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# Introduction

Thank you for your interest in the wondrous world of Inglemia. First things first, this is the newly revised version of the supplement, complete with new sections, and additions to make your reading experience of this book all the more enjoyable.

Along with new errata, the game system has been converted over to FATE 3.0 to give a different take on the game play experience as a whole. You can find the FATE 3.0 SRD at

[www.faterpg.com/dl/sotc-srd.html](http://www.faterpg.com/dl/sotc-srd.html).

Please note that all chapters containing items relating to the FATE system are considered open content.

## What you need to know to play this version of Inglemia:

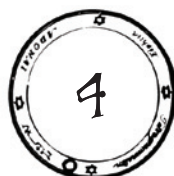
In FATE rather than assigning numerical values to elements like skills it uses adjectives, which are ranked as follows: Abysmal, Terrible, Poor, Mediocre, Average, Fair, Good, Great, Superb, Epic, and Legendary.

Consider: a bodyguard might be a Good swordsman but have Mediocre social skills. He'll probably win a fight with an artist who's a Superb painter but a Poor swordsman. Almost anything can be described using this ladder — an empire may field a Superb army or an airship may be limping by with a Poor engine.

### The Ladder

Value	Descriptor
+6	Legendary
+5	Epic
+4	Superb
+3	Great
+2	Good
+1	Fair
0	Average
-1	Mediocre
-2	Poor
-3	Terrible
-4	Abysmal

When the dice are rolled, there is usually a target difficulty described according to the ladder. For instance, it might take a Good climbing effort to ascend a steep wall. To face this challenge, the player consults the appropriate skill, rolls the dice, and compares the outcome to the difficulty. If the outcome is equal to or higher than the difficulty, it's a success; if not, it's a failure. The difference between the difficulty and the outcome is called the margin of success (or failure), MoS or MoF respectively. It is often used to determine how well the character succeeded or how badly they failed.





# The Fate of Inglemia

When two characters are competing in a task, they both roll; the difference between the outcomes is the MoS for the winner and the MoF for the loser. A check made against a static target is a Test, while one made against another character is a Challenge.

## Helpful Hints

There are special dice available for Fudge that have plus (+), minus(-) and blank(0) faces to make rolling easier, and we use them to clarify examples. These dice can be purchased at many game stores, or online through Grey Ghost Press [www.fudgerpg.com](http://www.fudgerpg.com).

If you find yourself without Fudge dice, roll 4 six-sided dice. Any die showing a 1 or 2 is treated as a - and any die showing a 5 or six is treated as a +. When a 3 or 4 shows up on the dice it is treated as a blank and is not included in the results.

You will also find other sections within the text that will help you with game play; including setting specific Aspects, Skills, and Magic.

## What is Inglemia?

The Fate of Inglemia is not a module. It is a product designed to give the GM a primer to establish a set of parameters for an Epic campaign involving the City State of Inglemia and its encounter with their ancient cousins, the Jeshatan of the Elemental Dimension of Magic. This product incorporates elements from the products The Elemental Dimension of Magic EDM001 through EDM013.

Thematically speaking, the game is designed for characters of around 15<sup>th</sup> level, allowing them to go up in level every two sessions well into the epic levels and beyond. While it is certainly possible to use this product for a low level game, the GM also has the tools to allow his players to be movers and shakers on a primal level.

While the core strategic campaign was originally designed to have the players be agents that defend Inglemia, they could just as easily be agents bent on its destruction. Inglemia certainly is not without plenty of enemies nor is it without flaw. While it is a fantastic place, there is still rot at the core and it is primed for change; whether good or ill is up to the players... and you.

## Inglemia At A Glance

800 years ago the city state of Inglemia was in the midst of a dark age where many wizards ruled in the Node. Eventually a single government was forged from which the Great Houses emerged.

The land of Inglemia is currently in rebirth. Since the formation of a central government 400 years ago Inglemia has not been attacked.

Inglemia is the preeminent city of the world, with over 2.5 million people. Inglemian culture is very similar to that of the early 1800's in Italy, with dashes of French, English and Scandinavian mixed in.

