

The Everwall





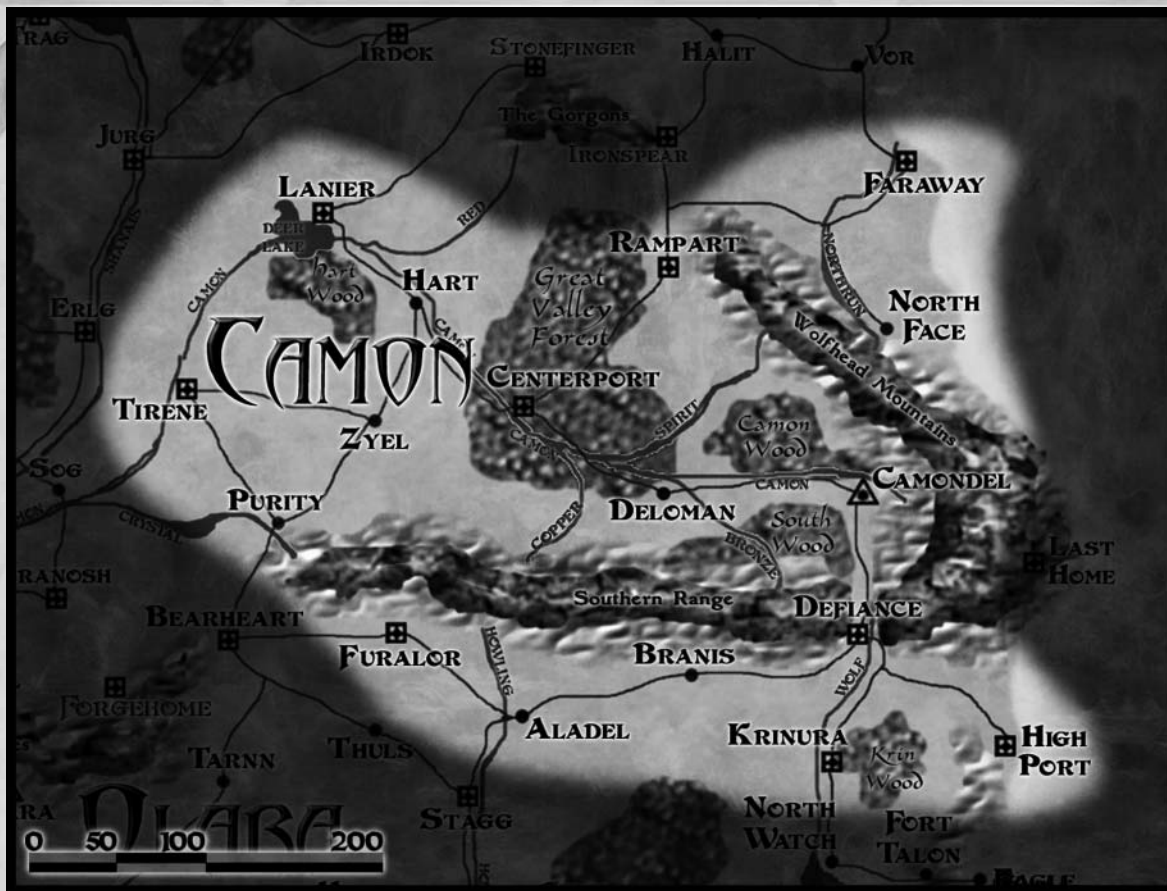
DREGORDIA

The tropical, jungle-covered lands of the lizard-like dregordians. It is said that there are great, thundering lizards, perhaps the offspring of the mighty Dragons, roaming the heart of the jungle, and certainly it a dangerous place for those not prepared or well-guided. Just as they tame their own natures, so do the dregordians tame their land. Exotic goods, sold for great prices in their port cities, flow from the lush, green jungle. Due to the heat and the hidden dangers, it is rare to find other races here.



