emirates offers a unique backdrop for Gamemasters who want to move away from conventional **Heavy Gear** adventures. In the hallowed halls of the Ethereal Palace the emirs engage in a tense game of intrigue, one that the Player Characters could easily become immersed in. Depending on how the GM prefers to handle emirate politics and machinations, the Player Characters could either be the scheming emirs, solicitor assistants and bodyguards, or shajhalin victims forced to find a way to fight the emirs' game.

Such a campaign will naturally focus heavily on the intrigues and politics of the emirs, and the current psychological instability of Oliver Masao. The emirs are beginning to see that all is not well in Strathclyde, and events are reaching a boiling point. Some emirs like Siranno Barjhal will back Oliver, but others like Gavriel Draho are putting into motion plans to either limit the Patriarch's power or turn him into a puppet-ruler. The Player Characters could be a bloc of lesser emirs determined to see the ESE emerge stronger from its present troubles. They could use their contacts to navigate the sea of emirate intrigue and make alliances with other like-minded emirs while trying to stop their foes. The Player Characters could be instrumental in bridging the gap between loyalist emirs and the Free Emirates, maybe even bringing men like Shirow and Draho together.

Part espionage, part politics, an intrigue campaign moves at a different pace than regular **Heavy Gear** campaigns. The GM should spend considerable time establishing the core of the campaign: who are the main protagonists (and their motivations)? Where do the PCs fit in? What about their friends and enemies, are they rising stars in emirate politics or seasoned veterans? What about the Interpolar War and the Free Emirates? These are all questions that a GM should answer before starting an intrigue campaign. If properly set up, a 'Powers Behind the Throne' campaign could be extremely rewarding and rife with potential. While combat will be rare, it will be dramatic and Players who rely solely on force to solve their problems will only make more trouble for themselves.

► Starting Point: A Mother's Love

Sheba Jiaer was taken from her home in Okavango when Oliver Masao began to lust for her. For the next few cycles she was one of his most favored concubines. Even after Masao declared that his throne would go to the last Masao in the Mothers' Massacre, Oliver told Sheba that she would be safe — but she knew otherwise, as she was pregnant with his child. As long as she could keep the secret she would be safe, but sooner or later the truth would come out and she would be another target of the Massacre. With this in mind, Sheba began plotting her escape.

After stealing away from Oliver and befriending one of the guards, Sheba made her escape, narrowly avoiding being discovered as she fled the Ethereal Palace. Now Sheba is alone, and it has been cycles since she has been outside the Ethereal Palace. The ESE is a strange and alien place, with both a rebellion and a war going on. All that Sheba wants is to find a safe place to raise her child away from the decadent emirs, even if he or she would stand to inherit the throne. Sheba is alone and in need of friends. This is when the PCs find her. Regardless of who they are, they now have ties to a potential Patriarch — potentially dangerous ties.

► Possible Campaign Variations

Variation	Description
1	Sheba befriends the party and pleads for their assistance to escape the ESE.
2	Upon hearing of Sheba's escape, Gavriel Draho approaches the characters and demands that they hunt her down and bring her to him — without anyone knowing about it.
3	Someplace away from Strathclyde, the PCs come across Sheba giving birth to her child. Sheba dies, but not before she makes the PCs promise to take care of her child.
4	A variation on the above; the events happened years before, and one of the characters was the child, slowly discovering his history, while hunted by the Mothers.
5	One of the PCs could be the guard Sheba befriended, and now both are on the run.
6	The Palace chamberlain offers Sheba safe passage, if she gives him her child.

► Suggested Player Characters

Character	Description
1	Members of the Patriarch's forces tasked with finding Sheba
2	Rebel emirs who find Sheba and decide to help her
3	Agents of Gavriel Draho ordered to bring Sheba to him
4	Lesser emirs
5	Shajhalin relatives of Sheba
6	Foreign agents



7.2.3 LIFE IN THE TRENCHES

The Interpolar War has transformed much of the Eastern Sun Emirates into a war zone, and GMs can run all sort of stories and adventures using the polar conflict as a *backdrop*. Since TN 1936 troops from the North and South have been operating in the ESE, and the Player Characters could find themselves serving among them, be it in the Northern Guard, Humanist HAPF, Republican Army, Southern MILICIA, or various Emirate units. The war has been a long and bloody one, especially for units serving in the Eastern Plain and the Okavango Swamps. Fighting has calmed down a little bit, even in the front lines of the ESE, but the situation is still tense and Gamemasters could run a series of "War Stories" in the vein of *Kelly's Heroes*, *Platoon* or *Saving Private Ryan*.

Anything from Special Forces operations to intelligence gathering and covert ops could be used as adventures, but the GM should not forget the grunts whose existence is dominated by the bloody front lines of the conflict. While commandos are off infiltrating enemy lines, the grunts and Gear pilots of the front-line units are watching the battlefields, patrolling the buffer zone between both forces and dealing with the human cost of the war. On the surface this may not seem glamorous or exciting, but it offers a GM a chance to run a campaign that, while *combat heavy*, still offers depth and plenty of roleplaying opportunities. Do the characters help refugees escape the fighting? Do they spare a captured soldier's life? How about trying to sneak into one of the ruined sectors of Basal to rob a bank that is supposed to still have a vault full of money?

Instead of focusing on the Gears and weapons of the war, the GM should take time to develop the characters and their feelings towards the conflict. Maybe they are ardent patriots, wanting nothing more than to beat their enemies into oblivion, or maybe they fail to see the purpose of it all. Eastern characters could be torn between their duty to the *Eastern Sun* and the plight of the Free Emirates. Do they follow orders or turn away from the fighting? GMs should not shy away from displaying the horrors of war to Player Characters.

Starting Point: Muting ◀

The 3rd compagnie of the 66th Heavy Gear regiment has been tasked with rooting out rebels south of Basal. Led by an emirate sirdar named Ithar Fleioux, the 3rd becomes nothing more than a highly armed death squad, ordered by the sirdar to hunt down and kill rebels and refugees. Morale among the 3rd's Gear pilots is dangerously low and volatile.

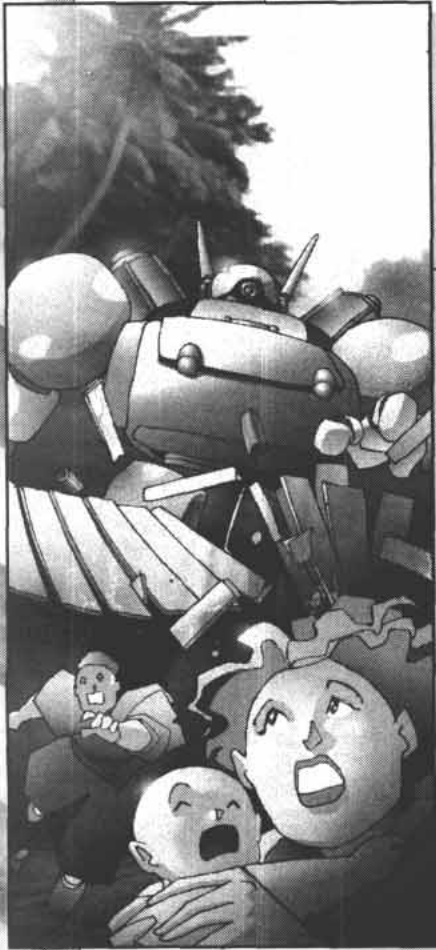
Then, MILICIA command orders the PCs' unit to the front, even though they are short of reinforcements and supplies. Their commanders suspect a Northern/rebel push in the coming weeks, and want the PCs to secure a small farming settlement, Comala, overlooking a strategic water filtration unit. The *shajhalin* village, while claiming loyalty to the Patriarch, is suspected of harboring rebels. The PCs' CO orders them not to engage civilians, but Sidar Fleioux has made it clear that all rebels are to be cleared out of Comala.

Possible Campaign Variations ◀

Variations	Description
1	While on patrol the PCs' cadre comes under friendly fire and all hell breaks loose.
2	Tired of killing innocent civilians, members of the PCs' cadre desert. Ithar orders the PCs to hunt them down and execute the deserters for treason.
3	A cadre on patrol witnesses Ithar and a rebel group talking and exchanging information.
4	The cadre comes across a small cell of rebels and moves in for the kill. They soon discover that these "rebels" are children armed with guns.
5	After being ambushed, the PCs find themselves isolated from their unit and lost in No Man's Land, easy picking for the rebels.
6	Shirow personally launches a small offensive to push back the 3rd and give Basal some breathing room. The characters find themselves in the middle of the action.

Suggested Player Characters ◀

Character Type	Description
1	Gear pilots and other members of the 3rd compagnie.
2	Members of Ithar's century, tasked with keeping tabs on the men of the 3rd
3	Free Emirate rebels fighting the 3rd.
4	Infiltrators, seeking a way into or out of Basal.
5	SRID agents sent to remove Ithar
6	Refugees hiding from the killing.



7.2.4 RUINS

The Eastern Sun Emirates might be embroiled in war and rebellion, but its lush jungles and misty valleys still attract ardent adventurers in search of treasure and excitement. Exploration campaigns are well suited for the ESE, because the league's endless stretches of jungle and swamp hide all sorts of mysteries. Combine this with the tense background of the Interpol War, and a creative Gamemaster could run the Terranovan equivalent of *Indiana Jones*, replacing the Nazis with the Southern Republic and the Ark with an emirate relic.

