

The Elessarians

Listen now to the Judgment of the Trehaen. Unto you was given the trust of the people of Oxhorn. To protect and defend them from the monsters ranging from the Land of Beasts. Instead you spent your days in Damkina and worse Viridistan drinking, gambling and wenching. Squandering that which your forefathers and peer worked so long to build. For those of a lesser station such actions would be pitied and have little consequence other than to your honor. But for one of your station the consequences were far more severe as witnessed by the dead of Andown, Heatherdale, and Cloras.

By the testimony of your peers we bear witness to your indifference and worse your active interference with those who tried to fulfill the duty you failed do so. For this, you and your clan's property are to be confiscated and divided among the survivors of Andown, Heatherdale, and Cloras. In addition I have in my possession a writ from the White King at Damkina concerning your title and person. It decrees that you are to be stripped of title and office. That for dereliction of duty and loss of life that you are to hang until dead.

I order these judgments to be immediately carried out and may the High Lord have mercy on your soul Baron Pharadar.

*-Trehaen Leothar at the Trial of Baron Pharadar
- The Kingdom of Damkina
-4382 BCCC*

Overview

The Elessarians are human culture living in the western half of the Elphand Lands, the eastern half of what was the Viridistan Empire and in parts of the northern Padizan Peninsular. They are a clan based society with their clans no larger than an extended family. Their history is heavily influenced by contact with the elves and the other demi-humans. They have a great love of learning and respect the scholar above all else. A unique feature of their culture is that their nobility have little to do with the administration of the law. Instead that is relegated to the Trehaen a druidic order of schools, magic-users, and clerics. The Kingdom of Dunador is their greatest realm surviving for nearly two thousand years. In other lands the Elessarian are now dominated by other cultures. Antil was the last free kingdom of the Elessarians outside of Dunador until conquered by the City-State six years ago.

Culture

Clans

Elessarian clans are no larger than an extended family. When an Elessarian reaches the age of 16 he or she chooses the clan in which to receive their adult training. An Elessarian Clan has a single trade, and all its members help in the clan's occupation. The clan holds its property in common with only personal items owned by individuals. The "classic" adventuring band has its origins in Elessarian clan law and is a legally recognized profession.

Nobles

Nobles are the supreme defenders of the land, to this end the Elessarians give them control of all lands not owned by the clans. This land is known as Bookland. Bookland is found all over the realm and is a mix of wilderness, manors, and fortifications. The King or a Duke is in charge of a region's Bookland.

A noble is granted a parcel of Bookland to maintain troops for the defense of the realm. The grant lasts until the noble's death and reverts back to booklands. Typically the King or Duke will reissue the grant to the noble's heir.

Trehaen

The Trehaen (Tree-hay-in) are the judges and magistrates of the law. Unlike other cultures Elessarian nobles have little legal authority. While the Elessarians keep records, traditional custom expect the Trehaen to have the law completely memorized. Because of the techniques used to memorize the Law, the Trehaen have branched out to study bardic lore and magic. The Trehaen not only teaches memorization of the law but also instills the principles of making wise decisions.

Councils

Settlements require coordination among the clans particularly for growing crops. To this end the Trehaen have established council where each clan of a settlement has a voice. With a Trehaen as a witness, the decisions of the Council are legally binding. For cities and regions, hierarchy of councils is established with representatives elected from the lower councils to the higher councils.

History

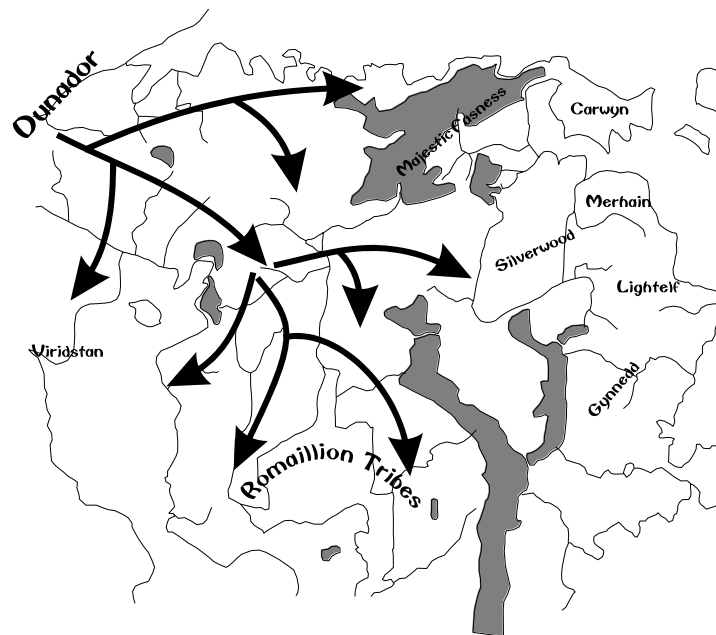
Migration

Three thousand years ago the Elessarians were a nomadic tribe migrating around the Land of Beasts. Around 1650 BCCC the Elessarian crossed the Guarding Range into the Elphant Lands. At the Battle of Whitepeak they added the Elves and the other demi-humans in inflicting a decisive defeat on the Orcs of the Elphant lands. The Elessarians were granted to leave to settle the former lands of the Orcs and numerous petty kingdoms dotted the western half of the Elphant Lands.

