



To Quotidian Quorum Info Broker system

[poem]

[honorable posturing]

We agree to your terms. A representative from the Lodge of Sensation or Trade will be appointed.

We appreciate the dossier you have sent us. A letter answering your latest newspaper will be sent in a few days. In the meantime, we enclose two dossiers - one of information on Dun Sancerre, and one of information on the peoples of Tauhan.

In return, we would like the following dossiers from your *current* knowlege:

- Knowledge on the geography, peoples, leadership, assets, magics and capabilities of Al Daric
- Knowledge on the geography, peoples, leadership, assets, magics and capabilities of Grovel
- Knowledge on the geography, peoples, leadership, assets, magics and capabilities of Keitan
- Information on global trade routes, major port locations, star & navigation charts etc.

We would appreciate you to respond with the current information you possess, rather than actively investigate these topics, as we wish to evaluate your system. If you know little on these topics, we will not take offence.





May the void between stars swallow any concerns you have.



From his majesty Mansa Sino'otollo, the Shark-Binder, Voice of the Navigators, High King of the Four Fleets, Ruler of the Six Seas, Mansa of the Six Peoples, Lord of the Nine Islands, Viceroy of the Wreckage, Friend of the Cnidarians, the Starblessed, Binder of Men, Sitter of the Coral Throne, Warden of Ayambe, Plaguecleanser, Walker of the Elder Path, Cleaner of Latrines, Good Buddy, Keeper of the Ironscale Pact, First Sword of the Surf, Brine-bound and Iron Willed.

P.s. I am not that grumpy.



A report to Mansa Sino'otollo on the peoples of Tauhan, from Akir'rri, teller of tales, gravedigger, fishbound, Lodge of Tombs:

The Confederation of Fleets was comprised of the recently united 4 nautical kingdoms and the scattered shorebound freeholds.

The people of the land are sea-orcs called the Tauhan, Informally called the Shellfolk

While young, they appear to be almost human. As they age, they become monstrous. It's fashionable for the elders to wear hard clothing (or armor, if wealthy enough) that resembles their younger form. Unique characteristics: entirely carnivorous (hence the diet of pure fish) naturally buoyant in salt water, can't sleep for more than 2 hours at a time (but still require 8ish hours each day)

Not everyone undergoes this transformation correctly, and it may be crippling. The Tuahan alternately view the transformation as the pinnacle of change and growth as per the Rove, or the ultimate mark of stagnation.

To understand the kingdoms that came before, you have to understand the formation and movement of the ocean hosts – the lifeblood of the nautical kingdoms.

These are schools of fish that measure in the millions and stretch for miles, in places thicker with meat than water. These formations have remained cohesive and distinct for generations; and where other countries might measure their domain with borders and claimed land, the nautical kingdoms instead claimed dominion over their ancestral hosts and traveled where the fish wandered.

Those settlements that were shorebound and shipless held no loyalty to any one kingdom, instead suffering the rule of whichever fleet was closest. For many hundreds of years, the only common cause of the nautical kingdoms was the oppression of the shorebound freeholds– whenever a landlocked city dared to raise a military, or reject the control of one the fleets, the kingdoms would band together to raze the city to ashes. In this way, the Captain-Kings maintained their dominance within the lands and waters of the confederacy.

To understand the United Kingdom that then arose, you have to understand the Rove. It is an old spiritual philosophy and faith that is shared by all cultures within the confederacy, both those ashore and those that sail.

Those that follow the Rove (and there are few that don't) believe that to move is to live and to settle is to die, in a primarily spiritual sense. It values new experience above all else, and it's believed by those with a historical bent to be a core reason why so much of the population lives exclusively on the water. Part of the Rove includes a series of stories and tales, each with a moral lesson, similar to Aesop's fables meant for adults. They feature a cast of semi-divine recurring characters, and take the form of creation myths.

When the Twice Born Prince planned his conquest, he understood right away that the Rove would be the glue that held his empire together. The tales of the Rove were previously understood to just that—fictional tales, meant for teaching and sharing the culture of the peoples.

In the early days of his conquest, the Prince discovered ancient relics on the central isle that not only expanded the traditional tales of the Rove, but proved them to be true. On the back of this shared spirituality he built a religion, and drove the people closest to him to fanaticism. The characters within the tales were expanded into a full pantheon of Gods who had grown displeased with being forgotten and dismissed by the people, who demanded retribution and blood and wild fervor. They also demanded fealty to the one true believer, the Twice Born Prince. The Prince's death then plunged the Tauhan into chaos.