## Citizens

Almost all occupants of Inglemia are human. While non-human residents come to the city often to trade, citizenship without being human or having a blood tie to the city (i.e. being at least 1/4th human) is impossible. Because of this the city's people are entirely insular.

About 90% of the human population, no matter how poor, are citizens. They have certain basic rights, including freedom of speech, religion, assembly and certain kinds of magical items and weapon possession. Certain magics and the like (usually 5th level or above) are reserved strictly for the Nobility.

Each citizen of the hamlets that reside in the Plains of Inglemia is tested for magical potential, and those that pass the test and are willing are sent to Inglemia to become citizens and train in the Royal Academy. Conversely, citizens of Inglemia that are not capable of using a Wand Pistol or any other magic device in the service of Inglemia are banished to the Wards. These days, only one in a million births in Inglemia is born without sufficient intelligence and magical ability to use the Node. It was not always thus, but over the centuries humanity's magical potential and natural intelligence in the Node has vastly increased.

Ward citizens enjoy almost all of the rights as Citizens of Inglemia, save the right of Trial, the right of Petition, and the right of Residency. Permanent non-human residents must be sanctioned by one of the noble houses. It is rather easy to magically find non-humans that do not belong in this time via scrying spells who are then magically 'dumped' to other places.



An attempt to create a nihilistic religious cult by a lich during the second century caused the city to take a very strict view on who did or did not have rights. This means that only living humans can have full citizenship. Allies of the empire can still own and sell property, but these rights are individually applied by species and by kingdom. The Undead, Constructs and summoned creatures are all considered private property.

## The Fish Folk

Two hundred years after the reign of the first Doge, the Empire of Kelp established its alliance with Inglemia and it has been going strong ever since. The embassy of the Fish Folk in the diplomatic quarter is one of the largest and oldest buildings in the city, and it is filled entirely with water, kept there due to the powerful magics of Inglemian mages. In exchange for plentiful resources and exotic foods, Inglemia has kept the current dynasty on the Pearl Throne in power for over eight centuries.

## Government

There are 20 noble houses. For each magic type there is a major house and a minor house. There are 18 Houses that are constantly vying for power, causing a major flux between the major and minor houses; with sometimes one house being the 'major' and sometimes being the minor.

The 19th house is the House of the Dragon which is made up of Sorcerers. The 20th is largely a house of Exiles from the other houses or Oddities which do not fit in any other house but still deserve noble status.

The ruler of Inglemia is called the Doge. The Doge is elected at the start of their 14th birthday by the Council of Major Houses. The Doge enjoys immense power after ascension and chooses their successor, which is usually a blood relative. The current Doge dynasty is composed of the major Trasmuter House, and has been in power for 200 years. The Doge's word is law, but his decrees may be modified or overridden by 2/3rds of the House of Major Houses.

Major changes in law or decrees involving money are resolved by the Great Assembly, which includes Minor Houses and the Voices of the People. The Doge and his council determine which house of the Polarity is Minor and which is Major. As a result all are constantly jockeying for his favor.

## Religion

It is the common view of the Inglemian citizen that religion cannot, by its very nature, be subservient. That is not to say that there is not a great deal of religious activities in the city. Ironically, the very reduction in clerical might has led to a flourishing of temples of every kind and description.

But after seven different occasions of cults attempting to take over the city the Houses lost all respect for organized religion. They have enough trouble combating each other without having to worry about cultists.

The military and the universities are neutral in their positions on religion; while the Societies and various Consortiums are subservient only to the Houses wishes.





# Chapter 1

## history of Inglemia

### The Age of the Elves

In Elvish the word Inglemishan means hub of the great wheel.

The elves controlled Inglemia for tens of thousands of years by accessing the powerful Node in the center of the continent. This Node allowed them to tap into the Elemental Dimension of Magic. As a result the elves were in close ties with all of the elements, including those which no longer exist. Those elements were Glory, Chi, Psi, Magic, Earth, Air, Wind, Fire, Light, Dark, Law and Chaos and they used them all to their benefit. But above all, they enjoyed their connection with magic.