The ESE is known for its riches — even the poorest emir is wealthy in the extreme — and countless treasures lie forgotten in emirate palaces abandoned in the Okavango Swamp or the Interior. If not treasure hunters, the PCs could be archeologists trying to protect priceless ruins from the ravages of war, or trying to discover who really settled the Okavango Swamp in the first three Terranovan centuries. Another possibility is to have the characters search for a relic — a statue, pendant, or something of the sort — of Enri Masao, said to have the power to sway the commoners of the ESE. The PCs' patron could be Oliver Masao, or Nigel Shirow, or even the Mekong Dominion. The PCs could alternately be soldiers who stumble across the ruins while on patrol. Finally, the PCs could be sent by the SRID to track down and find a CEF cargo ship loaded with hover tanks that crashed into the Interior during the War of Alliance.

In running a 'Ruins' campaign, GMs should be careful to keep the Player Characters on their toes. Puzzles, booby-traps, the natural dangers of the jungle or swamp, emirate patrols and rebels are all elements that GMs should use to keep the adventure and campaign interesting. Also, do not be afraid to use elements of horror and mystery; who really knows what sort of beasts and monsters lurk in the dark jungles of the ESE? At best, the GM should try to make the PCs feel that they've entered an alien world of dark lagoons, impossibly tall ferns, strange wildlife and silent ruins.

► Starting Point: Forgotten Darkness

The PCs find themselves in the jungles of the ESE; they could be archeologists, MILICIA or Emirate troops, a commando squad, or something else of the same general sort. On a hot and humid afternoon they are ambushed by a pack of rovers (or MILICIA/Emirate/Northern troops) operating in the jungle. In the frantic firefight the PCs lose their way, traveling deeper and deeper into the unknown regions of either the Okavango Swamp or the Interior. During the fight, the PCs' navigation and communication equipment is damaged, and the PCs have no way of knowing where they are. As they try to determine their position, an eerie feeling they are being watched falls over them. In addition, in the misty darkness of the jungle, the PCs can see the vague outlines of ruins.

Made from volcanic stone and overgrown with vines and vegetation, the ruins are foreboding but, as night approaches, really the only place to settle in for the night. If they start exploring, the PCs soon discover that the ruins aren't quite as abandoned as they seemed — deep inside the largest building they find a sophisticated communication rig. But before they can do anything about it, the jungle around them comes to life as the inhabitants of the ruins return.

► Possible Campaign Variations

Variation	Description
1	The PCs are trying to prove the existence of a Lost Civilization in the ESE.
2	The ruins are a secret base for the Légion Noire, and they do not take kindly to intruders, even if they are MILICIA.
3	The communications array is capable of orbital communication, and seems reminiscent of CEF equipment, but the latest log entry reads 2 Mar 6135
4	The ruins are home to a warrior society led by a GREL who escaped into the jungles after the War of the Alliance.
5	A rover base camp is not that far away, and they use the ruins as a staging area.
6	Shajhalin live here and they do not want to be discovered, so they plan on scaring the PCs away.

► Suggested Player Characters:

Character Type	Description
1	SIU, SRID or NGIS agents .
2	Emirate troops sent in to clear the area of rebels.
3	An emirate retinue.
4	A geological survey team.
5	Archeologists ready to prove the existence of the "stonehead civilization" of Okavango.
6	Passengers from a transport that crashed in the Interior.



7.2.5 VIVA LA REVOLUCION!

The Free Emirate rebellion offers a great setting for GMs who want to base their campaigns beyond the iron wall of the loyal emirates. The rebellion in the ESE is currently one of the center stages of the Interpolar War, and every league and faction on Terra Nova keeps an eye on developments occurring in the Free Emirates. Because of this, Gamemasters can run all sort of adventures, from tense diplomatic missions, to espionage, to tales of swashbuckling revolutionaries fighting the oppressors, be they the cold-hearted Southern Republic, the decadent emirs or the moralistic North. Such a campaign allows the Players to play the role of heroes, of larger than life (at least to the shajhalin) champions willing to risk it all for freedom.

The Player Characters could be drawn into any of the factions that make up the Free Emirates. They could be emirs who sided with Nigel Shirow and must now live with the consequences of their actions. The PCs could be Northern defectors enamored with the flamboyant lifestyle of freedom fighters, or Humanist expatriates. Whatever the cause, the effect is the same, and the PCs must be willing to face their foes and try to effect change. They could do this in the Free Emirates, or by sneaking into the loyalist emirates. The atmosphere for such a campaign should be tense — these are not only ideals the PCs are fighting for, but the lives of the shajhalin they convert to their cause.

A campaign centered on the rebellion could be tied into a 'Life in the Trenches' campaign, but the focus is different. If using Reality Factors (see **Heavy Gear Gamemaster's Guide**, p. 6) use either Adventurous or Cinematic Reality Distortion Levels — let the Player Characters swing from chandeliers and tackle the emir's lackey as he is about to get away. A typical campaign should start by giving the PCs a reason why they are rebelling — was it injustice, personal loss, or boredom? A good GM will give the PCs a strong antagonist to focus their motivations — if rallying against the excesses of the emirs, then maybe Siranno Barjhal could be the focus, or even Oliver Masao himself.

Starting Point: Dirty Day ◀

The PCs find themselves in wrong place at the wrong time. While walking down a street minding their own business, a shajhalin riot erupts. Maybe it was because a guard pushed a merchant around, or the emir announced that all food would be rationed because of the Interpolar War or that Masao launched another attack on Okavango — whatever the cause, the effect is the same — the shajhalin have had enough.

Finding themselves in the middle of the riot, the PCs witness first hand the desperation of the shajhalin and the atrocities of the emirate guards. The PCs should come face to face with the reality of life in the ESE. At this point, the PCs are free to choose what they do: stick around and help, or flee — whatever they choose they do not get too far. Emirate guards surround them, place them under arrest and lock them up in a dingy cell. Here they wait for days as they are beaten and interrogated (read tortured); maybe their families are executed for being responsible for inciting the riot. Whatever the reason, the PCs know this must stop and try to find a way to escape and avenge themselves on their captors.

The PCs' quest becomes a rollicking series of high-action adventures as the vile emir who engineered their imprisonment repeatedly escapes justice. In a jet-setting struggle, the PCs must infiltrate the Patriarch's Ball in Strathclyde one night and a bandit camp in the Interior the next. The emir is a masterful swordsman who loves challenging his enemies to duels. Can a PC become a good enough fencer to take him down?

Possible Campaign Variations ◀

Variation	Description
1	The PCs are foreigners, MILICIA troops or Republican dignitaries
2	It was Nigel Shirow who engineered the riot, trying to win another emirate over to his cause.
3	Rafael Bhravo contacts the characters and helps them out
4	Emir Draho convinces the Patriarch to place a bounty on the PCs' heads
5	One of the characters falls for the son or daughter of an emir
6	The characters are actually SRID agents.

Suggested Player Characters ◀

Character	Description
1	Emirate Guard
2	Shajhalin workers, or members of a banderia
3	Solicitors administrator
4	Emir in hiding
5	Tourists
6	Medecins Sans Politique Medics



7.3 STOCK NPCs AND PERSONALITIES

The most unique aspect of **Heavy Gear** is its underlying storyline. Over the course of the next years, readers, Gamemasters and Players will see the world of the game change and grow as the story threads scattered throughout our sourcebooks are woven together. While the storyline is intended to serve as an interesting background to individual Gamemasters' campaigns (which are the foreground), it does mean that not every character in the game can be used freely without worrying about the consequences. To give Gamemasters some indications of how best to use these introduced characters, every **Heavy Gear** product since the first **Life on Terra Nova** has featured the chesspiece system.

New characters are given one of five chess pieces as an indication of their importance in the storyline. This permits Gamemasters to understand how best to use these NPCs without worrying about disrupting the setting and having to retrofit upcoming source material. Of course, roleplaying is about creating one's own stories, so Gamemasters should feel free to disregard the limitations of the chesspiece system, as long as they understand that their Terra Nova may no longer mesh with Dream Pod 9's.

The principal use of the chesspiece system is to indicate each character's importance to the overall storyline of **Heavy Gear**. These pieces, however, also give some indication of how to use the characters as NPCs in roleplaying sessions, even if one is not concerned with remaining consistent with the background storyline.

► Historical Figures

Kings and Queens are characters who have died before the date featured on the Timewatch™ display. Their inclusion indicates that they have had some importance for **Heavy Gear**, either by setting events in motion that have influenced the storyline or by leaving a legacy still felt by Terranovans.

These characters have usually played some role which is important to the storyline, but may also have simply been a prime example of the spirit of their times. Often their legacy will play a role in the development of the **Heavy Gear** storyline, and their descendants, old allies and enemies might as well. Gamemasters running historical scenarios should treat these Historical Figures as Restricted Characters so as not to alter the main line of the storyline.

► Restricted Characters

Rooks are characters who are key to the **Heavy Gear** storyline and are to be used with care. Although they can still be useful in a roleplaying campaign — both as background elements and motivating forces — their survival until they can leave their mark on Terra Nova is critical to the storyline.

Although many Rooks hold powerful positions on Terra Nova, others seem utterly powerless or even insignificant. Small actions may have larger consequences later in the storyline. Gamemasters should tread carefully when using these characters in roleplaying scenarios, but they can become contacts, allies or even adversaries of Player Characters. Using them in purely confrontational scenarios, however, may prove unwise due to the chance for fatalities.

► Very Important People

Not everyone of note on Terra Nova is central to the storyline. Very Important People are those characters who have a significant impact on Terra Nova, but are not critical to the storyline itself. This does not mean they have no influence on it, however.

