

KORDI GUIDE

The land of the Kordi Nation was once divided between dozens of squabbling clans, each vying for control of precious resources and manpower in a string of endless wars. Although many hopeful warlords sought to conquer their neighbors and emerge as great rulers, it took the united force of many small yet powerful clans to choose a leader that all would follow. These clans supported the rise of the young warrior mage, Sihala, into her would-be position as the founding ruler of the new nation. She expanded the reach of the country's influence, brought about the inclusion of the Bari people through The Longhill Pact, and eventually helped to end the Half-Century War. Despite the Kordi's current influence and strength, they are still a young nation whose cultural identity is evolving along with their new fellow citizens.

LANDSCAPE & CLIMATE

The Kordi Nation sprouted up along the river from which the people draw their name: the Kordiso. The territory spans from shore to shore after the inclusion of the Bari lands, and is dominated by rolling hills, valleys, meadowlands, and grassy plateaus. To the north, the land is shaded by thick temperate forests of rowan, beech, ash, yew, and oak trees. To the east, the smooth ground gives way to tree-covered hills and several mountains—the greatest of which being Ton Mohr—divided by numerous winding rivers. The west stretches from grassy plains to a sandy coast, and the south is marked by the magnificent Lake Capaill. The island of the capital city, which is situated in the middle of the lower leg of the Kordiso, looks south to the lands of the Abkhat, to which is has been joined in recent years by a massive bridge.

The long days of sunlight and warmth through spring and summer give rise to plentiful harvests in the south and fine lumber in the north. Fall and winter are marked by a period of heavy rainfall that often leads to flooding in the valleys, and time of crisp wind and a thin blanket of snow, respectively.

NAMING CONVENTIONS

Scottish and Irish Gaelic names serve as inspiration for the Kordi. Remnants of the Old Tongue, however, are very prevalent in names: Seven letters of the common alphabet are rarely used (b f g q v y z). Names are often ancestral and the Old Tongue contained less letters. The letter j is pronounced like the English y.



Surnames denote the birth-giving parent—or a chosen parent if adopted—using the Old Tongue word “jan” meaning “of”. Usage of the word “nac” has caught on in recent years, lending some diversity. Only the Ard Laird class and above select family names, stemming from locations or occupations, which are passed down so long as they maintains the land.

For example: Tekail janKata /or/ nacKata

SOCIAL STRUCTURE

The Kordi Nation is a new and rapidly developing country that has become prominent in the Known World for its unusual system: a central government. The Kordi people are led by a ruler known as the Archos, with the guidance of a council of advisors and the support of the five Great Houses who oversee local governing.

The Arlos Council advises on various topics of state and culture and contains the leaders of the four major branches of government and experts in related fields. There is the Conslos, who oversees the military and acts in matters of foreign affairs. The Myschos serves as the source of magical development and research. The Dome-los oversees public works, national provisioning, and the general well-being of the populace. Finally, the Pelos oversees the operations of the Temple of the Five and the education of the populace.

The purview of the local land falls to the Ard Tiarni, the leaders of the Great Houses. Each of these five families oversees several territories across the nation. These territories of form a patchwork across the map, with new areas added as the lands are developed. A territory contains approximately two cities, each led by a specially appointed landed noble, known as a Tiarna. The Tiarna oversees the goings-on of a particular city and its surrounding area, and grants land in the city with the permission of their Ard Tiarna.

Basic landed citizens are known as Lairds and possess a small manor house and lands that may be rented out to citizens for farming or other means. Those who have managed to grow their lands are appointed Ard Lairds and compete amongst themselves in a ranking system within their city, each seeking to acquire more land, support of vassals, and working tenants.

The average citizen enjoys freedom in forging their path. Many choose to enter the military, where they may serve the nation with both martial and magical protection, contribute to public works, and recovery from the war. Others choose to enter into a tenancy with the

landed class, setting contracts to attain housing, a small workshop, or land to work and pay in exchange for work.

Due to the prestige associated with having dependable and talented tenants, those who excel in their work are highly sought after by the landed class, and may continuously negotiate their contracts for better terms, or work for a new house entirely. Craftsmen who wish to work out on their own often experience a bit more difficulty, as many more established cities have high rental prices for workshops and rooms, and depend on the local populace buying their goods for their income stream.

THE WAR

While the Half-Century war touched the lives of everyone across the Known World, the Kordi Nation and its people suffered from their immediate proximity to the conflict's source. The Flaming Gate opened several miles north of the nation's capital, Dantria, in the area that has since been named Gate Watch. While the capital held fast throughout the war, the nation's other cities: Kair Kolun, Palli Gran, Kair Darra, and Din Eidin, fell one by one, overrun by the Prytanis and raised to the ground. The population of the nation was forced to pull back to Dantria.

As the conflict wore on, Archos Sihala reached out to the Bari people in the south. She offered them sanctuary within Dantria, a great retreat from the slaughter in their valleys, in exchange for aid in the fight. The Longhill Pact was signed, albeit under less than ideal circumstances, and the Bari brought their numbers, and their invaluable knowledge of mounted combat. Kordi and Bari survivors alike took shelter in the city, and by the war's end, the entire living Kordi population, as well as many Bari families, were held within the close quarters of Dantria's three walls.

When the gates of the city were opened, the people emerged into a land much changed, and years of work and rebuilding ahead of them.