They built a society of true and stunning scope, achieving virtually unlimited feats of prowess in crafting, cunning, and skill. The elves forged many races, including those that they stole from other worlds. One of these races was Man, bred to be the common workers of their campaigns, bred to increase their size, intelligence, health and magical power. For a long time, this was the status quo.

Then the humans learned about the Elemental Dimension of Magic. They began to pull power from this realm in order to achieve more powerful magical effects at first, but the Elves quickly crushed this burgeoning human power. A small handful, however, survived and fled to the Elemental Dimension of Magic. Over the next several thousand years,

they began to build a society there, but they had not forgotten their ancient oppressors.

They made several unsuccessful raids against the Elves until the magic of these exiles slowly increased until it surpassed them entirely. With their new found power, these new lords called themselves the Tan and enslaved their former masters. They ruled Inglemia for seven thousand years before a titanic war broke out among factions of the Tan.

A powerful spiritual leader rose up, K'na, who decried the ways of magic and urged simplicity. This movement was initially crushed. Then one of their surviving masters, Ourish, developed a powerful mind magic that he claimed was 'purer' than the magic of the Tan. Thus the two factions fought, and destroyed nearly all life on Inglemia in the process. The two factions continued their struggle on the Elemental Dimension of Magic, whilst Inglemia slowly recovered.

Much of the knowledge of the past had been lost, but the powerful properties of the Node were quickly rediscovered. Seven times powerful magical empires rose up, each attracting the attention of the Kn'atan and the Jeshatan; and seven times the empire ended in disaster, with the Kn'atan using the Node to destroy the Elemental Planes, altering all of creation in the process.

This use of the Node created countless other mirrors of the main creation. Many say that there are



copies of Inglemia out there, but bent and twisted in ways that don't really make them true copies, but distortions. They are no less real, but they are strange and alien.

Glory became a thing of the past, earned and seen for fleeting moments, but always in entropy and always in short supply. With the destruction of Psi, the minds of animals, objects and plants became closed to the world. The only way to reveal their inner thoughts was with the help of magic spells. With the destruction of Chi, the souls of sentient beings became malleable, and their link to the bodies of the dead became stretched, allowing for magics such as necromancy or resurrection. The elemental forces of Law, Light, Chaos and Dark pushed these powers away from Inglemia, twisting their inhabitants into iconic parodies of sentient beings, rigidly locked into inflexible ideologies that attempted to exert their influences upon Inglemia.

These distant planes distorted magic, causing it to absorb, to one degree or another, all of these other powers. Clerics and Gods now roamed the land, hawking their power in exchange for worship. Liches, vampires and undead hoards became an acceptable battle tactic and means of pseudo immortality. The powers of the mind that the Knah'tan had previously harnessed turned inward and mutated, though their power still lingered. Their struggle continued.

At the dawning of the new age, Men and Elves fought a war. For a brief time, the elves fought against the humans, and reestablished their empire. The elves held Inglemia, and they began to relearn all that they had lost. After three thousand years, the Elves felt that they had learned enough, and launched an attack against the Jeshatan in the Elemental Dimension of Magic. They were horribly crushed, though the war was costly to all sides. The elves became not just slaves, but a source of magical power that enabled the Jeshatan to exert their will upon other worlds.

The city of Inglemia rose from a massive pile of debris that was left from the final conflict. There were one or two apprentices who grew up in this time, but they had virtually no idea of the true history of their city. What they did know was that there had been a rather nasty Elven empire that was now defeated. And they didn't want to be on the losing side.

It took twenty years to rediscover the power of the

Node, but once they did, trade in Inglemia boomed once more. People flocked from all over to be able to experience the more easily made magic items that would allow them to experience the more joyful elements of life. The town became a city, and soon the city became a bustling metropolis.

During all of this time, the Jeshatan have slowly been recovering. They have lost interest in the plane of their birth, for scattered throughout creation there are many other Nodes that have strong ties to the Elemental Dimension of Magic, and these are the areas that they have focused on.

## The Age of Houses

As Inglemia slowly rose from the ashes, a state of controlled anarchy came over the Node. Multiple fortified compounds arose, with clans and familial allies trying to gain as much territory as possible. They fought in groups, making pacts with other houses as time went on. Smaller houses were destroyed, enslaved, or enthralled by more powerful ones.