The Kingdom of Dunador

The Elessarians were drawn in the centuries long conflict between the First Empire of Viridistan and the Elves. The petty kingdoms united as the Kingdom of Dunador under rule of the White King of Damkina. The combined strength of the demi-humans and the Elessarians defeated Viridistan and the First Empire collapsed amid a series of goblin revolts and civil war among the Viridians.

The Great Invasion



Elessarian Invasions of the 19th to 22nd Centuries BCCC

The collapse of Viridistan opened up new vistas for the Elessarians. In the next three centuries half of the population migrated southeast into the Padizan Peninsula. Clans drove the goblins and orcs tribes ahead of them and in their wake founded numerous petty kingdoms.

The Elessarian Empire

After three centuries, the Viridians ended their civil wars and created the Second Empire of Viridistan. Viridistan became a dark and grimy citadel of war where goblins slaves labored for their Viridian masters. With half of its population gone Dunador could do little to aid the Elves in the renewed war with Viridistan.

Viridistan began to absorb the petty kingdoms of the Elessarians of the Padizan Peninsula one by one. To resist the Trehaen called the Elessarians of the Padizan Peninsula to a Great Council at Werewood. There they crowned Clovis the Great as the Overlord of all Elessarians. The alliance of the Elessarian Empire, the demi-humans, and Dunador led to the Second Empire's defeat in 2863. Viridistan was occupied and razed. The Elves took much of the land north of the city and founded the Kingdom of Elsenwood in order to check the ambitions of the Viridians.

For several centuries the power of the Viridians appeared to have been broken. However in 3026, the Tharian people migrated into the Thygamus River valley. At the battle of Rappan Athluk they defeated the combined forces of Dunador, the demi-humans, and the Elessarian Empire. However the Tharians won a pyrrhic victory and could not push further east. For the Elessarian Empire the loss at Rappan Athluk cut them off from their demi-human allies and Dunador.

The loss also destroyed the prestige of the Overlord of the Elessarian Empire. The next centuries saw an increasing spiral of civil wars as the empire splintered back into numerous petty kingdoms. By 3253, the last Overlord died and no successor was elected. The Council Spire at Werewood was empty except for a few Trehaen preserving old records.

The Dragon Empire

With Elsenwood cut off the Viridians rose in revolt. Under the leadership of Reddisorn the Great they established the Third Empire in 3243. Unable to conquer Elsenwood, Reddisorn expanded around the Elven Kingdom. Unlike his predecessors Reddisorn practiced a policy of inclusion towards the Elessarians he conquered. The Third Empire was a hybrid realm of humans, goblins, and viridians.

While Viridistan expanded eastward under Reddisorn's successors, the Ghinorian Empire planted the Colony of Caelam at the head of the Estuary of the Roglaroon. Caelam was founded as an outpost to trade with Elessarians and as a religious colony for those desiring to leave the corruption of the Ghinorian homeland. After the fall of the Ghinorian Empire, Caelam declared its independence as the Principality of Caelam. The Princes of Caelam created a system of alliances with the Elessarian petty kingdoms to the west to maintain its independence against the older Ghinorian colonies to the east.

Caelam and its allies soon came into conflict with Viridistan. In a series of wars Caelam managed to halt the eastward expansion of Viridistan and transform the loose alliance into the Dragon Empire. However two centuries later religious conflict within the Church of Mitra destroyed the Empire's unity and ignited a series of civil wars.

The Coming of the Tharians.

By this time the Tharians have recovered from their victory at Rappan Athluk. For a time their ambitions were checked by the surrounding realms. But when the Dragon Empire began suffering from civil wars they saw their opportunity. In the 4120's the Tharians began raiding the Dragon Empire. By the end of the decade the raids have become a full invasion. By the 4153 the Dragon Empire was no more.

The Tharians swept south until they were stopped just north of Actuan and Antil by generals leading the last of the armies of the Dragon Empire. These generals established the Kingdom of Antil and were able to resist the Tharians for nearly three hundred years.

Since the fall of the Dragon Empire the Elessarians had little control over their destiny. For a brief moment it seemed the collapse of the Viridistan Empire would lead to a restoration of the Elessarian Empire but the resulting civil war had worn down the energies of the surviving factions. With the downfall of the Kingdom of Antil to the forces of City-State three years ago many have lost hope that Elessarian independence will be restored. Only the far off Kingdom of Dunador remains free.

Present Day

The Elessarians of the Padizan Peninsula have lost much of their independence. Those under Tharian rule have been reduced to peasants toiling on manors. The Duchy of Halnar maintains the traditional Elessarian culture. The Elessarians of Halnar worry that because of the death of the Overlord it will be crushed between rival factions.

The Kingdom of Antil was conquered by City-State five years ago. Its lands split between Duke Draco-lindus of New Caleam and the Overlord of City-State. Before his death the Overlord divided his lands into estates and was in the process of reducing the native Elessarians into peasantry. Draco-lindus has allowed the Trehaen to remain but any sign of resistance ruthlessly put down. The Trehaen role as law judges has been continued but with Duke Draco-lindus reserving the option to overrule them especially in cases involving one of his people.