THE KINGDOM OF GALEA

Given to a moderate, temperate climate, extraordinary farm land, and a sturdy population, this is the most successful and prosperous of the Southern Kingdoms. Since the time of its founding, Galea has always been ruled by a benevolent monarchy, with both kings and queens having sat the throne. A council of Dukes helps guide and rule the lands, and a Council of Rulers, comprised of the other primary factions of the Kingdoms, helps guide the greater hand of this most powerful of nations. Vast acres of farmland, rolling plains, and gentle hills are found throughout the kingdom, as are a few mountains and forests. All races are found here, though humans are the primary presence.



THE PRELACY OF CAMON

Nestled in the life-giving valley of the Wolfhead Mountains, years of war and desolation came to an end as the Church of Archanon rose to bring peace and order. Eventually, the Church took over and brought the lands around it under one rule, whereby church and state are a single, authoritarian entity. Priests rule territories as well as guide their parishes, while paladins carry law and harsh judgment to all who deny the Church's word. The Church struggles for control of the mines in the mountains (the dwarves and goblins are not keen to give up what is theirs), but all else is within their grasp in the prosperous lands they control. None but humans are welcome in a land where the rule of law and faith decree that only humans stand well in the sight of their stern god.



THE ELVISH NATION

Though in truth, all the Fae and their lands are considered part of the Nation, the greatest part of this body lies within the deep forest of Landra' Feys. The Quo-Unias of the elvish people resides in Eldara, their most revered center of law and culture. Masters of husbandry with both flora and fauna, the Fae bring the finest goods of both sources to the Southern Kingdoms. All who are friend to their people are welcome in the wood, while enemies will quickly find their doom in the shadows of the trees. Many other races can be found within the embrace of Landra's favored forest, including brinchie, humans, and goblins. One must look carefully for the towns and cities within the realm, for they are almost one with the land. It is as if they grew out of the ground itself, rather than being built upon it.



THE DESERT PRINCES

The lands of the Desert Princes are a testament to the will of humans to rule even the harshest of realms. Once the cradle of the greatest of the ancient empires, the Eternal Desert is now a vast expanse of sand, dotted with oases and rocky, barely livable areas. Forever locked in cycles of peace and violence, the Princes have never long united enough to forge a unified path. Still, there is treasure aplenty in these strange lands, and the intrepid explorer may well find riches in both coin and secrets here. Sadly, there is also the trade of flesh in some places, and those seeking such trade come from throughout Shaintar to buy and sell the bodies of many unfortunate souls. Not all of the youlin aradi - the humans who make up the largest population of the Desert - hold with such practices, which of course gives yet another reason for the cycles of bloodshed there.



THE FREELANDS

Here, at the “end of the world,” a great experiment is underway. Seeking to escape the tyranny of the northern lands, many folk of all races kept moving southward until they could go no further. Finding excellent farmland, ample forestry, and abundant fishing around and within the peninsula, dozens of small communities sprang up. Each of the communities sought to their own affairs, happy to trade with others but seeking no greater rulers or organization to sign on with. Thanks to relative peace and prosperity, this independent nature took root until it was thoroughly enmeshed in their collective culture. To this day, no king has ever ruled over the Freelands. Their trade councils, gatherings of mayors, and the occasional representation of their interests by the Overlord of Lanthor has always sufficed as the closest thing to a central government they need. Thanks to the tireless efforts of the Freelords of Lone Keep, their autonomy and generally free nature remains a central part of their lives.



In the cold, hard lands of the north, dozens of warlords unified their clans and did battle for the right to rule. Eventually, one rose above all others, and out of the fire of that conflict was born the greatest empire Shaintar has ever known. Huge in scope, covering vast territories, the Empire is ruled with an iron fist. The strong are valued, the weak subjugated or cast aside. Only warriors may truly rule at the highest levels, and Ceynara (known by most as the Queen of Hell) is worshiped as the Goddess of War and Patron of the Empire. Other races, even human bloodlines that are not favored as truly Kalinesh, are enslaved and put to work in the fields, mines, and mills of the realm. Those who are deemed worthy are sent into the blood pits, fighting each other and all manner of terrible creatures for the entertainment of a harsh and decadent society. In the outskirts, there remain Kalinesh clans who remember a nobler, more honorable time, and dream of a day of reckoning.