There were large scale wars that were fought between them, sometimes involving the taking of allies from foreign lands, but the houses would always unite against any attempt by a foreign nation to invade them. At first, this tiny city state simply conducted magical experiments on its own, but Kilian the Great got the idea to construct the first roads through the magical wastelands towards foreign lands.

Of course, to maintain these roads, a series of fortified outposts had to be created. At first these were merely independent fiefs that paid tribute to Inglemia, but as time went on, there began to be more of an exchange of people between these remote areas and the city state. Finally, the Doge declared that anyone from these areas who desired to serve in the Inglemian military could become a citizen of Inglemia.

As time went on and the number of houses formalized, the office of the Doge became more coherent. This allowed Inglemia to finally start to work in an organized fashion and to strike back at the many kingdoms that attacked in an attempt to steal the Node.

Before House Ohigatan came to power during the Pax Inglemiana, Arcanile history books were written by the victorious house. As such, there are





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many versions of exactly the same events, though this variation usually starts after Norius the IV and ends with the Ohigatan era.

The primary reason for this is because with potent enough spells it became possible to rewrite almost all of the text books and historical records in the public's possession. Indeed, in at least two known cases, they were erased from almost all memory as well.

This has led to a general focus on both the present and the future at the expense of the past. The study of history is looked upon with disdain, and even the most noted of sages looks upon tomes that do not have a magical experiment that can be duplicated with a healthy degree of skepticism.

The first Doge to advocate mandatory scholastic training of all adults inside the Node was Norius the IV. Once the law of Universal Training began, Inglemia undertook a series of mass public education that made Inglemia the most educated people in the world. As a result Inglemia has flourished over the centuries, and their prosperity spread to other kingdoms as well, creating a vast and stable economy.

## The Age of Yontor

One hundred and ten years ago Kelios Yontor was elected Doge because of his invention of the Skyships. These ships allowed Inglemia to extend its trade and power farther than ever before. They also offered a key turning point in military conflict against the sky elves.

Kelios Yontor's first act as Doge was the creation of two new houses that are composed of commoners. The House of the Dragon contained those with sorcerous blood. The House of Magic contained those made knights or nobles by act of the Doge, with two kinds of Entitled nobility. There were those who were appointed for the duration of their lifetime, unusually mastered scholars, and warriors. Those who gave a lasting contribution to Inglemian society were given a hereditary title within the House of Magic. This house also absorbed many minor houses that could no longer maintain full House status.

By doing this, the Doge also established the firm tradition of voting within the Houses. Each type of magic had a House assigned to it, including 'general' magic which included the House of the Dragon and the House of Magic. There is always one major House and one minor. It is the single prerogative of

the Doge to declare a House minor or major at a whim.

Generally speaking, by tradition, this is done very rarely, simply to maintain order and stability. It also encourages the greater Houses to work with the Doge, and the minor houses to constantly try to appeal to work with him and impress him in order to be raised to major status. With this system in place, Kelios was assured that the Houses would be working for the betterment of Inglemia and Yontor, rather than constantly trying to take over the government. Doge Yontor's great works include undertaking the creation of a large amount of public parks, theaters, and roads.

This public largess forced the other houses to match suit in order to appear just as prestigious as Yontor. Thus, Inglemia was embroiled in a golden age in which the Houses spent a vast fortune to improve the city. Their patronage also helped bring about the rise of the Arcane University system. Many scholars who were not satisfied with the more basic teaching their current educational system provided worked to create a university system to push the boundaries of magic theory to new heights.

Once these university systems were in place, the common folk felt entitled to have a say in the political affairs of Inglemia. While democracy was discussed for a time, the people eventually formed political parties known as the Societies. The Societies are based around an ideology and are composed of both noblemen and commoners working for a common agenda. The Societies gave a public voice to the people, and thus helped to reform Inglemian civilization to its current incarnation.

