

# Pax Thallos

## Seal of the Sand King



**Capital:** Sil

**Population:** 489,450 (Humans 78%, Mountain Dwarves 10%, Hill Dwarves 9%, Desert Elves 2%)

**Government:** Theocracy

**Religions:** The Sand God

**Imports:** Furs, Livestock, Stone, Vegetables, Fruit, Cheese, Gold, Herbs, Timber

**Exports:** Salt, Ivory, Oil, Silk, Glass, Spices, Copper, Horses

**Alignments:** CG, CN, CE, N, NG, NE

**Currency:** Affmargen, *Sand Mark*, large minted copper coin with the seal of the Sand King is worth the equivalent of five silver.

### **Life and Society**

The Pax Thallos Empire can be traced back one thousand years to the Sand King Ulmter I. The people of northern Pax Thallos are shorter than most the people of Tharstelding, and tend to have dark skin and hair. A nomadic society, portable cities move from oasis to oasis. The people of the scorched lands have little trust developed outside the tribe. This is due part to the lack of interaction a desert can impose, and part to the great wars that have driven them into this terrain. The southern peoples of the Empire are more like the people of Castros than the nomadic tribes of the scorched lands. They often have permanent settlements and pick up trade and professions. The people of this region are taller than their desert kin, and have much lighter skin. The people of Pax Thallos worship the Sand God, a being that encompasses all the aspects of the House of Five. The people of these lands believe that when a Sand King dies he ascends to his rightful place with the god. Often priests call upon the souls of former Sand Kings and ask for their wisdom in important decisions.

## **Major Geographic Features**

The northern part of the Empire is known as the scorched lands, it is the largest desert on Tharstelding. The southern part of the empire is grassland, rolling hills with a more moderate and tolerable climate. The eastern part of the kingdom is lightly wooded with small mountains and hills. The western quarter of the kingdom is a mass of hills and low brush.

**Qual Ineth, Scorched Lands:** The temperatures range from 134 degrees during the day, to around 98 degrees at midnight. The desert as a whole gets less than 8" a year. Sweat dries from a persons face before it even hits the ground the air is so dry. Tales tell of a time when the north was a lush wet land, and the great mage Servio ruled the land. Servio became obsessed with some dark study. Some say he found the secret to immortality, some say he attempted to ascend to godhood. For whatever the reason, he locked himself away. It is said his failure is the reason for the scorched lands. Many adventures have walked off into the desert seeking the lost tower of Servio never to return. A few have come back, but they always say the same to any would be treasure hunter. "That desert holds no secrets but death."

**Bora Vol, Thunder Peaks:** The Thunder Peaks are named for the constant storms that riddle their spires. This area is a seemingly un-exhaustible source of copper, the Thallans guard their mining operations tightly. In the peaks many have seen clans of Kobolds, Giants and Mountain Dwarves. Many have heard the accounts and tales spun by the Dwarves that live within these mountains about the scorched lands and the great red wyrm Leviliss. It is said that in the great dragons anger he laid waste to the once verdant lands in northern Pax Thallos in an attempt to kill Servio for a secret pact the mage had broken. It is also whispered that Leviliss' spawn still dwell within the mountains many caves, twisting their own plans of revenge.

**Vol Ineth: Rolling Lands:** The grass lands to the south of the scorched lands are rich in game and fertile ground. This is the land of the Afat'Inart, the fabled horsemen. Hunting is the primary resource in this area. Large tusked elephants provide valuable ivory exports. A rare insect, the jade worm, produces the lands famous silk. Horse farmers that breed the fastest mounts in Tharstelding take advantage of the natural stock and great fields. Poachers are a constant issue in the area, the Sand King's arm stretches only so far here.

**Hie Dar: High Table:** In the center of the Rolling Lands is a massive elevated plain known as the High Table, sweeping grasslands stretch for miles in all directions. Home to roaming clans of savage barbarians and wild herds of powerful horses, these are some of the least civilized lands in all of Tharstelding.

## **Important Sites**

**Sil:** ( Metropolis 98,568 ) City of the Sand God. This is the capital of Pax Thallos, and the seat of the Sand King Ramses II (CN). Temples and shops line the main streets that crisscross in a sun like pattern. Brass and copper are used to mark the tall domes of palaces that dot the city. The Sand God is worshiped exclusively in Sil. Preaching any religion but that of the Sun God is punishable by public beating within the city walls. Outsiders are, for the most part, welcome to come and trade. Overextended stays usually draw the attention of locals. For the most part Thallans distrust outsiders. Outside the City Oil operations employ most of Sil's residents. It is said that if you have a pint of oil in your pocket, chances are the bottle and the oil was drawn from the mighty desert around Sil.

**Tel-Rink:** (Large City 21,502) The Jewel of the Desert. The Port of Riches. This is how resources get into and out of the desert. Along with importing for all the needs of Pax Thallans, the sea provides the people of the city some needed industry. Salt is a major export, along with various spices that grow along the coast. Glass is made in the city, and its architecture uses it whenever possible. An old and feared assassin's guild known as the Black Iron Company operates in the shadows of the city, and often draws in would be financiers. The people of Tel-Rink are more tolerant of strangers being a port town, and many of its hundreds of services rely on continued patronage. The ruler of Tel-Rink is a priest of the Sand God named Xercies (CG) appointed by the Sand King himself to keep his law.

**Narefall:** (Large City 19,200) The city of the horse lords, the people of Narefall are a tribal folk outside of the city walls, but within they play the game of winds, a complex social caste system of loyalties and oaths. The city offers amazing markets for horseflesh and trades with both Pax Thallos and Castros, they are known for the best steeds in all of Tharstelding. Officially a city of Pax Thallos, the people of Narefall consider themselves their own city state.

**Cobblefield: Ruins** A dwarven city carved into the side of Mount Killspike, the northern most mountain in the Heman Dal range. Cobblefield was a thriving city long ago, but when the adamantine mine dried up the dwarves moved on. The city lay vacant for a short while, then Sand King Bel'Arnarn garrisoned it with soldiers to maintain strong borders with Castros during the Blackfoot war. Shortly after the war the city was sacked by chief Pebblenose, a goblin warlord. The ruins are rumored to still be under goblin control today.

**Old Tenaris: Ruins** The ruins of Old Tenaris have been the topic of many scholarly debates, they rise from the sands of Northeast Pax Thallos seemingly unmolested by war or time. Only the sand through the streets show its age. It is unknown who lived here, and why the city was abandoned, or even if it was abandoned. All that is known is that the city is vacant now, and most of those who linger in its empty halls find themselves lost as well.