

Imperials

Empire of Tellairus

"We are the rightful lords of Karn, all others should kneel before us."



General Description:

Pride, this has been the main defining attribute of the Imperials. Of course what shouldn't they be proud of? They conquered the Revenant Legions, they defeated the Fiends of the Abyss, they conquered magic itself, and after all of that they created the greatest Empire ever known in the history of Karn. Why shouldn't they be proud? Sure there are those who look at the Imperial's as arrogant, but that's because their jealous.

Pride in themselves is central and most believe they are better than others. The Northern provinces believe themselves stronger than the southern provinces. The western Imperials look upon the east as their inferior dimwits in almost every way. And each of these view's the others with the same general disdain and superiority. The Imperial's tend to be culturally diverse but this one aspect unifies them all.

Of course pride is not the only thing the Imperial's have in abundance, it's also magic. Magic flows through their veins and with it they have created many great wonders. It's said that the average citizen of the Empire knows no true want, food is abundant, hard labor is a thing of the past, the average citizen owns at least one Trumar, and the people are free to pursue scholarly activities till their heart is content.

The Empire is known as Tellairus, which is pronounced Tell-Air-Us. Within the Empire there are six provinces. Each has a sub-culture of its own.

The six provinces are:

- **Bassira-** Northern Western most providence, most consider these the barbarian's of the Empire. Though in many ways they are much more sophisticated with a specialist in mathematics. Their lands are easily the coldest.
- **Ria-** South Western most providence, they hold their own massive island. Ria dominates the waters, their ships are found all over the world. Most pirates tend to be Rian.
- **Ralicus-** This western providence rules over large part of jungle. It is highly populated, but is constantly in a state of upheaval since the smaller tribes do not recognize Imperial rule. These savages from Ralicus are cast into the Seal any chance they get it. Usually the leaders are given a choice, watch 50 of their members imprisoned or bend knee. Most accept the prison. But not everyone within Ralicus is a savage, many are good citizens of the Empire trying to survive there. Most come from the Dominus Providence. Ralicus is the single greatest place to gather magical components which is used by most of the rest of the Empire. Making this province as one of the most important.

- **Lucitius**- Towards the center of Karn is the Lucitius providence. It is highlighted by desert and large amounts of volcanos. Those within Lucitius tend to be a hardy lot, some of the best general soldiers. Their culture is typically considered the strangest since they hold many of the old traditions of their past.
- **Dominus**- Most call the Capital Providence for this is the province ran directly by the Emperor. Dominus is the place when most people think of the Empire.
- **Cilaria**- This providence is a series of islands that are closest to the Great Seal. Technically the lands of the Great Seal was theirs, and many of their people were lost when the Seal erected. Now they tend to hold the doorway into the Seal and make all their money when dealing with the prisoners.

General Culture:

The Empire of Marati is influenced heavily by the ancient Roman Empire. There is a vast senate that represents the people and defines what the people spend their tax money on and who govern the day to day operations of the Empire. There is also an Emperor who is considered the god-king of the world, he is considered so far above those around him that he is almost never seen, his power is considered absolute though he usually empowers the Senate to work on his behalf. Unfortunately the Senate has grown corrupt over time and the Emperor has not stepped in yet. The Emperor is seen as busy working on a way to destroy the Fiends once and for all. Even though none of the Imperial citizens have ever seen or had to worry about a Fiend.

The Senate gains no compensation for their work in the Senate, as such they must be independently wealthy to buy the seat they are in. As such they tend to utilize their power to gain more wealth, all with the aim to pay the Emperor's Senate taxes. The Emperor's position is passed on to his heir. At one time the Emperor personally appointed each position within the bureaucracy, but over the last hundred years this has changed to the Senate. The Emperor is above such matters now.

With the Emperor focused on saving the Empire, the Senate does almost everything. While those within the Senate tend to be above 'working' their family and friends stand in all the best positions. This corruption has spilled over to the general culture.

Even though the Empire has several providences there are a few cultural items that unite them.