After these successes Kelios soon realized that if he wanted to bring stability to the city and to his House, he had to find a way to pass on his power to an heir. Inglemia would never tolerate a king, but by sufficiently strengthening the power of the Doge, and of Yontor, he could ensure that his House would retain the seat for generations to come. Kelios Yontor ruled for forty years, and eventually stepped aside for his second son.

At first the hand picked heirs worked quite well, but four generations later Loriana Yontor nearly caused the whole thing to crash down by insisting that her seven year old son be given the seat. This



did not go over well with the Houses, and Yontor was voted against for the first time in a century. It came down to a single vote, that decided only to agree to maintain Yontor power if a more reasonable system of choosing the heir was chosen. For the next four rulers, the House voted on a pool of candidates from the House, instead of merely the hand picked successor of the Doge.

The current ruler is Hamasi the Great. Many say

that his heir is weak and for the first time in over a hundred and fifty years other Houses are considering whether or not they can take the Doge seat. All of the Houses have been building and preparing for this for some time, and it appears that this will soon come to a head.





# Chapter 2

## The Inglemian Military

The Inglemian military is divided into four sections, each corresponding with one of the major elements of the arcana. The Fire Division is the most common, with their standing army being conscripted from the masses. The Air Division is the air navy of Inglemia. Water Division is in charge of Intelligence, and Earth Division maintains the magical Rapid Roads as well as other means of protecting Inglemia's borders.

### Fire Division

Inglemia's standing professional army is the largest in the world and can bring almost any other nation's military to its knees. Infantry in the city are equipped with Wands of Magic Missiles or higher level wands which can utterly decimate an invading army. This mighty land force includes the use of devastating siege engines to protect the city.

The middle and lower classes have a great deal of patriotism, and most of it is manifest through their time with the army. The life of a soldier is considered an honorable profession, and the full time career Inglemian soldier is proudly considered the best in the world.

Fire has the most veterans, which makes them a significant political force.

Drill instructors hold a revered place amongst veterans. They are often the head of the veteran societies that help ensure the proper patriotism of the various levels of the government. They are partially

respected because they have helped to hold back the extremely powerful houses. Nobles know not to take their wars too far lest they incur the wrath of the military.

Man for man, the Mage Lords are a force to be reckoned with, but the fact that virtually the entire adult population knows how to use a wand helps them keep a sense of perspective.

The training camp is a perpetual affair that teaches the vast majority of the populace how to use a wand. This means that sometimes the instructors must resort to unusual methods, but over the centuries the instructors have learned how to get the best results. The budget for merely training in this area eats up over 10% of the entire budget of Fire. Of course, the results are that every Inglemian is able to use a wand to elicit magic. Were it not for the Node, this would bankrupt even a powerful economy such as Inglemia.

The conscripts are not spared in physical training either, since they are forced to march for miles and perform on a rigorous obstacle course. Inglemian conscripts are soldiers; though most of the populace does not retain their hard earned physical fitness for long after they are released from service. There are those who suspect that some kind of very low level large scale magic is used to help the populace get into shape quicker, but this has never been proven. Many dismiss it as propaganda designed to intimidate foreign nations.



## Air Division

Everyone idolizes the fliers. While all other nations have navies of the sea, Inglemia has a navy of the sky. The sky ships are the single greatest contribution to Inglemia's history in a hundred years and their addition to Inglemia's armed forces greatly increased Ohigatan's power.

Members of the Air Fleet tend to a cosmopolitan lot. While the enlisted men are not as educated as the officers by an order of magnitude, they are at the same time about as educated as the average Fire officer. They each are prepared to perform a wide variety of missions since sometimes it is the Air Fleet that represents Inglemia's true power beyond her borders.

Each air ship has a pair of dragon wings and sails that help steer her through the air currents, and their thick armor and potent magical siege cannons allow them to rein death and destruction down on upon any that would do them harm.

The ships also come with a wide variety of other magical devices, including a portable scrying device, as well as the ability to remain autonomous for a long range of time due to provisions. All Airships work for air. Anyone else with such a vessel is hunted down and destroyed.