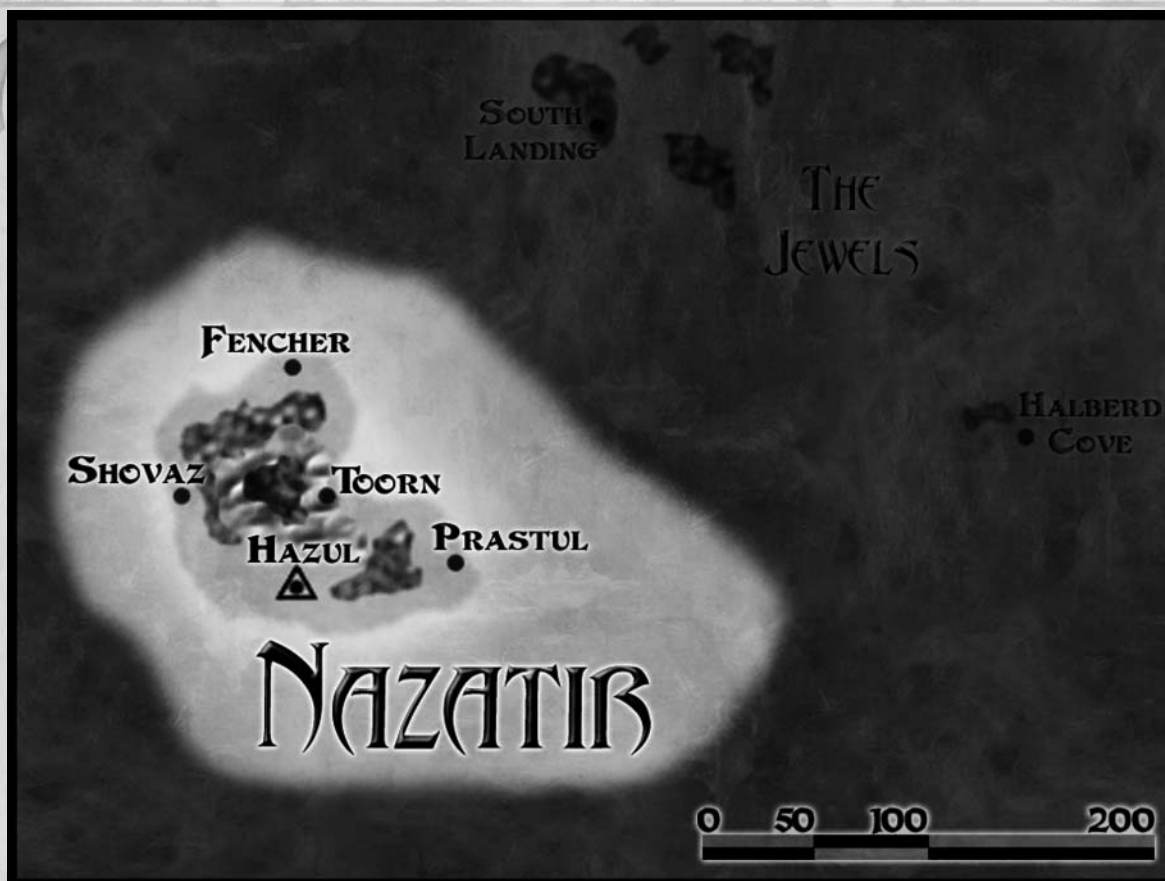
KORINDIA

Hundreds of half-elves, favoring neither human nor elf parentage, followed the one called Kor across the sea to a great island in the West. There they founded a community in a tropical paradise. Abandoning the use of all metal and adopting a harmonious relationship with their environment, the Korindians have a simple, yet rich life. Masters of unarmed combat and defending themselves with only that which Nature provides, the Korindians enjoy one of the truly unique cultures in Shaintar. Metal and the normal practices of trade are only allowed within the walled port town of Kor' Davine, and visitors into the rest of the islands are carefully watched and prevented from damaging the island with their "mainlander ways." Aside from Dregordia, tropical delicacies and goods can only be found in the western and southwestern islands, and Korindia exports quite a large number of specialty goods that only they can produce. Though there have been rare exceptions, only Korindians are allowed to live on the island, outside of Kor' Davine.



THE MALAKAR DOMINION

In the shadow of the Black Mountains, the would-be tyrants of the Southern Kingdoms licked their wounds after being driven away by Vol' Aldaya. Their descendents remain to this day, lording over the lands and people with both strength and guile. The ruling body is a fractious collection of criminal overlords, scheming politicians, and powerful wielders of magic, carefully balanced against one another in a great game of subterfuge and machinations. Though they have strong trades in mining, forestry, and agriculture, the greatest export of the Dominion is crime in all its ugly forms. Illicit drugs, slavery, and black market goods flow through cities and are smuggled throughout Shaintar. The people are generally left alone, save for the exorbitant taxes and protection moneys they must pay to various guilds.



NAZATIR

Tan skin and colorful clothes mark a Nazatiran wherever he goes, and the clothes are not the only colorful thing about this land. Some call it the "True Paradise of Shaintar," and there is good cause to do so. Wealthy folks from throughout the land come to Nazatir to enjoy its perfect weather, lush valleys and gentle hills. Only the terrible storms of the seas ever threaten a nearly-idyllic existence. There is enough to eat on the island, but no great source of wealth, which is why more than a few Nazatirans (who have always been masters of the sea) have turned to piracy as a means to increase their fortunes. Though the people do a good trade in such things as olives, color dyes, and exotic clothing, the greatest source of wealth to them is the sea in all its means. Fishing, shipping, and the aforementioned piracy all bring coin to the coffers of their clan leaders. Though the vast majority of the people in this area are human, there is a higher percentage of brinchie here than found in most other places around Shaintar, and a notable number of Dregordians and Korindians.