The current peoples still have a heavy cultural focus on internal migration, with those that opt to settle on one place seen as inherently less spiritual. Upside, the culture within the country is largely homogeneous, with less internal division, and there's a freer exchange of technology and ideas.

Finally, industry that is inherently immobile (agriculture and mining especially) tends to struggle in Tauhan as well; these operations tend to change hands frequently, so folks are often unfamiliar with the quirks of the land they work on. This generally has meant that the country leans more towards crafts and trades rather than resource extraction, and leaves it more reliant on imports of basic materials than it needs to be.

The Hosts and the old kingdom fleets of Tuahan:

Technically they were 4 separate sovereign nations, bound together by a shared culture and ancient family ties.

The tomb bay is known for the four legendary ocean hosts- schools of fish numbering in the millions, which have remained cohesive and distinct for generations. Each nation-fleet, instead of staking claim to land or setting borders, instead bound itself to one of these ocean hosts, and their lives are built around them (Save one fleet that's bound instead to a centuries old algea bloom)

Nearly 2/3rds of the population of the confederacy was made up of the sea-dwelling peoples of the fleets, though they suffered greatly from the recent disasters. The remaining third are land bound, and nationless.

These various cities populated by the land bound folk instead fall in line with whichever nation-fleet is currently closest, adopting their laws, paying them tithe, and receiving protection in turn. Very little beyond proximity impacts the loyalties of the land bound cities.

These land-bound settlements varied from thriving ports to tribal villages, with only one shared feature- they are forbidden from forming any sort of military force beyond what's needed to police their streets and protect themselves vs wildlife. When a land bound settlement got uppity, the nation fleets band together to annihilate them. This practice has led to some amount of resentment and further divide between sea-dwellers and land-dwellers, but has largely been accepted as the norm by most.

### Important Figures:

Captain Jovan was a famous lesser captain, known widely for his firm belief in the Rove. Early in his career, he publicly scorned a powerful captain who admitted he wanted to settle one day. This outburst cost him any chance of promotion, but marked him as a perfect target for indoctrination into the cult of the Rove and the court of the twice born prince. After unification, he was granted the honor of leading the forward fleets in the great wunderlust- the grand crusade to map the new coasts and spread the word of the Rove. Status: Deceased

Lord Ghove was one of the last of the wandering council- Rulers of the shorebound freeholds that wandered from city to city, assuming positions of power within the towns they visited. Once a common and respected practice, it had fallen out of favour as populations began to reject the rove and settle. As people started to call cities home and differentiate between neighbors and foreigners, they began to resent what they saw as strangers from other lands demanding respect and authority.

When the cult of the Rove began to grow, this old practice came back in full swing, and Lord Ghove was vindicated and hailed as a sage of the old wisdom. He and his new council were appointed with guarding the borders of the new confederacy, and seeking out threats to the cult of the Rove.

Status: Mutated, location unknown

Archwhist Malihis was a servant and self-appointed tutor to the prince as a child. As the Prince grew, he retained Malihis as a trusted advisor. It was Malihis who first helped interpret the visions of an empire in the Prince's mind. It was Malihis who taught the Prince the power of faith. It was Malihis who helped the prince find his artifacts.

He assumed the title of Archwhist, the highest seat of religious authority besides the Prince himself. He is aging, having already been old when the prince was young, but his mind is still sharp and his vision of the confederacy keen. Status: Unknown

## Mythology

### Ooun

Ooun was previously a trickster archetype in the various tales of the pre-confederacies holds, a siren-esc voice heard across and even under the waves that would ask questions and attempt to goad the protagonists off the intended path, either literally or spiritually. Ooun was a figure of arbitration, usually used as the means of expositing or demonstrating the moral of the particular tale. "Maecala was doomed because she allowed the murmurs of Ooun to lead her into dark waters and thus paid with her life" "Shamshel was a fool because he laid anchor at the island on the advice of Ooun, only for the island to be swallowed whole by Ooun while he slept" "Ranash was doomed the moment he pled to Ooun to guide him

back onto the path, Ooun recognising the boy's avarice clouding his dedication to the Rove and crushed him with a wave on the spot". Barely described, inscrutable and fae, Ooun was not a force for good or evil, but merely the capricious will of the ocean itself.