Knights may not play a central role in the **Heavy Gear** storyline, but they may well have some impact. As important people in the game setting, they can influence major players or simply be carried along by the storyline. Gamemasters can feel free to use Knights in their adventures, but they should remember that all will be well protected (in one way or another) by underlings and allies.

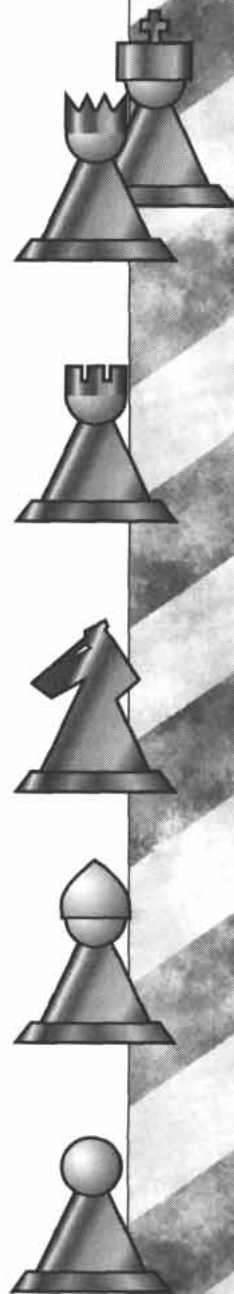
► Social Encounters

Social Encounters are those characters who are included in source material primarily to add flavor. They are rarely critical individuals and do not have a significant impact on the storyline, but they stand as symbols of larger trends on Terra Nova. They serve most commonly as contacts and background elements, rather than opponents.

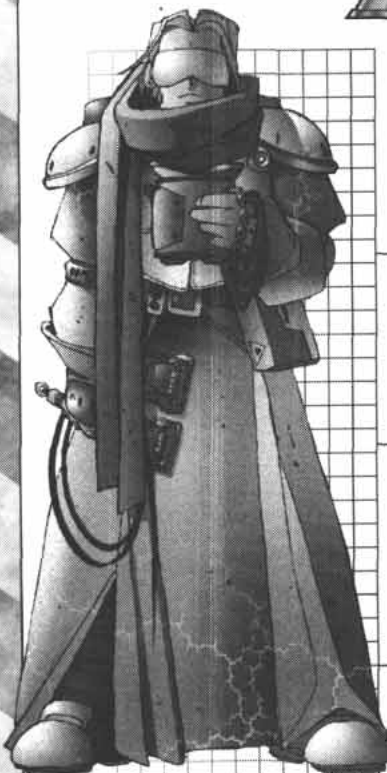
Bishops serve as reminders of social forces on Terra Nova beyond the central plot of the storyline. From student movement leaders to fashion designers, these social leaders may have some secondary effect on the storyline but are mostly present to add flavor and reflect current events. Gamemasters may use social encounters as they see fit, although they are rarely designed for combat of any sort. Bishops may return in future products, but for purposes of atmosphere only.

► Expendables

In general, Expendables are "average" Terranovans. They have no personal impact on the storyline and are included in **Heavy Gear** products primarily to be used by Gamemasters. Although this category is used for faceless stock NPCs and typical citizens, many of the Pawns are anything but everyday. Some pawns are peripherally linked to the storyline, but they have no real effect upon it. Interesting pawns can even be used as Player Characters if the GM and Player wish.



ADVENTURER



The jungles and ruins of the ESE attract countless archeologists, explorers and adventurers, each hoping that they will be the next to unearth a ruin or find one of the many treasures that are said to lie lost in the Interior. Most are woefully unprepared for the dangers of the jungles and many go missing, never to be seen again. Some get lost and stumble across magnificent ruins, but never find a way back home, and if they do, chances are they will not be able to return to the location of their discovery in the teeming jungle. Some of these brave souls, however, are skilled or lucky enough to come out of the jungles with a substantial booty. This, of course, only prompts other fools to venture out to their deaths.

Attributes

AGI	+1	APP	0	BLD	0	CRE	+1	FIT	0
INF	0	KNO	+1	PER	0	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	4

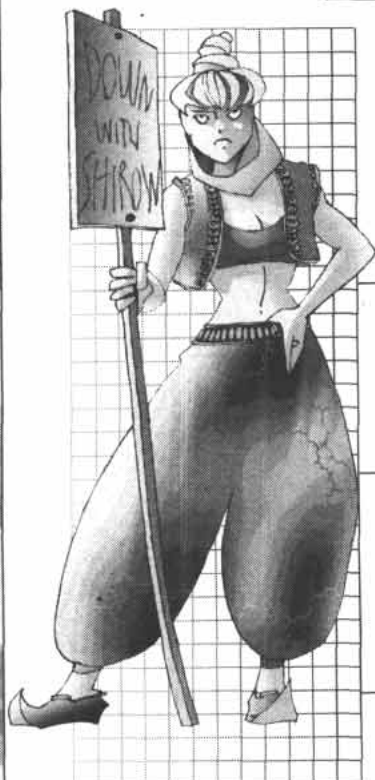
Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	0	FL (Larabic)	2	+1	Melee	1	+1	Social Science	2	+1
Earth Sciences	1	+1	Investigation	2	0	Notice	2	0	Stealth	1	+1
First Aid	1	+1	Life Sciences	1	+1	Small Arms	1	+1	Survival	2	+1

Typical Equipment

Survival equipment, reference books, maps and charts, whip (ACC 0, AD +3), tents, water distiller, night-vision goggles, 9mm pistol (2), flare gun (6), camping gear.

AGENT PROVOCATEUR



Agents Provocateurs are among the most widely used tools by both rebel and loyal emirs to incite uprisings and riots within the ESE. These individuals are masters at stirring the commoners up into a ravaging mob, and then quietly fading into the background when all hell breaks loose. Highly resourceful, the provocateurs sell their services to the highest bidders. Their insidious tactics work so well that even the SRID makes use of them when they want to control the population, or teach a certain emir a lesson or two. The lives of these agents have become more risky, and all the more profitable, with the Free Emirates rebellion. Patriarchal agents regularly try to break morale among the shajhalin, spreading stories about the good life in the loyalist Emirates and painting Nigel Shirow and others as oppressors. Shirow has managed to respond with agents of his own, many of whom sowed the seeds of rebellion in Bangweuleu and Okavango.

Attributes

AGI	0	APP	0	BLD	0	CRE	+1	FIT	0
INF	+1	KNO	0	PER	+1	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	5	AD	3

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	0	Hand-to-Hand	2	0	Notice	2	+1	Streetwise	2	+1
Combat Sense	1	+1	Human Perception	2	0	Psychology*	2	0	Theatrics	2	+1
* Spec: crowds											

Typical Equipment

Personal Assistant, 6mm pistol, listening and surveillance devices, network of contacts.

APOSTATE PREACHER

When Adrianna Xing told of her vision of the Gentle Prophet Mamoud Khodaverdi, and called herself His Apostle, she began a revolutionary new movement within Revisionism. Her followers grew in numbers across what is now the Free Emirates, spreading into the Badlands (where she now preaches) and into the North. Apostate Revisionists believe that a new and tremendous era is dawning and that a new incarnation of the Gentle Spirit will soon appear to guide them. Largely pacifist like the Massadan sect most were raised in, Apostate Revisionists are also ardent anti-nationalists, feeling that artificial separations of caste and nationality are keeping humanity from the true way.

Attributes

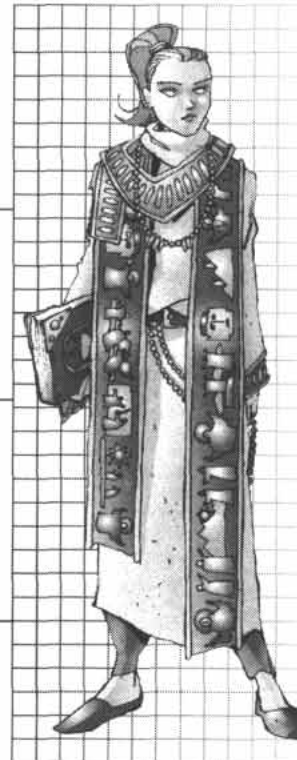
AGI	0	APP	0	BLD	0	CRE	+1	FIT	0
INF	+1	KNO	0	PER	0	PSY	+1	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	3

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Etiquette	1	+1	Leadership	1	+1	Streetwise	1	+1	Theatrics	1	+1
FL (Indo-Arabic)	2	0	Literature	1	0	Teaching	2	+1	*Spec: theology		
Hum. Perception	2	+1	Soc Science	*2	0						

Typical Equipment

Copy of the Khodaverdia (Apostate text), Apostate robes and supplicants (pictorial scarves)



ARTISAN

Found either along the narrow and crowded streets of Bangweuleu, in the floating islands of Okavango, or in the trenches of Javari, most shajhalin artisans ply their crafts in order to make a living. Their primary buyers are tourists who love the crafts of the ESE. Some artisans are skilled at weaving tapestries, others at sculpting; most artisans spend their days quietly going about their business. Because of this, they make excellent observers, and for a price are useful fonts of information. These commoners are excellent repairers and tinkers, which makes them very useful as weapon smiths, and some find quite gainful employment in various emirate forces.