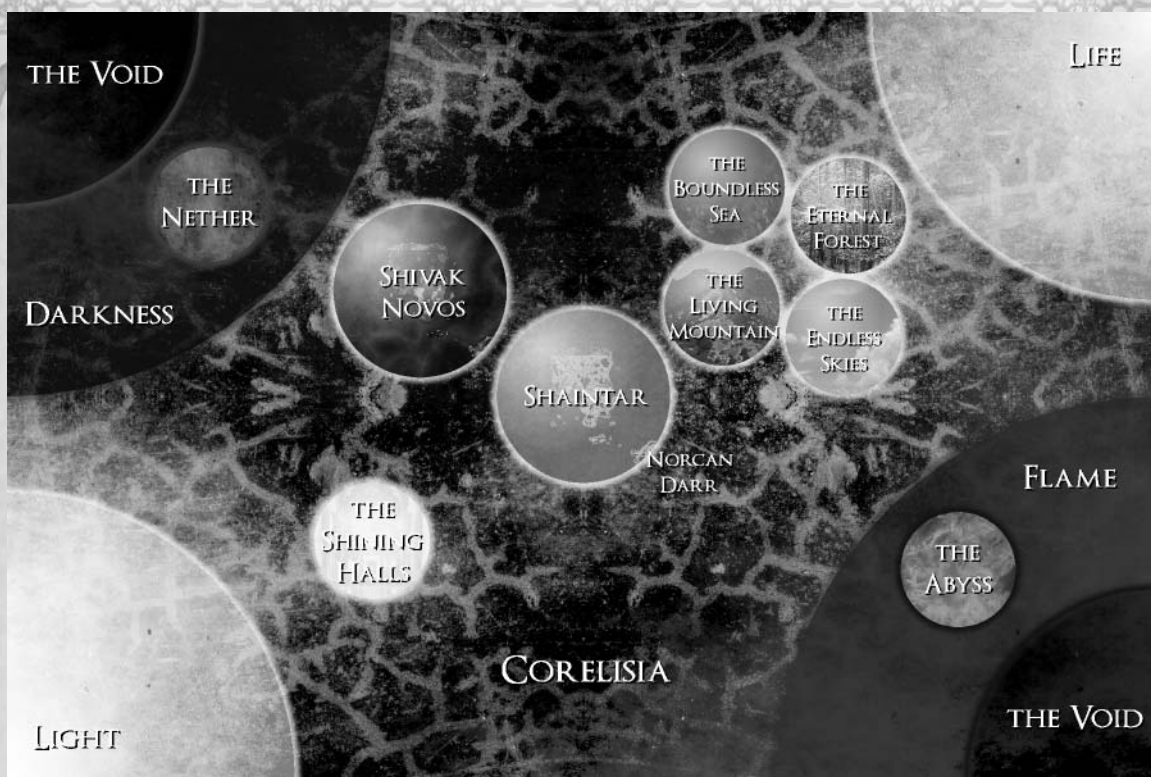
THE KINGDOM OF OLARA

The Forges define both the physical and spiritual heart of Olara, where a large number of exiles from the Empire made their final stand against the onslaught and carved out a nation in the process. Humans and dwarves stand shoulder to shoulder in the military and the mines here, with a long-standing tradition of excellence in both endeavors. The finest arms and armors are crafted here, as is some of the best ale in all of Shaintar. At once dour and friendly, pessimistic and jovial, the people of Olara understand the need to live for the day, as the morrow may well bring another battle and chance for death. While their climate remains in the temperate ranges, their winters run to the harsh while their summers are relatively mild. The land is rich, and if a bit rocky, has a sturdiness and health to it, much like the people. Though humans and dwarves make up the majority of the population, there are a few of every race to be found, including those goblinish clans who have historically stood on the line against the Empire.



SHAYA'NOR

Dark, gothic, shrouded in an almost constantly overcast sky, the predilections of Shaya'Nor's rulers permeate the whole land. Forestry and farming are their main pursuits, but the great majority of the people are mere vassals and peasants, little more than slaves to those who rule them. At the top of the hierarchy are the vampires, werewolves, and necromancer lords. The Dark Council constantly schemes, looking for ways to ensure that, in the end, Shaya'Nor rules all of Shaintar in Vainar's name. Slavery is very active here, and dwarves are executed on sight, such is the ancient hatred the shayakar hold for them. Cold, damp, and given to very harsh winters, Shaya'Nor is an unforgiving and unpleasant land, yet even here, dark and beautiful mysteries might be found if one knows where to look.



THE CELESTIAL MAP

This image gives you a physical representation of the planar “geography” that Shaintar is connected to spiritually. The Four Powers are represented in each of the four corners. It is noteworthy that both the Nether and the Abyss are pathways to the endless Void...

Between Shaintar and the Four Powers lie realms that represent transitions between the physical and the spiritual. Shivak Novos (the Pale Lands) is a Dark reflection of Shaintar, while Norcan Darr (the Hard Lands) is believed to be simply another physical land on the world of Starfall (albeit one much more closely tied to the Abyss). Archanon’s Shining Halls stand as the gateway to the glorious plane of Light, while the Four Paths to Life run through the Boundless Sea, the Eternal Forest, the Living Mountain, and the Endless Skies, respectively.

The spiritual space that connects all of these is known as Corelisia, and within it are many mysteries still unknown to all...

SHAINSTAR: IMMORTAL LEGENDS

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