With the advent of the confederacy, Ooun was made into a figure of malevolent cruelty and indifferent casual destruction. The demiurge of the ocean itself, Ooun has created a path through its mastery of currents, an immutable destiny of the same stagnant motions over and over for all it sees as children of the sea, with all sapient life being part of that dominion. To stray from this path is to earn Ooun's wrath, hence why sailors will simply be dashed to the rocks by the same currents they used to navigate, with the only protection being the pursuit of the Rove. Some describe it as a literal protection, Ooun being a creature of darkness is unable to see the enlightened path and thus strike out randomly at the people's of the sea. Others see it as more metaphysical, the pursuit of the Rove protecting one's soul from being dragged down into the dark waters of Ooun's domain.

Ooun acts through the currents but speaks through still water. Previously this was simply an allegory for how the sound of the waves of still waters could almost sound like distant words, but has been expanded into an eldritch ability to exist as malevolent will through water that is still. To moor ones boat is to allow the words of Ooun to reach your heart, and to settle is to allow the waters of your heart to become still.... and to allow Ooun in.

On a lighter note, the Tauhan drinking tradition of downing the liquor in one go is owed to Ooun, allowing he liquid to still is said to ruin the 'divine insight' the concoctions might bring.

### Monrach

Dagon-esc figure: First monarch figure of the confederacy that serves as an ideal for the people to follow. Instead of growing obesely monstrous when he got old he spent all his time swimming and exploring and following the Rove and became a huge shark man who is off exploring the dark corners of the sea to return with unspeakable bounties and enlightenment for the faithful. He was someone who was unafraid to go out into the dark and return with knowledge, being attributed with the founding of the civilisation as a whole.

### Ginalma

Hydra-esc figure: Was a resident of the world back when it was barren and grey and alongside Dagon seeded life and civilisation through her efforts. Pre-confed was attributed with the discovering the various souls that served as the foundations of the civilisation, her great understanding of the sea being a spouted virtue in her tales. She is the source of the various souls, a mother who gave herself over to the Rove under Dagon's advice and become a mobile ecosystem unto herself, spawning the various fish and such for her children. The various algae colonies and reefs are said to be pieces of her mortal form as she transcended the physical world to become one with the Rove.

### Inventor

A spindly luminescent creature that is used as a figure of spiritual guidance, something that would visit those caught in the dark and lead them back onto the path with its shifting scintillating movements.

### Ispikei

Youngest of the gods, and a student to all of them. A protagonist figure in early legends, advisor figure in the new ones. King of pithy moral one-liners.



A report to Mansa Sino'otollo on the peoples of Dun Sancerre, from warrior-poet Vari'taha, shellspeaker, ironkiller, junglesong, thief of stars, of the taha lodge.

A large, warlike and divided nation. Many horses, castles and plentiful food stuffs grown in large fields, with forests that are far more ordered and drier than our own jungles. The lands are controlled by warrior-nobility called knights, who in turn control fiefdoms, kingdoms etc etc.

Language notes:

Dun = "Greater", something exalted through unity of a larger whole.

Heretic = "Motherfucker" it's a vulgar word, but doesn't carry the same context that one might think.

Note to poets: insist that kietan vowels make the "rhetoric - heretic" rhyme work perfectly.

Squire = their equivalent of mindbound. Service starts earlier and seems less respected.

Knights = some form of chiefs-warrior or equivalent to the starchosen and chieftains. Not allowed to be female apparently.

Kingdoms:

Eastern Kingdoms

Sancerre: heartlands

Beacaiure: riverlands

Llockwinberg: mountains?

Vaerlan Peninsula

Tavar: winecountry

Maeht: winecountry

Eggebracht: Winerycountrywinewine

P.s. this wine is great.

Western Kingdoms

Amelle: many mountains and monster slayers. The unbroken.

Drekin: ouch.

Ponce: fuck off.

Knights:

Knights serve as Grey Knights, then earn their colours after a few years of valor, swearing increasing oaths to their faith, presumably becoming closer to Order through being bound to oaths much as our Mindbound are.

Grey Knights - sworn to all saints.

White Knights - The Pure Oath - Sworn to Saint Aistulfin. Stuffy and rigid.

Red Knights - The Scarlet Oath - sworn to Saint Pierrre. Noble and sacrificial.

Green Knights - The Verdant Oath - we believe these may be their equivalent of Navigators, and we will be interested to see how their binding techniques have been applied to the "wolves" and "bears" they control - creatures seemingly similar to our spinehounds.

Black Knights - The Black Oath - sworn to Saint Stout.

Blue Knights - the Azure Oath - sworn Saint Mairelnon, tellers of tales and keepers of history.

Purple Knights - The Oath of Vinyards - the taha lodge has had much enjoyment with these, and the lodge of sensation is considering an invitation.