- *Arrogance*, almost all Imperial's believe they are better than others, with the exception no one is better than their Emperor. They are told as children that their family is the best, their providence is the best, and their senator is the best. They are told repeatedly; at every stage in life they prove how they are better than others. Bragging about their great accomplishments is a time honored tradition at the dinner table. Most will not tell someone to their face that they are better, but they always think it. If an Imperial is surrounded by a bunch of Imperials, deep down they know they are the best. Those very few who contradict this and act without this pride are looked down upon as 'broken'. If they say they are so bad, they must be the WORST. Self-deprivation is almost considered a sin in most families.
- *Family*, the laws of the Empire are specific. Only the Patriarch/ Matriarch of a family is allowed to make any binding agreements. Families enter into legal contracts, not individuals. As such, to improve your station or succeed in life, you must work with your family. This makes the Patriarch/ Matriarch of the family an incredibly powerful person they have the right to demand justice against anyone in their house at any time, typically without a trial. The three hundred largest most powerful families make up the Council of Patrition. This council 'technically' elects the Senate, though a Senate must buy their seat to even be considered. Family are normally large with several layers.

- Patriarch or Matriarch of the Family- Head of Family
- Eldest Born Sons/Daughter
- Siblings of Patriarch/Matriarch (Aunts and Uncles)
- Children of Eldest Born Son/Daughter
- Other Sons/Daughters
- Other Children of Eldest Born Sons/Daughter

- Children of Siblings (Cousins)
- Adopted members of household
- *Magic* is very important to the average citizen. For the most part, they are used to having immediate easy results. When they want water, they but turn a lever and the water is magically created for them. Should they need to keep something cold, boxes have been created containing powerful ice magic. Convenience is important to the average citizen.
- *Slaves*, the average Imperial is used to having Trumar slaves do the hard work, while they spend time as merchants, philosophers, artists, artificers, herbalists, inventors, soldiers, and astronomers. The Trumar are like family pets, they are treated well enough but you don't let them eat with you. They tend to be treated like things more often than not. Those things that take too much time and too delicate to give to a Trumar are given to Indentured Servants. Almost universally, the Imperial's do not view slavery as a bad thing. They do not tend to be mean to their slaves, but sometimes things happen. Trumar are not considered 'people', they are 110% tools to be used and anyone who says otherwise is like having someone say the sky is purple. After all, if they were not used what else would they do. Most arguments about this servant class come towards indentured servants who are Imperials who have committed a lesser crime, one that doesn't require casting within the Seal. Most often indentured servants are those who could not pay their debts and as payment a family offered up some of their members in exchange.
- *Social Status* is very important. It is hard to move up and down the social ladder, but it is possible. Of course it is almost 100% who you know. The rank in social status is below:
 - Emperor/ Empress
 - Imperial Family
 - Senator
 - High Lord (A Major position, must be appointed by the Senate to manage large parts of the government.)
 - Tributary (Rules a Providence)
 - Patriarch / Matriarch
 - Lord (several ranks within based on job importance)
 - Soldier (several ranks within based on soldier rank, High ranking Officers are considered Lords, usually Lord General or Lord Captain)
 - Priest
 - Merchant / Magitechnician / Artisans
 - Freeborn
 - Wealthy
 - Middle Class
 - Poor
 - Destitute
 - Freeman (Servants who have bought their freedom).
 - Servant (Indentured) / Gladiators – (Non Hereditary)
 - Trumar

Past those, each providence has its own sub-culture.

Bassira-

The Bassira spend a great deal of time in doors. The winter is harsh and community is pretty important. Each village within Bassira is made up of around three to five families. All of which know each other very well. They build their villages with high walls and tons of connected buildings, sometimes made out of the snow itself. Typically they look at people from other parts as 'Air Sick' from the hot air they breathe. Overall they consider anyone other than themselves as crazy. Most Bassiarans are mathematical wizzes. Since building in the north requires such precise measurements in order to utilize the few non ice materials they have to their fullest. As a culture they tend to be very frugal and look to get the most out of everything they have. "Waste not, Want not" type of philosophy. Outside of this desire to use everything to its fullest they also have a super strong sense of community. While there is a lot of politics in Bassira it is way less than other parts of the Empire and they tend to work together more often than not.