There are five fleets in total, two of which are in Inglemia at all times to defend her. The First Fleet always has an Admiral from House Ohigatan. The Second Fleet is appointed by the Doge. These two fleets are kept separate to prevent any one faction from gaining too much power. Of course, while the Doge was from Ohigatan, this was a harmonious affair.

The third fleet protects the lands that surround Inglemia. They have a vast amount of terrain to defend and never enough ships to cover it, but they also nominally protect Inglemia's farther borders and trade routes. Third Fleet fights jealously with Earth for the determination of who exactly is the 'true' protector of Inglemia's trade routes.

The Fourth fleet spends most of its time with the Empire of Kelp. Fourth Fleet represents a powerful aid to the Emperor of Kelp's cause. Technically Fourth Fleet's mission is to help maintain relations with all allied nations but except for a few ships here and there, the vast majority of Inglemian airships

in this fleet help the Emperor maintain his oceanic throne.

The Fifth Fleet is the smallest but the most combat heavy out of all the fleets. They routinely patrol neutral or hostile nations since Inglemia claims all of the air above 2000 feet. Any nation attempting to build another air fleet is ruthlessly destroyed. This helps keep other nations from building up anything that could be a threat to the city state.

Fifth Fleet routinely does battle with the Sky Elves. The only areas they avoid are the lands of the Sheen or the Formori, from whence no Inglemian ship has ever returned. Air Branch also handles the logistics of the armed forces. They are the more boring aspect of the service; consisting of horses, carts, and in some cases magically powered automotons that ensure that the army can move as far as it needs to go and do what it needs to do in the event of war.

## Water Division

Water represents the intelligence apparatus of Inglemia. There are three main divisions; the Special Forces, the Sriers, and the Foreign Service.

Given Inglemia's aggressive stance, the government is constantly on the lookout for those that would do the city harm. When they cannot solve the problem themselves, they call in the Special Forces.

Members of the Special Forces are all extremely capable spell casters and warriors. They can use the greater tools given them by Inglemian mages and wreak massive havoc on the enemy. They are truly force multipliers, often used to break supply lines, kidnap or protect leaders, take out high value targets, obtain important plans or information, or to simply spread terror as needed. There are different types of teams that are created or disbanded as the head of the Special Forces sees fit, though generally speaking they are only used at the request of the intelligence services.

Inglemian Water Agents come in all size and varieties. They tend to often either be enchanters for their ability to acquire assets or transmuters because of their ability to polymorph themselves into any disguise as required. Whilst they have a wide variety of magical talismans at their disposal, it is their discipline and training that actually gives them an edge in the espionage game.

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Inglemia also maintains a vast array of sensors that protect it from those who mean her harm. There are three towers spread throughout the city filled with several hundred people who spend their day scrying about the world for things that might be of interest. This information is then passed up the chain to the head of the institution and then given to the Doge to use as he sees fit.

Water Division works closely together with Air to help Inglemia stay safe. Safe, in this case, meaning dominant in all of the regions of the continent. Of course, there are some countries that Inglemia maintains only a token presence with its fleets. When that is the case Water tends to have more agents to make up for it. They often also serve as field research for some of the most cutting edge research of the Consortiums.

There is also an element of Water that keeps an eye on Inglemia itself. There are five branches of service within the city state. Special Interests Branch looks after the interests of the Doge. Internal Affairs works to defend Inglemia from internal threats. Transportation Branch keeps an eye on the country and roads. House Affairs specifically makes sure that none of the Houses are planning on betraying Inglemia and one that works for the military. It is this latter branch that works the most with Air Division.

Most people in Inglemia only know about the Sriers. The Agents and Special Forces are all sworn to secrecy, and they take it very seriously. As such, many people view Water as little more than glorified crystal ball watchers.

## Earth Division

Earth Division's primary job is to defend the Node. Their protection of the Node borders on fanatical. Members of the Earth Division forces have been known to die before letting anyone violate its sanctity. Over the centuries a handful of very powerful casters have managed to gain access to the inner chamber of the Node. However, they have never remained there for long. The forces of Earth have always hunted them down and killed them.

Members of Earth Division have become the preeminent masters of creating wards. And as such, they are also incharge of maintaining the Rapid Roads that spring forth from the city.