Attributes

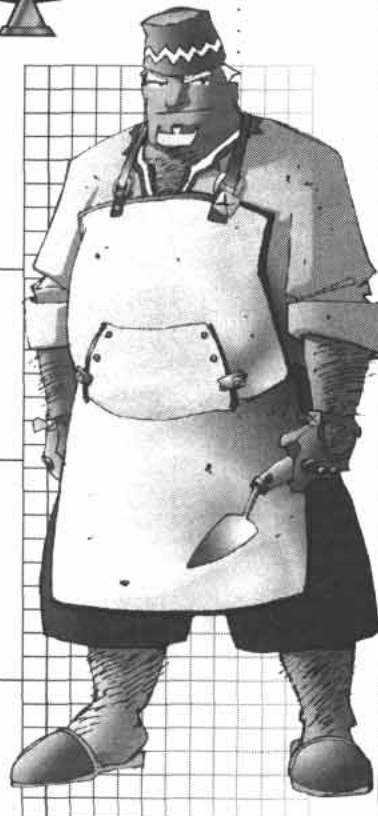
AGI	0	APP	0	BLD	0	CRE	+1	FIT	0
INF	0	KNO	0	PER	+1	PSY	0	WIL	+1
STR	0	HEA	0	STA	25	UD	4	AD	3

Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Cooking	2	+1	Haggling	2	0	Navigation	1	0	Streetwise	2	0
Crafts (varies)	2	+1	Hand-to-Hand	1	0	Notice	1	+1	Tinker	2	+1
FL (U. Fr.)	2	0	Music	1	+1	Sleight-of-Hand	1	0			

Typical Equipment

Tools and supplies, poncho.



CONNIVING SOLICITOR



Most solicitors live in a cutthroat world, stuck between the whims of the emirs and the poverty of the masses. Some scurry to garner favor from the emirs and are willing to sell out their own family to do so. Having to continuously look over one's shoulder, these solicitors live in a state of paranoia, trusting only themselves. Most are predisposed to do whatever it takes to please their emirs and have no remorse in carrying out whatever tasks their masters set for them. The conniving solicitor uses his unique position in Emirate society to extend his influence, be it blackmail, extortion or even murder. Many solicitors have little choice but to fit this paranoid, self-interested stereotype, lest they fall victim to others still more ambitious than they.

Attribute

AGI	0	APP	0	BLD	0	CRE	+1	FIT	0
INF	0	KNO	+1	PER	0	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	4

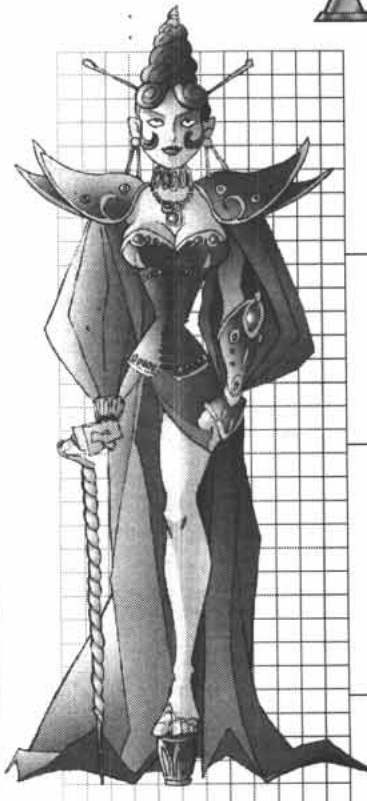
Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	+1	Computers	1	+1	Forgery	1	+1	Law	2	+1
Business	2	+1	Etiquette	2	0	Hum. Perception	2	0	Melee	1	0
Combat Sense	1	0	Fl. (Mandanes)	1	+1	Investigation	1	0	Small Arms	1	0

Typical Equipment

Personal assistant, information pad, concealed weapon (usually 6mm pistol), luxury clothes and jewelry, cellular phone

EMIR



The emirs of the ESE are a diverse lot; some are hedonists lost to pleasure and excess while others are eccentric idealists far removed from reality. Nonetheless, all emirs share a number of distinguishing traits; all are cunning manipulators, who see subterfuge as an art form. They excel in intrigue and deception, and love to toy with others. Having an emir as an ally means substantial power, having one as an enemy is extremely deadly, as they are vindictive and cruel. Lesser aristocrats can be a little less Machiavellian in outlook. They cannot let their guard slip too far, however, since they may end up in a bloody succession struggle at almost any time.

Attributes

AGI	0	APP	+1	BLD	0	CRE	0	FIT	0
INF	+1	KNO	0	PER	0	PSY	-1	WIL	+1
STR	0	HEA	0	STA	25	UD	3	AD	5

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Archery	1	0	Etiquette	2	+1	Hum. Perception	2	-1	Melee (duels)*	2	0
Combat Sense	1	0	Gunnery (HG)	1	0	Leadership	2	+1	Psychology	1	0
Computer	2	0	HG Pilot	1	0	Literature	1	0	*(specialization)		
Dance	2	0									

Typical Equipment

Terranovan silk gowns or suits, personal entourage, ceremonial saber (AD + 11), jewelry with secret compartments.

EMIRATE GUARD

The personal forces of the emirs are a varied lot, some are poorly trained and equipped, and are nothing more than ad hoc units led by havildars and sirdars. Most emirate troops are commoners who choose to serve, hoping to avoid the hardships of shajhalin reality, while others are disgruntled farmers forced into service. Nonetheless, the sheer number of emirate troops makes them a daunting foe, as they can effectively launch wave after wave of attack, eventually overwhelming their enemies. There are those who achieve a more professional level of skill, as well. The retinue in Skavara is well respected as a modern military force, for example, and works closely with the MILICIA.

► Attributes

AGI	+1	APP	0	BLD	+1	CRE	0	FIT	0
INF	0	KNO	0	PER	+1	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	5	AD	5

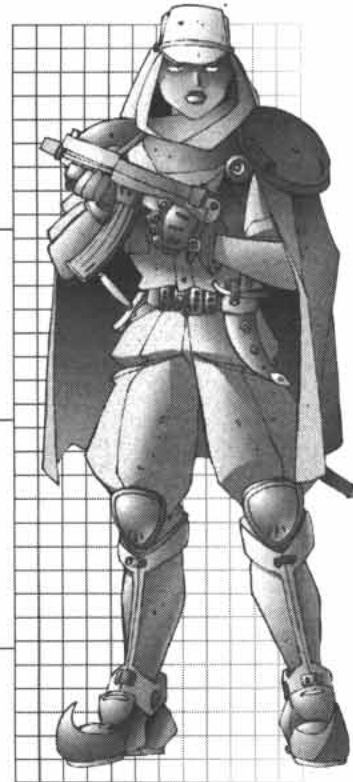
► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	+1	First Aid	1	0	Hand-to-Hand	1	+1	Melee	1	+1
Dodge	1	+1	Gunnery (HG)*	2	+1	HG Pilot*	2	+1	Small Arms	2	+1

* These Skills are for Gear pilots. Replace with appropriate Skills for other types of soldiers.

► Typical Equipment

Infantry: Turtleshell armor, 7mm assault rifles. Gears units: Warriors or Jägers. Cavalry units: Caiman APCs or Hun tanks.



ETHEREAL GUARD

Of all the troops and forces of the ESE, the personal guards of Oliver Masao are the most fanatical and loyal. They are highly trained and equipped with the best weapons available. They ritually scar themselves to display their reverence for the Patriarch of the ESE. Their deep red uniforms of Terranovan silk are known to drive fear into the heart of their foes, and in their entire history they have never retreated — choosing to die rather than admit defeat to their Patriarch. The Ethereal Guard see the Patriarch as a holy figure, and revere him as a saint or minor deity.

► Typical Attributes

AGI	+2	APP	0	BLD	0	CRE	0	FIT	+1
INF	0	KNO	0	PER	+2	PSY	0	WIL	+2
STR	0	HEA	+1	STA	30	UD	5	AD	5

► Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	+2	Gunnery (HG)	2	+2	Leadership	1	0	Small Arms	2	+2
Dodge	2	+2	Hand-to-Hand	2	+2	Melee	2	+2	Stealth	2	+2
Elec. Warfare	1	0	HG Pilot	2	+2	Navigation	1	0	Tactics	1	0
Etiquette	2	0	Intimidate	2	0	Notice	1	+2	Throwing	2	2
First Aid	1	+1									

► Typical Equipment

Ceremonial uniform and armor, Gear pilot helmet (stylized), 13mm pistol, Heavy Gear (Black Mamba, Rapier Iguana, or other elite model).





FREEDOM FIGHTER

Scattered throughout the ESE, small bands of rebels strike out at both the emirs and MILICIA forces, using the jungles to their advantage. Masters of guerrilla warfare, these freedom fighters have long since accustomed themselves to the harsh and exacting lifestyles of insurgency. They lash out against their oppressors with deadly efficiency. Some are hardened criminals who terrorize the countryside and attack commoner and emirate holdings alike, others dashing heroes and champions of the disenfranchised. Their leadership and morale varies greatly; some bands are extremely professional soldiers, while others are nothing more than roving bands of marauders.

Attributes

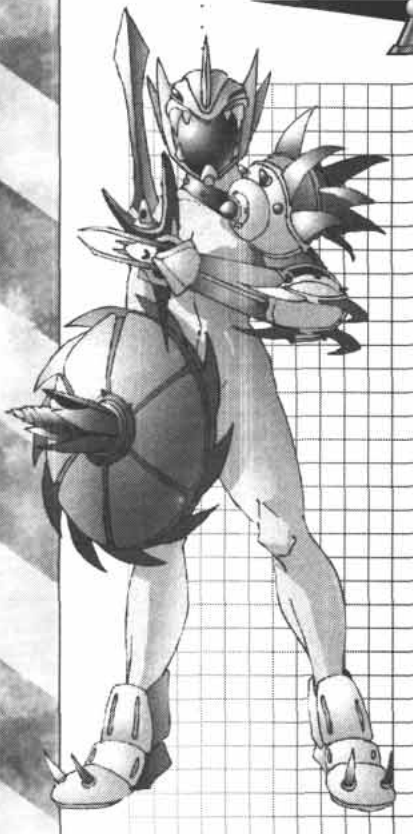
AGI	+1	APP	0	BLD	0	CRE	0	FIT	+1
INF	0	KNO	0	PER	+1	PSY	0	WIL	+1
STR	0	HEA	+1	STA	30	UD	4	AD	4

Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Camouflage	2	0	Dodge	2	+1	Melee	1	+1	Stealth	1	+1
Combat Sense	1	+1	Drive	2	+1	Navigation (land)	2	0	Survival	2	0
Demolition	1	0	Hand-to-Hand	1	+1	Small Arms	2	+1	Tactics	1	0

Typical Equipment

Light flak armor, vibromachette, 6mm pistol, 7mm rifle, grenades (optionally, damaged military vehicles, or Gears — very rare).