Ria-

South Western most providence, they hold their own massive island. Ria dominates the waters, their ships are found all over the world. They are known as some of the craftiest merchant, its said that a Rian merchant can get you anything. Their culture tends to revolve around this idea of getting the best deal.

Most of the rest of the Empire stereotype Rians as criminals and pirates or at the very least swindlers. It doesn't help that many are. Most families secretly have a few ships at sea raiding the other families and anyone else they can get, and if something happens and they get caught then they are on their own. After all, no good Rian worth anything would get caught. Many from Ria find themselves involved in the 'underbelly' of the world, they are known for their low moral code and their willingness to do anything if the price is right. This doesn't mean that champions and heroes don't come from Ria, it just means they tend to be the exception and most people look at them with distrust.

Ralicus-

The west is covered by dense jungle. People are everywhere, but here the jungle rules the people, not the Empire. The Imperial's are trying to change that engaging in a constant state of war. Thousands of natives from various groups live there, they run guerilla attacks against the Ralicus cities and the Imperial citizens. Outsiders are always on guard and overall the Empire HATES those native to Ralicus, they look at them like an infestation keeping them from the wealth of magic the land holds. Ralicus resistance fighters who are caught are typically cast within the Great Seal and branded just like any other Imperial citizen.

So within Ralicus there are two cultures. One is prominently made up of descendants from Dominus who have moved west to the last frontier. They tend to be very proud of their achievements. They live in an area that would be considered 'the back woods' of the Empire with very little of the normal luxuries. Also the majority of those here are soldiers since the war has been going on for many, many years, some have retired and had children. There is also a fair amount of mana gathers, a profession similar to miners but gathers magical components. They live in forts and pretty much always on guard waiting for the next attack. The typical citizen of Ralicus is resilient and pragmatic. They all know someone who they cared for who has died in skirmishes over land. This unifies most in their hatreds for the natives, though a VERY small amount of Imperials who work to assimilate the native populace, these few are almost always outcasts for caring but they do exist.

The other culture is the natives of Ralicus themselves. Primitives who live in the deep jungle. Their cultures vary dramatically as the jungle is large enough and thick enough that many of their communities have never come in contact with each other. If someone wanted to play a Ralicus native, they would have the racial advantages and disadvantages of the Imperial but would follow a different culture. Coming up with their own reason why the racial abilities make sense to them. Overall though this culture looks at the Imperials as invaders trying to take what is theirs.

Lucitius-

The Lucitius providence is the least populated based on its landmass but it is easily the richest. This providence has a very different overall culture than the rest. Their culture tends to mimic a blend of Egyptian and other Arabic societies. Their clothing also mimics this, even their soldiers tend to be dressed differently.

Many who come from here tend to be hardy and very military driven. Many High Lord Generals and Lord Captains have come from these lands just because they seem to be learn how to best utilize resources and people. The Lucitius people have a massive Trumar population. One out of every three Trumar in the

Empire live and die in the desert, they are bred to do just about everything so the Imperial's can focus on wealth and combat. These Trumar are pushed to build monuments, carry water, and tend to any Imperial's needs at all times. The main reason there is so few Imperial's here, besides the fact it's a desert, it's because there are tens of thousands of Ghouls left over from the Revenant War here. Most Lucitius have a deep distrust for the Revenants.

Dominus-

Easily the biggest and most populated providence of the Empire, it is considered the center of all things in the world. Many say they dwell within the birthplace of Humans and all came from the area now known as the Imperial City. Here the Emperor makes declarations and some say he leaves to travel into the Seal in order to continue the war. The Senate is required to own and pay taxes on a home within the City at all times, this makes it the center of most policy discussions and the Senate meets within a massive building that is only a foot shorter than the Emperors palace.

