

## **Humans**

The ineffable Human has for most of memory been the base of Terna's pillar. This is because they made themselves so through organization and conquest. They can be found all over the continent, and comprise a majority of the population, though their seat of government is to the far east in the Ternian Empire. Making irreducibility into an art form, it is hard to assign any singular set of characteristics or personality traits to Humans. They run the gamut from slanderous traitors to noble patriots. Ternian history is littered with the results of their actions, and the continent even takes its name from the legendary Human leader, Emperor Ternius, who was said to have conquered the entire land and placed his crown over every race. Though Humans lack the mental or physical gifts many other races enjoy, they fill this gap with a surfeit of tenacity and cunning.

The Ternian Empire is a fine example of the Human resolve for survival and prosperity. Boasting some of the most lush and verdant lands on the continent, the Empire has leveraged its vast natural resources to create the most resilient empire ever known. Once far surpassing both the Eternal Kingdom and the tribes of the Northlunds in terms of land, population, and wealth, it has shrunk in recent generations to a nucleus of interconnected burghs and cities.

Often defeating their enemies through bull-headedness and sheer numbers, the Ternian war machine has never been turned back from a locked gate and never retreated from an unconquered mountain. In fact, it is thought that under the guidance of a strong singular leader, the Ternians could easily overwhelm the continent and install a second Pax Humanus. However, as with all empires, its strength is its inevitable weakness: the brilliance and variety of Humanity is only surpassed by its inability to find unity. Though there is a single Emperor who technically governs the Empire, there are always contentious factions which make it impossible for the entire weight of the population to mobilize to a single cause. Between trading houses, old family fiefdoms, potent warlords, militant generals, and even proletarian revolutions, the political infighting of the Ternian Empire is totally inimical to unification. The Empire is ruled by Senates which represent all these disparate interests at this point. The nation bleeds for a strong Emperor once more.

In light of the political instability within the Ternian Empire, many nations choose to defeat them by simply ignoring them. Though commerce is healthy and Ternian traders are seen waving their banners across the continent, Ternian ambassadors are often a tolerated court pet and are hardly ever taken seriously. No group is so foolhardy as to deny or openly antagonize Terna, but it is a well known fact that the Empire cannot gather its wits long enough to avenge any petty insults or disputes. Baiting Ternian nobility is a particular sport of the Elven crown and a practical joke played on a visiting dignitary is thought to be the

height of fashion among the elder folk. This being said, there are none in the tiers of power who forget the continent is named after a Human emperor who in a mere 30 years walked his army from one edge of the continent to the other. The Ternian Empire may be nearsighted and stumbling, but she is neither toothless nor forgetful. A common saying of some of its nobles or military leaders is that, "If we but choose to care, the continent would once more be ours": this is a boast, of course, but is it really boasting when it's true?

Though the Empire is not uniformly Human, as members of other races are welcome and even occupy powerful positions within the government, recent leanings at court have caused the number of foreign emissaries, dignitaries, and non-Human courtiers to dwindle. Though the Emperor once placed a member of each race upon his Council and conversed with them at great length, recent appointments have seen fewer and fewer outsiders given roles of significant responsibility. Within the court, non-Human courtiers are slowly being divested of their holdings, and what few outsiders still exist are given sinecures or removed to barren or fallow lands on the far edge of the Empire. Ambassadors from the other nations are beginning to feel the pinch in both politics and their treasuries as tariffs are being levied on all imports. This is done simply to line the pockets of a lecherous and slothful Emperor, and the many greedy noble families who control the Senates.

### **Of Wayside**

It should be noted that humans make up the bulk of the Kingdom of Wayside as well. The King and half of the dukes are Human. But unlike the Ternian Empire as it now exists, Wayside revels in and thrives from its diversity. Exceptions exist, of course, as the recent Thargatian Crisis, aka the Vampire Wars, left Gypsies as second-class citizens who are persecuted to this day. Gone are the days of the hateful Grypsy Free Wayside militias, but many Humans still resent or even hate Gypsies due to the actions of Reynios Thargatian

### **Of the Isle of Ca La Dorn**

The Isle of Ca La Dorn is a human Kingdom in its own right that is torn between joining Wayside as another Duchy, or becoming a fiefdom of the Ternian Empire once more. The Isle once belonged to The Empire before it disappeared for a millennium. Since it returned from beyond the Mists, Ca La Dorn has found itself in a difficult situation. The people there are hard at work, rebuilding from the zombie swells that befell the island recently. The inhabitants are fearful of most Kin races as well as of High Ogres. This manifests in many ways, but is a by product of the fact that the Elephantkin and High Ogres, who were the two most powerful military forces of the civilized races, served their undead masters in the recent zombie swells. Very few other Kin existed on the Isle, so as they meet new varieties they naturally lump them with the Elephantkin as races to be feared.

**Notable Persons that everyone has heard of...**

King Gregor Eishenhorn is the King of Wayside and Duke of Arbor, Wayside's capital.

Duke Jocelyn Raash is the Duke of Briar Pass and a friend to the adventuring community.

Emperor Ternius is of course the name of the human leader who united the entire continent under his banner. The Emperors since the original all share this name. The current Emperor is Ternius Pashwan IV, but he simply goes by Emperor Ternius to invoke his heritage - which is weak at best, since he is a mere cousin to the original line.