GLADIATOR

Gladiatorial combat is one means through which commoners can escape the dreary fact of their existence. Gladiators are idealized by all segments of the population, either as heroes, entertainers, or commodities. Whether in the Labyrinth of Skavara or the arenas of Cimmaro, professional gladiators battle each other and fierce beasts day in, day out. Some are just lucky convicts that have survived long enough to find a patron, others may be desperadoes with nothing left to lose. Occasionally they do find freedom, but their lives of violence and carnage leave their psyches battered and broken. So used are they to violence, that those who leave the arena alive often end up becoming mercenaries or even desert rovers.

Attributes

AGI	+1	APP	-1	BLD	+2	CRE	0	FIT	+2
INF	0	KNO	-1	PER	0	PSY	-2	WIL	+1
STR	+2	HEA	0	STA	35	UD	9	AD	10

Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+2	Hand-to-Hand	2	+1	Stealth	1	+1	Survival	1	0
Combat Sense	2	0	Intimidate	2	+2	Streetwise	1	0	Throwing	1	+1
Dodge	2	+1	Melee	3	+1						

Typical Equipment

Vibroblades, swords, chainsaws, armor of some type (leather, chain, turtleshell).

SLAVER

Among the most despised of all Easterners, slavers operate throughout the league and in parts of the Badlands. Their primary customers are the emirs, who are always looking for new servants for their personal pleasure. Slavers are cruel and heartless and often times descend on isolated homesteads in the Badlands and take the population through force. Other slaves are commoners or solicitors who have displeased their emirs and have been sold in Bangweuleu — the center of slave trading. After the Basalite Rebellion, Oliver Masao promised that any Basalites captured would be given over to the slavers. Some ambitious slavers already lead “hunting parties” into the Free Emirates to gather slaves from among the rebels.

► Attributes

AGI	0	APP	0	BLD	+1	CRE	0	FIT	0
INF	+1	KNO	0	PER	0	PSY	0	WIL	0
STR	0	HEA	0	STA	30	UD	6	AD	6

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Business	2	0	FL (Larabic)	2	0	Melee	1	0	Small Arms	2	0
Combat Sense	1	0	Hand-to-Hand	1	0	Navigation	1	0	Survival	2	0
Drive	2	0	Intimidate	2	+1						

► Typical Equipment

Longrunner, 7mm assault rifle, armor, chains and shackles, 30+ slaves.



SUNITE MONK

The monks and mystics of the *Eastern Sun* are members of the only social group to exist outside the rigid class structure of the ESE. Here orphaned commoners and solicitors, as well as children of emirs, are taken in by the Warden of the *Eastern Sun*, given an education and taught to protect the holiest site in the ESE. These monks travel the ESE reminding people of the sacrifice of Enri Masao and act as priests, marrying commoners and baptizing emir descendants. Most are taught how to use the 150 ceremonial *Iguana Gears*, which they use to patrol the ruin of the *Eastern Sun*.

► Attributes

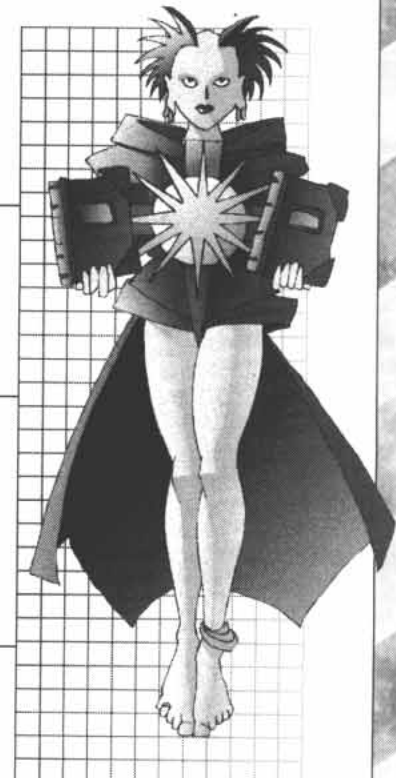
AGI	0	APP	0	BLD	0	CRE	0	FIT	0
INF	+1	KNO	+1	PER	0	PSY	+1	WIL	+1
STR	0	HEA	+1	STA	30	UD	4	AD	5

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	+2	Hand-to-Hand	1	0	Literature	2	+1	Psychology	2	+1
Etiquette (rituals)*3	+1		HG Pilot	2	0	Melee	2	0	Social Sciences	2	2
First Aid	1	+1	Human Perception2	+1		Notice	1	0	Teaching	2	+1
Gunnery (HG)	2	0	Leadership	2	+1	*(specialization)					

► Typical Equipment

Robes, prayer book, ceremonial uniform, Rapier Iguana.





CONSTANZ DRAHO

Few know that the once-respected father of Emir Gavriel Draho of Skavara is in fact still alive and in hiding. Constanz was one of the Eastern Sun Emirates' most influential and stable emirs before Oliver Masao condemned him to death for collaborating with the CEF. Born in TN 1840, Constanz inherited the emirate of Skavara at the age of 18 cycles, and his charisma and ambition quickly made him a power to be reckoned with. A pillar of strength during the chaos of the Judas Syndrome and the final years of Matriarch Svetlana's reign, it was Constanz who ruled the league as her proxy, allowing the ESE to grow and prosper. Fate, however, intervened on Summer 5th TN 1909 when his beloved wife Annaria was killed. The parties responsible were never found, but Constanz's life and attitude forever changed — he embarked on a path that would eventually lead him to betray his own league and planet during the War of the Alliance.

Profession ◀

Constanz knew back in TN 1858 that the ESE had yet to face its most trying times. He realized that the legacy of Enri Masao stood on the brink of self-destruction. Under his command, his emirate became one of the most progressive in the ESE. Constanz attempted to lay the foundation for the future of his league. Unfortunately, his enthusiasm and radical thoughts often placed him at odds with other emirs, especially Serrano Barjhal of Cimmaro. But the ESE was not ready for change, and even his son chafed under his rule. After his wife's death, Constanz became disillusioned and eventually ceded his title to his son and retired, forsaking his hopes for the ESE.

Attitudes ◀

Annarina's death was the final blow for Constanz. It was then that he came to understand that Terra Nova was nothing but a barren dead-end for humanity. Everything, to him, was tainted by bloodshed and in his dreams he knew that the precious gift which was Terra Nova would be squandered away and drowned in the blood of innocence. The coming of the CEF, however, gave the disillusioned emir hope once more. He knew that the time had come to finally leave the shifting sands of Terra Nova behind and return once more to Earth, a chance to start anew.

Combat Reactions ◀

Even though he is now in his 90s, Constanz has regained the will to fight for what he believes in. The defeat of the Earth forces was a major blow for him, but he knows that sooner or later the CEF will return, and he will be ready to assist them once more. Constanz surrounds himself with a small retinue of GRELs who regard him as their father and are willing to die for his safety.

Contacts ◀

Isabella Levit (age 25, specialties: medicine and psychology) his GREL physician and lover; Colonel Proust (age 23, specialties: leadership & tactics) Constanz has been supplying Proust with information and equipment (mostly unmarked Gears from Skavara HI) since the War of the Alliance; Andrea Bether (age 34, specialties: intelligence and espionage) Constanz's eyes and ears outside the emirate palace of Skavara, Andrea heads a cell of informants across the globe, helping Constanz in his schemes.