Overall the people of Dominus tend to be very proud and most of the time arrogant. They look at all the other providences as 'backwater' no matter how important they are or how sophisticated they are. They look at the Lucitius as the most savage since they hang on to their dying cultural dress. When most people think of an Imperial they think of those who come from Dominus.

Cilaria-

Cilaria is a providence mainly by name. It is easily the smallest of the providences now, though it does have a decent population. The Great Seal is the greatest influence of Cilaria. When the Seal was created it was made over their providence. Because of this most people here consider the lands within the Great Seal as theirs. Many Ciliarian's believe if they went into the Seal they would be given the right to rule over it, after all they are its Lords.

Most of the Ciliarian's live within the islands close to the Seal, and the only way into the Seal, other than the secret path the Emperor takes, is ran and operated here. The economy of this providence is based around housing criminals till they are cast in.

Overall those who come from Cilaria tend to work in the criminal housing market. They are people who offer some sort of service. The islands themselves could not feed their population, so they must import all most all of their food. For the most part these islands are looked at with contempt by most of the rest of the Empire. They claim to be bigger than they are, at the same time the Ciliarian's will be the first to say that when the war within the Great Seal is won then their lands will finally be whole again and they can rebuild. Of course if that happened they would lose all the power they have amassed in bribes and controlling the prisoners fate. After all, they hold the largest prisons with the most judges just waiting to try a criminal and cast them into the Seal.

History:

The Imperial's trace their lineage back to Kane the Conqueror. This, mostly mythical figure, united the tribes of man into a single force conquering the evils of the world. His children were able to restore the Empire after various battles throughout history that had threatened it. Some say the Empire has been destroyed and reforged hundreds of times throughout the centuries but the lineage of Kane has never faltered. It is said the Emperor himself has the most pure direct line to Kane, though some scholars doubt that Kane ever truly existed. No one knows for sure since a Revenant one rose and called himself Kane. Most modern historian's go back to around the time of the Revenant War. Of course this history is what is taught and is mostly leaning towards what the Imperials believe.

During the Revenant War, before the world was fully conquered by the Empire, a kingdom of Revenants had been created. The leaders of this evil force wanted to purge all humans and declared that they would end the lineage of Kane once and for all. The Revenant who came in force attacked with ferocity, when men would fall all would rise as Ghouls with one in ten would rising as Revenant and join the Undead Swarm. This unending battle brought endless pain and suffering. Since the Revenant did not need food they would salt the lands they past and would kill any who surrendered. The Empire knew it was a losing war, but the priest of Sol and Lunarius were able to find aid from their gods. Thus the Archons and the Erune came to the world. These powerful deific spirits would dwell within mortals and fight against the swarm till their last breath. Besides being warriors without equal, they gave the Imperials the power to resurrect, this drastically reduced the Ghouls numbers. Instead of all those who die becoming Ghouls, only one in ten who permanently died became a Ghoul and of those only one in ten became a sentient Revenant. To add to that the Archons and Erune were able to destroy Undead once and for all, even Ghouls who seem to be without end. This with the ability to return from Death's Gate changed the course of the battle.

Unfortunately this brought the true masters of the Revenents, the Fiends, an ancient enemy of the Archons and Erune. The Fiends rose from the depths of the Abyss and started to fight using Human's as their pawns and puppets. This started a new war between the Fiends, Archons, and the Erune, which came to be known as the Etherial War. It is unknown how long the war went on, but Imperial records say that the Emperor, with the guidance of all three churches, worked hard to save as many people as they could. Imperial records say that the Dragonlords sided with the Fiends at one point and killed thousands before being pushed back.

