

WHAT EVERYBODY KNOWS YOO

Any Afadjanni adult knows this information, and would be willing to share it with a friendly outsider over the course of a couple days.

Afadjann

Afadjann is the chosen land. Garangordos the Wise led our ancestors here over a thousand years ago and revealed Ompalam to them. But not until the first Jann unified Kanem Dar with the mainland was the promise fulfilled.

Now Afadjann is rich and mighty. Our empire is composed of a number of cities, all ruled by the Jann, may he live forever. He even now prepares to bring more cities into Afadjann.

People are either *masarin*, who own slaves; *yad*, who are owned but may own slaves; or *kadam*, the lowest rank of slave. A few free men are too poor to own slaves.

Masarin are divided between Renewed, who give some liberties to their slaves, and Oldster, who are fierce and relentless.

Blues

Blues are by nature lazy and treacherous. Some kanahirim say it's a curse placed on them because their ancestors worshipped twisted gods like Jraktal, vanquished by Garangordos the Great. But although it is difficult, they can be trained to serve, and their eunuchs especially prove very loyal.

Garangordos the Conqueror subdued them only with great effort. The Blues have revolted time and again, and must be strictly controlled lest they do so again.

People can be Blue even if they are not blue of skin or eyes, if they are of Blue birth or are judged to be a Blue.

Elves

The elves were always the enemy of Garangordos the Proud, who refused to be their slave. "Better to lack palam than be the slave of a plant," as the *Garangrapha* says.

The yellow elves of the jungle are the worst, but the elves of the west are evil as well.

God Learners

A thousand years ago the God Learners arrived in Fonrit. There were two kinds, both wicked. The Middle Sea Empire came by ship. The Six-Legged Empire ruled the plains south of the mountains. The God Learners tried to change which of the small divines we could worship, and incited the Blues to kill their masters. But the Soul of Garangordos returned, and compelled the land and seas to rise up and crush the God Learners.

You can still find places where God Learners once lived, but they are haunted and cursed.

Kareeshtu

The rich land of Ompalam to the northeast answered the request of our Jann, may he live forever, and gave him ships when he needed to sail to Kanem Dar. Now they spurn his friendship. Their treachery is no surprise, because Kareeshtu is ruled by the Tonds, evil sorcerers who fled the city of Kalabar before it was destroyed.

Fonritans are civilized worshippers of Ompalam, the god of slavery. Their entire culture revolves around slavery. The land is a patchwork of ever-changing kingdoms. Afadjann is about a century old.

Over 2/3 the people are slaves, ruled by wealthy dark-skinned masters who favor the cities. The worst-treated slaves have blue skin, but brown and white have scant chance of gaining their freedom.

The Afadjanni have a variety of magical practices, and an advanced technology.

Malki

Although the God Learners were destroyed, some of their people survived. They built new cities on the coast, and worship an invisible god they say lives in books.

We have conquered these infidels many times before, but they proved treacherous slaves, slaying their masters when the Jann's attention was elsewhere. But the Jann, may he live forever, promises that they will soon be our slaves again.

Marana

The rough land of Ompalam to the east is home to barbarous goat herders. The Yranian Leapers appeared in the city of Faladje when the Red Moon rose. They conquered Afadjann when the Jann was preoccupied by an uprising of Blues, which the Yranian Leapers had provoked. But when they were driven out and defeated, they disappeared rather than submit.

Mondoro

The wild land of Ompalam to the south is home to a few impoverished cities and goat herders. It is known as the land of earthquakes and weeds.

Umathelans

Illiterate, barbaric elf-lovers live on the other side of Cold Mountain. They are proponents of sneak attacks, and their weather magic can prove troublesome.

There is nothing in their forests that we want, except of course the savages, who can become strong field slaves.

Vadeli

The Vadeli opened the oceans, but tried to make slaves of us Toravs. But we rightly belong to Ompalam, so he punished them by sinking their ships and scattering them across the world.

Humbled, the Vadeli have returned, selling us goods and slaves from far away.

The Gods

Ompalam is the greatest of all gods. He owns the small divines, the gods worthy of worship, and has enslaved many more besides. No one may worship him, but the kanahirim interpret his will.

The masarin may worship Garangordos the Cruel. The seventeen Gargandites were the brothers and sisters of Garangordos the Bringer of Civilization. Anyone may venerate them for their useful gifts. Farmers offer blood to Ernamola the Millet Mother. Soldiers give offerings to the Two Brothers or to Voba the Caster. Mahouts pray to Halumpar the Mammoth. Sailors worship Um Oradin the Corsair.

Monsters

The elves raise many horrors in their jungles, such as cheetahs, scimitar-tooths, dire wolves, oxyaenas, and nguma lizards. Hoons and shadowstalkers infest the mountains. The oceans are plagued by sea monsters. Dirt devils may erupt anywhere.