Vital Statistics ◀

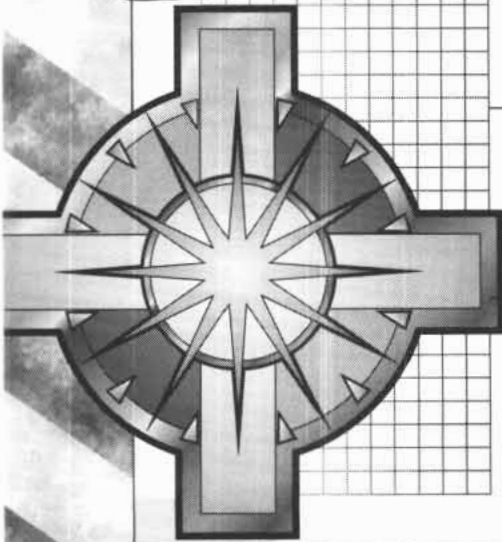
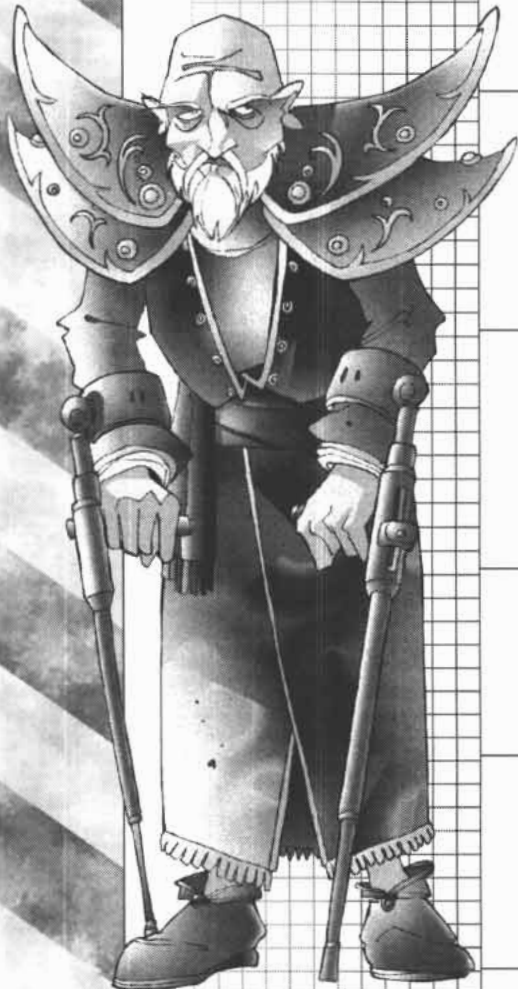
Age: 98 cycles	Height: 1.56 m	Weight: 52 kg	Hair Color: Black	Eye Color: Black
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Attributes ◀

AGI -1	APP -1	BLD -1	CRE +1	FIT -1
INF +2	KNO +1	PER 0	PSY 0	WIL +2
STR -1	HEA 0	STA 20	UD 1	AD 1

Skills ◀

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	+1	Hum. Perception	3	0	Law	1	+1	Music (classical)	2	+1
Etiquette	2	+1	Investigation	1	0	Leadership	2	+1	Psychology*	2	+1
Fl. (Indo-Arabic)	2	+1	* Spec: manipulation								



PREFECT ANGLICA GALIN

Prefect Galin only fought in the closing days of the War of the Alliance, but she has since proven herself an able and skilled commander. Born in Aquitaine in TN 1895, Galin was gripped by a strong sense of duty and a desire to join the military from an early age. An active child, Galin repeatedly tried to join the Republican Army but was turned down until she reached her 21st birthday in TN 1916, when she accepted a position in the MILICIA. Her father instilled in her an honest work ethic and this, combined with Galin's natural determination and initiative, ensured that she rose through the ranks quickly. Well liked by her troops and possessing a stunning service record, she was promoted to the position of Prefect within 13 short cycles.

► Profession

The youngest officer ever to become a Prefect, Anglica has become a thorn in the side of high command. With a quick temper and strong individualist streak, she is not shy about pointing out the shortcomings and flaws of her superiors. Her rapid rise and her impeccable record meant that few realized what a loose cannon Galin could become. Her comments and observations have earned her several enemies in high places, but the respect her troops have for her often forces her detractors to tread carefully around her. Her unit's posting to Basal was designed to teach her a lesson, but it has only caused her to become more outspoken than ever.

► Attitudes

Beneath her fiery facade, Prefect Galin cares deeply for those under her command. She regrets her rapid rise through the ranks and longs to return to the rank of regiment commander, where contact with the soldiers is more frequent. Her unit's posting to Basal has pushed her to the limit, and though she is still respected by her troops she knows that sooner or later there will be dissension. A patriot at heart, even though she carries a rebellious demeanor, she feels that the Basal rebellion must be stopped and Interpolar War won, but she is not willing to sacrifice her brigade for it when men like Molay and Masao use her troops as cannon-fodder.

► Combat Reactions

Prefect Galin is known for her unorthodox tactics, and her unique leadership skills have made her one of the most gifted prefects in the South. Although she is despised by some conservative commanders, her tactics have not only been copied by other commanders, but are also being taught to new officers — a fact she is very proud of. Her first concern is the well being of her troops, but she understands that they are there to fight. In combat, Anglica excels and often joins the fray with her troops.

► Contacts

Adjutant Bbob Reguer (age 45, specialties: leadership & tactics) her brigade's 2IC and a close friend and advisor; Olga Thunessa (age 67, specialties: history & cooking) a commoner whom Galin befriended at one of the work camps, forging good relations between the refugees and the 3rd brigade; Commandant Yamatto (age 50, specialties Heavy Gear & tactics), a veteran of the War of the Alliance, Yamatto has never forgiven Galin for being promoted before him to the rank of prefect. He was responsible for sending her unit to Basal and keeping it there.

► Vital Statistics

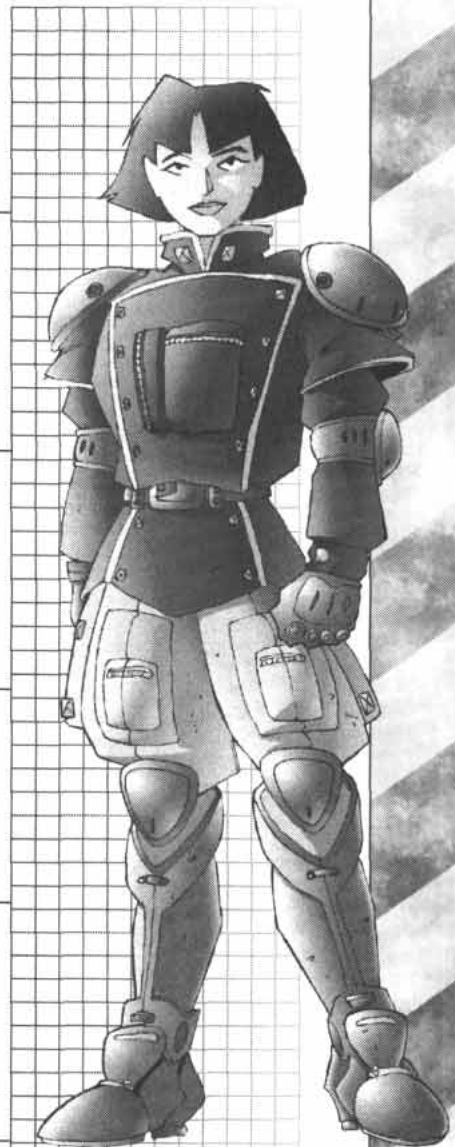
Age:	38 cycles	Height:	1.56 m	Weight:	61 kg	Hair Color:	Green	Eye Color:	Brown
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► Attributes

AGI	+1	APP	+1	BLD	0	CRE	+1	FIT	0
INF	+1	KNO	0	PER	+2	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	4	AD	4

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	0	Electronic Warfare	1	+1	HG Pilot	2	+1	Navigation	1	0
Camouflage	1	+1	FL (Larabic)	1	0	Intimidate	2	0	Notice	2	+2
Combat Sense	2	+2	Gunnery (HG)	2	+2	Leadership	2	+1	Small Arms	2	+1
Dodge	1	+1	Hand-to-Hand	1	+1	Melee	1	+1	Tactics	3	+1



EMIR LYSIA MASAO

Lysia Masao, the only surviving legitimate sibling of Oliver Masao, was born three cycles after her brother in TN 1897. Her mother, the venerable Svetlana Masao, was already in her late sixties and did not want to bother raising a second child, especially since Oliver was the one entitled to the throne. So Svetlana shipped her daughter to the Forgotten City in Skavara and placed her education in the hands of the Sunite monks. Once Lysia's brother assumed the throne in 1913, she was moved to the Humanist Alliance where she continued her schooling and ultimately meet Lord Chancellor Hemami. The two soon fell in love, and after the war, became prominent luminaries in Southern circles — Hemami for his politics, Lysia for her humanitarianism.

Profession ◀

Lysia Masao's religious upbringing and the horrors she witnessed during the CEF invasion forever marked her. Since the age of twenty, when she meet Hemami, Lysia struggled to show Terra Nova that not all Masaos are abominations. A champion for children's rights, she has tried to improve the standard of living in the ESE by exerting pressure on the other Southern powers to change how they deal with the ESE. Few know that Lysia and Lord Chancellor Tanaka are close friends, and during her marriage to Hemami, the two would spend hours discussing Southern politics and the ESE.

Attitudes ◀

The death of Farzad Hemami, her first husband, greatly changed Lysia. At first she blamed her brother, but after witnessing the Republican annexation of the Humanist Alliance, she came to understand the real culprit. Lysia escaped to Raleigh where she tried to help organize a resistance movement. Once free of the Republic, Lysia believes the ESE will be able to heal its wounds and rebuild — and a necessary part of this process is her marriage to Nigel Shirow. For Lysia, the union with the leader of the Free Emirate is purely political. Maybe with another alternative to her brother, the people of the ESE will open their hearts to change. For Lysia, love never factored into the equation, though Nigel has developed feelings for her. It was Lysia's love for her league and her hatred of her brother that made her accept Shirow's proposal — to become the mother of the future for the ESE.

Combat Reactions ◀

Lysia is always surrounded by bodyguards, and her movements scrutinized to ensure her safety. Lysia never goes anywhere without a sizable contingent or troops. Lysia has not left her emirate palace in Raleigh since she became pregnant (approximately six weeks ago), and Archon Mykael Navar, once military leader of the Humanist Alliance, has stationed HAPF units to defend her. He is sworn to protect her.

Contacts ◀

Jose Yhman (age 45, specialties: security and tactics) her personal bodyguard; Davida Moshec (age 33, specialties: diplomacy and communications) her contact with Lord Chancellor Tanaka; Cym Khell (age 54, specialty: medicine) her physician.