That all ended with the Great Seal. Supposedly the brainchild of the Emperor himself. It's said he was so struck by grief at all the damage the Fiends were causing he had to act fast. In secret he worked with the Archons and the Erune to set a trap for the Fiends, a place were the war could continue but countless lives could find peace. The lands of the Cilaria providence would work because it had the highest number of 'monster' races and the least amount of humans. Secretly all those who were innocent were removed from the area and only the heroes who volunteered were stayed behind. Then with the end of a powerful ritual, the Great Seal was raised and with it the end of the Ethereal War.

Time went on and the Emperior stretched out his righteous hand and accepted those who wanted peace and order. Those who wanted chaos found war. During this time of expansion the Empire invented great tools of destruction and brought it to bare against those they called enemy. No kingdom was able to stand against the might of the Empire with the exception of the traitorous Dragonlords. That last kingdom stood against the Empire and until the Emperor tired of the endless conflict agreed on an armistice. A cold war between the two people started from that point on, but no major combat was found.

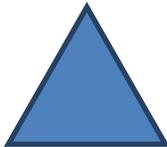
Physical Appearance:

Imperial's are normal humans and come in all sizes and shapes. All those cast into the Great Seal OR born from parents that are cast within the Great Seal have the mark of the criminal on them.

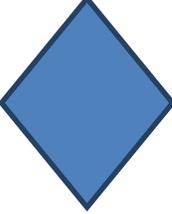
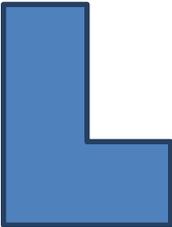
The Marking of Crime is a serious part of punishment. The ink used in the marking burns the flesh and sears the soul. Imprinting on the very fabric of the Imperial's being. It will from that point on be un-removable and un-hideable. This marking is even passed on to children 100% of the time. Once marked there is no known way to remove it.

All criminals who are cast in the Seal are marked with their crime. It doesn't matter if they were innocent or guilty, if they are cast in they are marked.

Makeup or tattooing over a mark will not remove it and will always make it visible. It can be covered up by clothing, but the mark is always placed on the face.

	<p>Murder</p>
	<p>Crimes Against a Church</p>

	<p>Theft</p>
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	<p>Treason</p>
	<p>Assisting a Criminal</p>

Costume Racial Suggestions:

Imperial's dress in an ancient Roman flavor, with the exception of those from the Lucitius providence who dress Egyptian or Arabic.

Most of the time it is in a common Roman tunics, for women tunicas, stolas, and pallas, Togas were typically worn only during important meetings and celebrations but some within the Seal were tossed in right after their trial. Meaning they would still have their toga on.

The color of the toga was based on the wearer's class.

- Anyone under a Freeman is not allowed to wear a toga.
- Freeman wear all white togas.
- Freeborn up to Lords wear white with red borders.
- Lords where solid red togas.
- First born heirs of a Patriarch / Matriarch were typically white with a purple lining.
- High Lords and Tributary wear white with gold border.
- Senators wear completely purple togas.
- The Emperor and his family would wear purple with gold borders.

Most legionnaire's are given the honor to wear their armor into the Seal.

Rings OR necklaces were the only jewelry worn by Imperial citizen, and good manners dictated only one or the other and only one of those. Of course, most ranking nobles did not follow "good taste", and wore as many as they wished, including mixing necklaces and rings. Most common citizens would look at someone wearing too much (ie more than one) as gaudy.

Wigs were worn once in the past, but that fell out of common use.

Imperial Signum or flags are typically worn to show loyalty to a group. These are either sashes or belt favors (small cloth 'flags' worn on the belt). Imperial soldiers would wear Signum towards their smaller group within their legion. Anytime a group comes together and wants to signify unity, it is usually done with Signum.

Tabards were typically worn only by the Ralicus's natives and the Trumar. The Trumar typically have nicer ones since they are a symbol of their master's house. The natives tabards tends to be very basic with no specific colors, though green was usually their preference.

Overall any Imperial would be out of place if they did not 'appear' to dress similar to the culture of ancient Roman (or Egyptian, but even those are typically considered odd).