The Rapid Roads are vital for the trade strength of Inglemia. They have to keep all kinds of supernatural and natural threats away from those who would harm the city state. Of course, these days, few dare to cause problems on the roads close to the middle city. Some of the more hostile powers cause problems closer to the border, but even then, the Rapid Roads are sufficiently patrolled to ensure that they are protected. Every ten miles on the Rapid Roads sits a fort inn. The fort inns are extremely secure and manned by Earth personnel. They take great pride in what they do, and the fact is that very few of these defensive structures have ever been destroyed.

The defense of Inglemia herself is undertaken by the Earth Guard. They are an elite group of soldiers that answer to no one, not even the Earth Division. The Earth Guard consists of five separate but equal echelons, each responsible for protecting a particular area of the city state. They gain their funding entirely by a tariff collected on all trade entering or leaving the city.

Although nobles may belong to their number, whilst they are in the guard they have no noble title. Furthermore, only those who have no tie of any kind to a House may serve as an officer. Since not even the Doge controls the Earth Guard, they are able to avoid the games that constantly flow back and forth amongst the factions in the city. Every attempt to usurp their loyalty has failed. The Earth Guard even stayed neutral during civil war.

Members of the Earth Guard are well known for their magically enhanced armor which gives them increased strength, protection, and stamina. They also wield huge spears and maces, far larger than any normal person could otherwise wield. The armor is encrusted with gems that can infuse them with healing energy, even when they are close to death, making them fierce opponents indeed.



# Chapter 3

## City Life

### Religion

Dozens, if not hundreds of gods and pantheons from all over the world reside here. Some are only worshiped here since they have long since been forgotten by the world. Religious freedom allows the gods to propagate widely. Even the gods of magic are revered in Inglemia. There are seven of them known, and it is safe to worship them, for they know that the other six will prevent retribution in rival magical circles.

Unlike the commoners, the nobility is largely secular. They view religion as more of a hobby rather than something taken seriously. The state only officially sanctions one very large, extremely ancient cathedral, though there are several others throughout the city. The official state religion honors Kashor and Liara, with about 7 state holidays celebrated throughout the year.

### City Sections

#### The Downs

One of the poorest sections of Inglemia, the Downs exist just outside of the city walls. Madlanders, rogues, thieves, and those who wish to hide live in this part of town. The Near Downs are crowded run down shacks near the edge of the poorer gates, whilst the Far Downs stretch in ramshackle hamlets to the north and east all the way to the edge of the Node and, in a few cases, just beyond. The only reminder of

the glories of the main city here are the streetlights and the Rapid Roads.

#### The Blue Ring

Each of the Major families has an estate here and several of the Minor Houses do as well. Traditionally, when one House is moved from major to minor status they are supposed to leave this ring, but no one really pays much attention to that any more.

Each dwelling tries to be more impressive than the last. The Illusionary Houses get a great deal of work providing more impressive art and magical sculptures to impress passers by. This area is highly guarded, both by the military and by household guards. The Blue Ring is beautiful, interlaced with parks and various botanical walk ways.

#### The Master Library

This library has a copy of every book in Inglemia. The powerful enchantments established here automatically add a copy to the library's shelves. Of course, in some cases, mages or others have been known to sneak into the library and destroy a created copy of a book to ensure that they retain the only one in existence. Generally, only a very few are allowed to actually physically remove the books from the library.

#### The Great Square

The great public square of Inglemia lies just south of the Great Market and just north of the Grand



# The Fate of Inglemia

## The Seven Greater Gods of Inglemia

*They are not known to largely interfere with the affairs of mortals. Lesser, Medium, or Demigods very rarely take avatar forms. However, The Greater Seven have not done so in thousands of years.*

### Kashor The Watcher

Purviews: Air, Law, Luck, Knowledge

### Iorator The Crafter

Purviews: Earth, Travel, Protection, Plants

### Liara The Mage

Purviews: Magic, Healing, Fire, War

### Ponsor The Liar

Purviews: Luck, Trickery, Chaos, Water

### Onosor The Black

Purviews : Destruction, War, Evil, Strength

### Orsasta The Gray

Purviews: Death, Animals, Magic, the Sun

### Platox The White

Purviews: Good, Healing, Protection, Magic

Mall. There are numerous monuments that line the edges of this area. The Great Square is mainly used for grand events, including military parades and city-wide celebrations.