Vital Statistics ◀

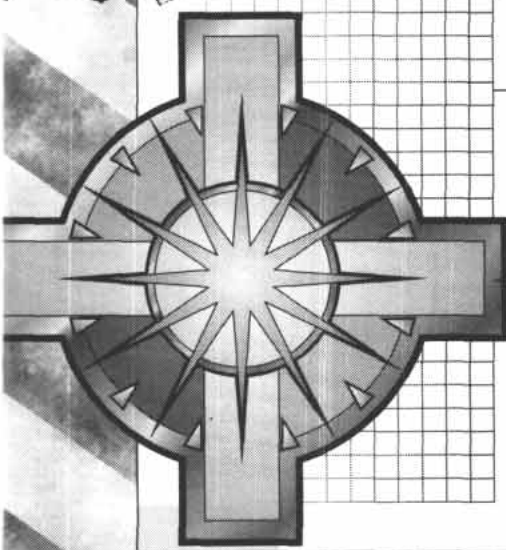
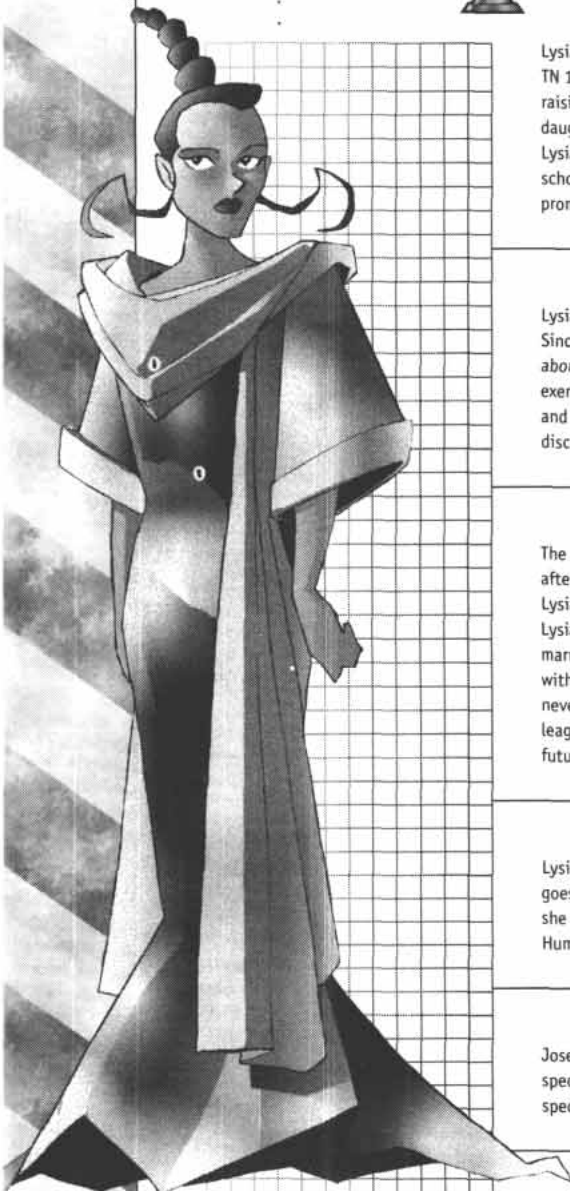
Age: 41 cycles **Height:** 1.29 meters **Weight:** 62 kg **Hair Color:** black **Eye Color:** azure

Attributes ◀

AGI	0	APP	+2	BLD	-1	CRE	+1	FIT	0
INF	+2	KNO	+1	PER	0	PSY	+1	WIL	+1
STR	0	HEA	+1	STA	25	UD	3	AD	2

Skills ◀

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	+1	Etiquette	2	+2	FL (Mandanese)	2	+1	Hum Perception	3	+1
Combat Sense	1	0	First Aid	2	+1	FL (U French)	2	+1	Leadership	2	+2
Dance	2	0	FL (Intralingua)	2	+1	Hand-to-Hand	1	0	Psychology	1	+1



LORD CHANCELLOR HENICHI TANAKA

Few individuals inspire as much dedication and respect as Lord Chancellor Tanaka. Known for his military exploits as commander of the dreaded Légion Noire, Tanaka has carried over this same stern sense of discipline and order to his position as Lord Chancellor of the ESE. Born in Port Oasis in TN 1869, Tanaka's history is one of servitude and devotion to the Republic and the AST. His early life was dominated by a strict and stern father who would accept nothing short of the best from his son. Tanaka grew up quickly, not having a childhood; all he knew was the military. During the War of Alliance, Tanaka distinguished himself time and time again, and became one of the most decorated Southern commanders in the conflict.

► Profession

Few of Kenichi's instructors ever imagined that the quiet and contemplative student would one day come to achieve such status and respect. His early career was spent behind the scenes, ensuring the prosperity of his superiors while becoming an indispensable advisor. Eventually, his dedication and achievement were rewarded and Tanaka was granted his first command. The day he donned the uniform of a commandant singled the beginning of the Tanaka whom Terra Nova has come to love and hate. His tactical acumen and skill at politics and diplomacy catapulted his career, and the once contemplative student found himself assigned to the most prestigious unit in the South — the Légion Noire — thanks to his spotless reputation for honorable action.

► Attitudes

Quiet and pensive, Tanaka is a man for whom every move is carefully thought out and planned before execution. Both fair and stern, he demands and expects the best from those he commands. He approaches everything with a keen understanding of its intricacies and nuances, often trying to find a weak spot that he can exploit. Though he has taken his role as Lord Chancellor with great zeal, Tanaka is growing weary of Southern politics, every day he sees men like deRouen, Molay and Masao drag the South deeper and deeper into chaos. He knows things must change, and looks towards his comrade Lang Regina to lead Terra Nova to the future.

► Combat Reactions

One of the finest tacticians in the Southern hemisphere, Tanaka understands that on every battlefield — both physical and diplomatic — sacrifices have to be made to ensure victory. During the War of the Alliance Tanaka expected his regiment to understand the simple fact that every soldier was there to die so that his sacrifice would win victory and the eternal gratitude of the Republic and its people. Though now in his 60s, Tanaka trains daily and keeps himself in shape.

► Contacts

Commandant Henri Mikashi (age 43, specialties tactics & leadership) the current commander of the 2nd Légion Noire Regiment. Proconsul Lang Regina (age 71, specialties politics & tactics) Tanaka and Regina are both torn between serving their leagues and their planet; Lysia Masao (age 41, specialties diplomacy).

► Vital Statistics

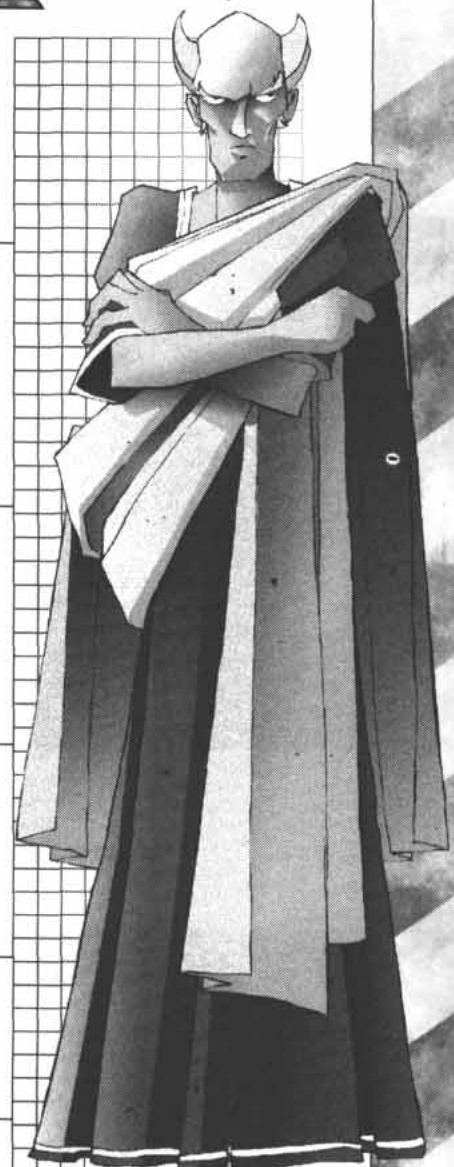
Age:	69	Height:	1.78 m	Weight:	70 kg	Hair Color:	Gray	Eye Color:	Blue
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► Attributes

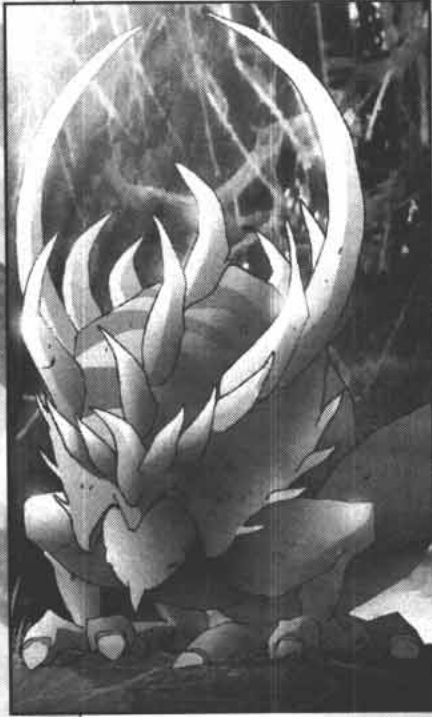
AGI	0	APP	0	BLD	0	CRE	0	FIT	0
INF	+2	KNO	+2	PER	+1	PSY	+1	WIL	+1
STR	0	HEA	+1	STA	30	UD	5	AD	4

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	+2	Etiquette	2	+2	Human Perception	2	+1	Notice	1	+1
Combat Sense	2	+1	FL (Anglic)	2	+2	Investigation	2	+1	Psychology	2	+2
Computer	1	+2	FL (Larabic)	1	+2	Leadership	3	+2	Small Arms	2	0
Drive	1	0	FL (Mandanese)	1	+2	Literature	3	+2	Tactics	3	0
Electronic Warfare	1	0	Hand-to-Hand	2	0	Melee	1	0			



BULL SPRINGER



Bred exclusively for the bullfights of Javari, bull springers are extremely savage and brutal animals. Though both barnaby iguanas and bulls are used in these fights, the latter's sheer size and natural aggressiveness (as opposed to the barnaby, which has to be drugged) make the bull springer the opponent of choice for matadors. These springers are genetically enhanced to increase the size and shape of their naturally occurring tusks, turning them into extremely deadly and gory weapons. Due to extremely high casualty rates, only the most experienced matadors are ever pitted against the springer bull. Raising and herding bull springers is both expensive and lucrative. Though there are many stables, with varying specimen size and quality, the most famous are those of Emir Leda Gilan. During the celebrations of the Patriarch's birthday, bull springers are loosed on the city of Javari, where large crowds of commoners run from them. As much a rite of passage as a bloodsport, the people of Javari have come to love this particular variation of the corridas, as it reflects the Javarite energetic and hot-tempered mentality.