Religion:

Religion is very important to the typical Imperial, though there are some who take an atheistic view on religion since all the supposed spirits of the gods have been locked within the Seal. Those atheists tend to believe that magic works and that those who use 'Faith' are just channeling a different type of magic. Of course getting into the Seal and potentially seeing an Archon or other Ethereal might change that view.

Overall though religion is important, priest hold a high place in society and most commoners and nobles have a high respect for priest of any church.

Most religion is based around three main churches, each which hold two gods for a total of 6 Divines. The 6 Divines are the basis for natural order and most actual worship is either directed at them or at the church as a whole. Within those churches one of the two Divines is usually prayed to as the primary Divine in an Imperial's life. In general most people will sometimes pray to other Divines even if they are in a different church. Usually these are in special circumstances, such as a woman with child praying to Vitalus even though she is in the Church of the Holy Light. While this is not uncommon it is deeply frowned upon for someone to change their primary Divine. Most people of Karn believe that the laws the churches preach are real because there is physical evidence in the blessings. Most people dedicate their lives to one of three churches.

The Church of the Light is the main church of the Empire, it is considered the Emperor's faith. Its main tenants are based around Order. All things have its place and those who do well in their Trial will be reborn to something greater with a calling of a greater station in life. Those who fail lose their place in this grand hierarchy falling towards the maggots which is viewed as the lowest of the low. Evil is allowing those who are lower than their station to be abused without Justice being merited out, evil is also those of a higher station mistreating those of a lower station. Many Imperial nobles struggle with that last part, so they must find ways to 'hide' their contemptuous acts against those lower than them. Most view the main flaw with the Church of the Holy Light is that it is unwavering and unyieldable. There is no middle ground for the world is full of black and white, gray is what brings the shadows. The Holy Inquisition of Light is a formidable power in the Empire and many feel repressed by their actions. But the Church also does great things for the poor. The sick are always taken care of and education is paramount. No child of the Empire know what it's like to go hungry or to be uneducated in some way. The Church runs all schools and takes care of all the sick.

The Church of the Eternal Moon is the second largest faith in the Empire. It is based around the requirements of life. All life is considered precious. The Church of the Eternal Moon are not pacifists, and they understand that death is part of the cycle, but they believe that life should be preserved at any opportunity. Death can be final, and when it is there is a loss to the world. Intelligent Revenant are considered blessed since they are considered an extension of life as long as they do not fall into depravity. Within the Church of the Eternal Moon, honoring ancestors is a key aspect of the religion. Another key aspect is doing better with one's life each time they lose a Phoenix Stone. It is believed that each time they pass they must become a better person otherwise their Phoenix Stone will become cursed and they will die even if they have the capacity to continue to live. Everyone is part of an ongoing endless journey that changes every day.

The Church of the Endless Darkness worships death. It is typically a religion that people do in private, though not all. Most people fear death and endings, as such many deep down are scared of this faith. It follows the tenants of Endings, all things are part of a cycle when there is an ending for one a new beginning starts for someone else. Life is considered a story and no one knows the worth of a story till it has ended. How things end are the most important. Each follower of the Endless Darkness follows how their ending will come, a warrior who ends his life in combat had a good ending, a poet who dies after writing his final word of a poem, he had a good ending. But a warrior who dies of sickness in a bed has failed his story and will be forgotten. Revenant are considered an affront to this church. Many go out of their way to destroy them, these 'monsters' lost their ending. Undeath is not a continuation, their story should been over and instead that end was stolen from them.

Customs and Holidays:

There are many customs within the Empire. Most are regionally specific. There are two holidays that all Imperial's recognize.

Feast Day- This is usually done around the eleventh month of the year. It is a day when a great feast is held in the honor of heroes. Its basis comes from the forming of the Great Seal and it has morphed into a day to celebrate each other's accomplishments. Most of the time this is a grand feast when issues are put to the side and all are welcome. Usually friendly competitions and grand performances are held this day.