## The Vermilion Citadel

This gaunt fortress stands over the entire city and contains the headquarters for all of Inglemia's military branches. It also hosts a wide variety of unusual weapons that the city's mages have created over the years in order to defend the city. The courtyard beneath the tallest of its spires and towers is where new conscripts are first drilled into the army before they are shipped to one of the training camps around the edges of the city. There are five tall towers, taller than any of the others. At the top of four lies the command for Earth, Air, Water and Fire Divisions. The top of the fifth is used only by the Doge and few know what goes on in that locale.

## The Node

The most guarded spot in the world, Inglemia pays very close attention to everything that goes on here. There are numerous wards of every kind and description ensuring the Node's safety. Magical transport or unauthorized magic of any kind is virtually impos-

sible, and anyone entering is subject to virtually every kind of divination or detection spell that you can think of. There are also a number of conventional tests to ensure that an individual is not using some unknown power such as psionics.

The Node is the center of Inglemian power and magic. It has been tampered with twice in the city's history, both to disastrous results. No one has breached its security in over a hundred and fifty years.

## The Kelpian Compound

This vast sprawling embassy is almost entirely underwater. The compound handles diplomatic, financial, and cultural matters for citizens of the Empire of Kelp. It also takes full advantage of the things the Node brings, which makes it a very popular spot indeed for most Kelpians working there.

The inhabitants of the Kelpian Compound live and work alongside many of their Inglemian colleges on a daily basis. There is a great deal of commerce between the two, though most traffic moves through the sprawling Inglemian seaport of Gateport.

Inglemia has a similar structure inside of the underwater capital city of the Empire of Kelp.

## Protectorate Park

This large wooded area in the heart of the city is technically the Protectorate of the Centaurs Embassy, but the city's inhabitants are allowed to use it for recreation and pleasure so long as they follow the Protectorate's rules. Crime in the Protectorate is actually lower than it is in key guarded areas of upper class Inglemian neighborhoods, because absolutely no one wants to be caught violating the strictures of the park or incurring the wrath of the Centaurs.

# Chapter 4

## Universities, Societies, and Consortiums of Inglemia

### Universities

The many Universities of Inglemia are all sponsored by different factions; whether it be the government, religion, business, or private sponsors.

#### Fingolde University

Specializes in 'Specialization'. There are no generalist mages here. Each of the 16 Specialist families have a seat on the board, and Fingolde's magi are the most likely to enter a governmental or formal House position of some kind upon graduation.

Their major focus of study is preparing mid to high level mages for the Houses. Most of the research done for Fingolde actually takes place within the Houses themselves. No one wants to share their greatest secrets with the other Houses but they know that at the same time they gain more by having the advanced students train together. Fingolde serves as a unifying institution for all of the Houses, giving them a common learning and meeting place, making the university itself extremely influential.

Fingolde University's library is one of the few things that stands out when compared to the other schools. Standing policy amongst the Houses insists that any spell book or research tome older than 10 years be copied and included in the works of Fingolde's library. Over the years this has caused Fingolde's library to become the greatest known source of magical knowledge in Inglemia.

#### Fingolde University

##### Aspects:

Specialist Magi	[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]
House Secrets	[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]
University	[ ] [ ] [ ] [ ]

##### Skills:

Bribery	Fair
Sway: Inglemia	Great
Control: Inglemia	Great
Influence: Inglemia	Good
Resources: House funds	Great
Unity	Good
Administration	Good
Communication	Good
Magic	Superb
Reputation	Superb
Magical	Lore Epic

##### Holdings:

Famous Library [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] (Magical)

### Royal Academy

Specializes in 'Generalization'. There are no specialist mages here. Automatically accepts 1/2 of its students from the citizens of Inglemia and an additional 1/4 of its students from the Wards. Conducts research for the military.

The Royal Academy serves as a binding force