Attributes ◀

AGI	+1	BLD	+7	FIT	+1	INS	+1	PER	0
WIL	+3	STR	+4	HEA	+2	STA	70	UD	13

Skills ◀

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	0	Dodge	1	+1	Hand-to-Hand	2	+1			

Special Abilities ◀

Gore (x15 damage); Kick (x10 damage); Charge (x12 damage)

GHUL RAT



Ghul (also known as sewer or ash) rats roam the dark underground of cities such as Basal, Bangweuleu and Javari; they are the carrion and plague-carriers of the ESE. They live off the rubbish and detritus that the city creates every day. Small kingdoms of rats have evolved throughout the centuries, some as small as a few hundred rats, while other swarms number over a million. Although they mostly stay within the city's sewer systems, ghul rats occasionally venture onto the surface when their own over-population forces them out. This occurs every few cycles, and only in cities such as Javari and in the Barrens of Strathclyde and Basal, where living conditions are poor and pollution is high. Called an "exodus" by the people of the ESE, thousands of ghul rats burst forth from the underbelly of the city and storm its streets — crawling out from sewer pipes, rubbish heaps, practically inundating the city. These rats are extremely territorial and attack intruders whether they are alone or in great hordes. Ghul rats are reptiles and lay eggs within the rotting bodies of other rats or whatever other animal's carcass is lying around — including humans. For this reason most cemeteries in the ESE are either above ground or sealed off to prevent ghul rat infestations.

Attributes ◀

AGI	+2	BLD	-4	FIT	+1	INS	+3	PER	+2
WIL	0	STR	-1	HEA	+1	STA	10	UD	1

Skills ◀

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	+2	Camouflage	2	+3	Dodge	2	+2	Hand-to-Hand	2	+2

Special Abilities ◀

Bite (x5 damage); Claws (x8 damage); Chitinous skin (+5 armor)

KILOVATE BAT

Native to the ESE, flocks of kilovates can always be seen flying over the skies of the Interior. Their huge leathery wings span over two meters and have sharp claw-like appendages at the tips, which they use for hunting. The fearsome aspect of kilovates has engendered a great number of folk tales and horror stories about these bats, but in reality they are relatively docile and gentle beings. Kilovates hunt primarily small lizards and large insects, and travel though the ESE in large migratory flocks. Mostly nocturnal beings, kilovates are also active during the day, but inhabit the dark world under the jungle canopy. The kilovate bat is also known for the unique sound it makes while nesting. Male kilovates use their wings to create a soft and constant rhythm that helps accentuate the soft and melodic song of the female. The result is a subtle symphony that is soothing and beautiful to hear.

► Attributes

AGI	+1	BLD	-1	FIT	0	INS	0	PER	+3
WIL	+1	STR	0	HEA	0	STA	20	UD	1

► Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics (flight)	3	+1	Combat Sense	2	+1	Dodge	3	+1	Hand-to-Hand	2	+1

► Special Abilities

Flight: Claws (x5 damage)



SWAMP SHARK

The swamp shark is as much a creature of myth as reality. They are often hunted in the Okavango swamps, but only a small number are actually captured, and these are usually young specimens. The oldest living swamp shark to have been captured was only 5 cycles old and most biologists estimate that the average swamp shark can live over 100 cycles. Though named after Earth's predatory sharks, the swamp shark is only comparable to an actual shark in its ferocity. Measuring at least 2 meters (it is estimated that an adult can measure as much as 5 to 10 meters), the swamp shark is characterized by a powerful finned body. Recent studies into swamp shark behavior indicate a large degree of intelligence. They have the ability to learn and adapt to situations, which makes them extremely dangerous predators. The females, though smaller in size than the males, are far more devious.

► Attributes

AGI	0	BLD	+7	FIT	+2	INS	+2	PER	+2
WIL	+1	STR	+4	HEA	+2	STA	80	UD	13

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	3	Dodge	2	1	Hand-to-Hand	2	0			

► Special Abilities

Bite (x8 damage); Rend (x18 damage)



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D

E

X

A Agriculture 15
 Aker, Aliat 51
 Alcruz, Domenyk 54
 Anhek, Faquir 48
 Architecture 73
 Arts 73
 Ash Rat 48, 94
 AST 10
 Ayunas 68
B Badlands 37
 Bandieras 17
 Bangweulu 58-59
 Barjhal, Sirano 25, 37
 Barrens, Strathclyde 43
 Basal 55-57
 Bazaar, Bangweulu 59
 Bhravo, Maria 31
 Bhravo, Rafael 11, 31
 Bloodsports 75
 Boash, Armann 30
 Bull Springer 94
C Camp Blackwater 8, 62
 Campaigns 78-82
 Causeways, Okavango 8
 Characters, Archetypes 84-89
 Characters, Creation 77
 Characters, Emir 77
 Characters, Shajhalin 77
 Characters, Solicitor 77
 Cimmaro 44-45
 Clothing 72
 Collaboration 12
 Collegio Smyrna 52-53
 Conclave 20
 Concordat, Human 9
 Consortium 9
 Corridas 75
 Courtyards 74
 Culture 66
 Curia 12
 Customs 68
 Domes 74
 Draho, Constanz 90
 Draho, Gavriel 24
E Eastern Plain 8
 Eastern Sun, The HCS 10, 51
 Eastern Sun, Warden of 19, 51
 Economics 15
 Education 71
 Emirates, Free 28, 65
 Emirates, Loyal 21, 54
 Emirs 19
 Entertainment 73
 Ethene, Dratha 30
 Ethereal Guard 43
 Ethereal Palace 42
F Family 68
 Feudalism 17
 Fine Arts 73
 Food and Drink 72
 Foreign Relations 32
 Forgotten City 51
G Galin, Prefect Angelica 91
 Geography 7-8
 Geometric Designs 74
 Ghul Rat 48, 94
 Gilan, Leda 23, 26
 Gladiatorial Combat 75
 Government 20
 Grottos 43
H History 9-14
 Industry 15
 Interior 8
 Interpolar War 14, 33, 57, 62
 Javari 46-48
J Jerusalemism 69
 Justice 70
K Khajar, Anurima 27, 37
L Kilovate Bat 95
 Labyrinth 75
 Language 71

Lifestyle 71
 Literature 73
M Maclera, Khotan 18
 Malach's Peaks 7
 Masao, Christobal 11
 Masao, Enri 10
 Masao, Lysia 64, 92
 Masao, Malach 11, 40
 Masao, Oliver 22
 Mausoleum, Eastern Sun 51
 Mekong Dominion (MD) 34
 Middle Tier, Strathclyde 42
 MILICIA 33, 45
 Minarets 74
 Mountains 7
 Music 73
 No Man's Land 57
N North, the 35
 Northern Lights Confederacy (NLC) 35
 NPCs 83-95
O Okavango 60-62
 Old Gods 61
 Old Quarter, Basal 57
 Oxford Accord 13
P Pacifica Range 7
 Patriarch 19
 Paxton Arms 37
 Peace River 37
 Politics, Internal 16
 Prejudice 70
R Raleigh 63-64
 Rebellion, Basal 13
 Rebellion, Okavango 62
 Religion 69
 Retinues 20
 Revisionism 69
 Rites 72
 Ruin, Eastern Sun 51
 Ruins, Javari 48
 Salban, Lussian 62
S Serpentine Range 7
 Shajhalin 17
 Shirow, Nigel 29
 Sirdar 20
 Skavara 49-51
 Skavara Heavy Industries 15
 Smyrna 52-54
 Society 66
 Solicitor Senate 20
 Solicitors 18
 South, the 33
 Southern Division 7
 Southern Republic (SR) 34
 Southern War 10
 Statues 74
 Strathclyde 40-43
 Sunite Monks 51
 Swamp Shark 95
 Swamps, Okavango 8
T Tanaka, Kenichi 13, 36, 93
 Teotican 43
 The Chamber 28
 Themes 78
 Tourism 15
 Trade 15
 Travel 39
 Undercity, Basal 57
 United Mercantile Federation (UMF) 36
 Vanguard 50
 War of the Alliance 12
 Western Frontier Protectorate (WFP) 36
 Xing, Adrianna 69
 Za'aliel, Taline 65