COMMON CUSTOMS

- Kordi society has been shaped and built by the physical, magical, and mental strength of its populace. Self-betterment and discipline are culture-wide themes, as is the belief that everyone may excel and contribute to the community. Boasting about work is considered rude and suspect, as actions should speak loud enough.
- Great pride is taken in keeping a neat and smooth running household, even more so if the land is rented. It is common for multiple generations of a family to live together.
- Personal hygiene is very important. Those who do not keep themselves clean are viewed as having no respect for the self, and thus warrant none from others.
- While slacking is frowned upon, the Kordi don't do anything or go anywhere in a hurry. Doing things thoroughly is paramount, and thus it is not uncommon for projects to finish slower than anticipated, meetings to run overtime, and for punctuality to occasionally fall by the wayside.
- The use of titles and formal addresses is key, and it is expected that one will endeavor to learn the particular title of a person of note that they wish to speak with. It is also customary to announce one's full name upon introduction, to allow for some familiarity at the onset of any conversation.
- The hottest time of the day is used as a break from work, and most businesses - excluding inns and taverns - close down for an hour or two. Most use this time to change out of their working clothes, wash up, and enjoy a light meal with friends or family. Great value is placed on both physical and mental health, and this time allows for a respite from an otherwise busy day.
- It's taboo to place one's weapons on a table, as it is believed to invite death upon your family. However, it is customary for the family of a fallen soldier to place their smallest weapon at their place as a mark of respect.

- Children learn basic combat and self-defense, via magic or physical means, so that they may be able to protect themselves and those around them should the need ever arise. Citizen children learn from local Omada members, while the landed may have a private tutor or lessons with a Tigie. Adults keep up with practicing and exercises, regardless of their career, to keep their bodies and minds sharp.
- It is considered a great honor for both citizens and landed alike to join one of the nation's seven standing military Omadas, or the 8th Omada, who act as peacekeepers under each city's respective Tiarna.

RELIGION & BELIEF

Most Kordi visit their local shrine, but it's not uncommon to have small shrines within the home. Pleas are made for good harvest, luck in love, and more, but it is best to keep requests reasonable. Large requests may elicit a great exchange from the Gods, and it is risky to draw too much attention.

The Temple of the Five serves as both the home of the Kordi faith, and as an archive of the history of the extant clans from which most Kordi are descended. Although the Kordi revere the Gods, they also firmly believe that the best way to navigate the future is to examine the past. The Gods are only to be seriously consulted or pleaded to in times when history may not serve as an aid. The scribes there receive years of instruction in the history and practices of the original clans. They are often consulted in matters of economics and civil disputes. Their intimate connection and service to the Gods garner great respect, and their advice is highly valued.

The Silver God, God of Magic, is considered the patron of the nation and it is the belief that the late Archos Sihala was one of their favored. The White God is also often followed and beseeched, due to its themes of self-betterment and strength of both body and will.

ATTIRE

- Common attire consists of a long-sleeved tunic ending mid-thigh and belted at the waist, with wide-legged pants or leggings. Occasionally a surcoat or tabard is added. Loose-fitting clothing is common, as are long wrap-style dresses. Wool or fur wraps and cloaks are added atop any outfit, often held in place by fibulas. Fitted dresses and doublets have gained popularity in the capital, but not everyone is convinced that the styles will catch on.
- Many dress in the style of their ancestors: draped fabrics pinned at the shoulders and belted at the waist (toga, stola, and tunica style). This attire is considered best for times of leisure as it is cool and comfortable and allows for a great range of motion.
- The landed prefer bright jewel colors or metallics and cloth of cotton, linen, or silk. Their clothing is trimmed or embroidered and often incorporates the family colors.
- Citizens tend to use darker colors for their clothing, though often opt for pale dyes for their robes. Their attire is usually sewn in practical, breathable materials.
- Ard Lairds and above wear metal circlets to denote their status, with the intricacy and adornment of the circlet increasing with their prestige. Lairds and military officials fashion theirs of tooled or braided leather, with the wealthier occasionally choosing woven wire or a thin metal band.
- Members of the military wear a tabard or sash in the colors of their Omada. Plate and chainmail armor are common.

HOLIDAYS

Night-Breaking (3rd Week of Silencing)

In the darkest and coldest time of the year, Tiarni organizes a city-wide feasts to bring the people together for a night of song and storytelling dedicated to the Gold God. Care is taken throughout the year to ensure proper food-stores for this event. High-ranking families com-

pete to contribute the most resources to the feasts

Festival of Magic (4th Weekend of Springfall)

A celebration of the life and sacrifice of the late Archos Sihala, and the many gifts of the Silver God. Displays of magic, both illusionary and actual, are the main event, with performances of key moments in both Sihala's life and the Half-Century War. In the evening, towns illuminate their paths and any nearby clearings with runic lights, and often engage in "mage-light tag."

Night of Masks & Fire (Mid-Summerise)

To celebrate the White God, the Kordi hold masquerade parties around great bonfires. Promises made on this night are considered binding for the year, and it is considered a lucky time for proposals. There are games of physical prowess, such as the tied-hand fight. Two opponents have their non-dominant hands roped together, and, each wielding a short cudgel, fight until one has struck three blows. The night ends with participants sharing fruit wines, sweet-breads, and dried fruits around the bonfires.

Week of Chase (4th Week of Autumnrise)

In anticipation of winter, towns organize large hunting parties of the most willing to pursue the strongest prey and celebrate the Brown God. The week is marked by small parties held in local taverns as the hunters return each night and tell tales of the day. The group that brings down the greatest beast wins a small prize.

Night of Memoriam (2nd Weekend of Reaping)

As the sun sets, each household in the city is given a lantern to light and hang along the commons to symbolize the stars of the Black God's domain. After a long dinner shared amongst neighbors, the youngest member of each house removes their lantern from its hanging place and joins the city in a procession to the graveyard. Lanterns are placed in nearby trees and Stories of the dearly departed, snacks, and warm, spiced drinks are shared on blankets across the grasses as people celebrate the lives of those that they have loved and lost as the lanterns burn down to reveal the stars above.