The Emperor's Day- Once a year, on the third month of the year, all the Imperial's celebrate the Emperor's birthday. On this day gifts are given to loved ones and friends. It is common for people to give extra gifts to those of a higher station than themselves in order to win favor. Emperor's day tends to focus on giving and receiving gifts while at the same time praising the Emperor.

Family Structure:

The Imperial's have a pretty strict family structure. With the Patriarch / Matriarch being at the top. Most of the time women and men are considered equal, though that is typically regionally based.

Courtship Rituals:

In general, the courtship practices of the Imperials is usually arranged by the various families. A dowry is always involved, going to each family. The idea is that dowry should represent what individual is worth, so the smaller the dowry the less the family believes the other is worth. If a fair trade is not determined then the two are unable to be married.

Overall marriage is a matter of family politics not love. Love is usually frowned upon, it is a thing of poets. Most families consider love as something that is fake.

Roleplay Notes:

Imperial's come in all shapes and sizes. While their culture tends to make them proud, that does not mean they are all super arrogant or even rude. Some are, but some are not. This race tends to run the gambit as far as personality. Culturally speaking if someone acted different than shown here other Imperial's would treat them as rude.

To be clear, family is important to the Imperial. Not because they are overly devote and loving to their family, its because their family is their source of power. If an Imperial is kicked out of their family they can't really do anything. They can't join in any contracts, most trades wont take them. Overall they are useless and many times these poor souls get into personal debt to someone and they end up becoming an indentured servant. Of course most of the time when a family member is kicked out of the family, they don't want to have an embarrassment. They will get them cast into the Seal or trade them off as indentured servants.

Those Imperial's who are cast in the Great Seal come from all walks of life. Other than the Emperor or his family, a player can play someone from any social structure. They can be an indentured servant who rebelled against his boss or a senator who got on the wrong end of politics. They may be criminals or they could be completely innocent. Many times it doesn't matter, it's easier just to toss them in then to ask hard questions like, are they innocent.

It is okay to be one of the savages from Ralicus. While these do not have their own special abilities or culture your welcome to come up with your own. After all their culture and the way they would act would be similar to other jungle cultures. Just they have no vast land or kingdom. Instead they are kept in small groups. Those that held a larger amount of land were targeted by the Imperials first. These savages will have the same racial advantages and disadvantages as the Imperial's. They will have to come up with an in game reason for that if it doesn't make sense.

Special Relationships with Other Races {friends or enemies}:

None of the Native races such as Wardens, Inanis, Seraphs, or Erubi are known.

Revenants- These are usually seen as creatures of the night. Most Imperial's have heard stories of Revenants sneaking into people's homes and eating their children. Of course most people are safe because the Revenants are the property of the Emperor. Only the bad ones that will probably eat your face are cast into the Seal...

Effigy- Most Imperial's have never seen or heard of these monsters. They are some new form of evil in the world. Possibly enthralled to the Fiends themselves. Who really knows.

Trumar- The Imperial have a special symbiotic relationship with the Trumar. The first thing to know is that all Trumar are slaves. There are no free ones. Maybe they are free once they are cast in the Seal, but no one knows. A free Trumar is like a free puppy running amongst a bunch of galloping horses. They can't take care of themselves, the Trumar need the Imperials. And the Imperials have done everything they can to protect the Trumar, even from themselves. So it's the least the Trumar can do but serve. This is taught to every man, woman, and child in the Empire. It is hard to think of a Trumar as anything other than what they are, that doesn't mean your mean to them. But it's hard to treat them like anything else. And if someone did, most Imperial's would look at them like they are abusing the poor thing. Giving it false sense of self.

Dragonlords- These odd warriors from a small kingdom have somehow kept themselves apart from the Empire. Most Imperial's don't think of them, but when they do its mainly the thought of their history serving the Fiends. There has been many border skirmishes with the Dragonlords of the years, but so far there has been no real war. So the average Imperial really could care less about these crazy, weirdly dressed humans.

Special/Famous Groups:

Within the Empire there are endless groups. Here is just a few groups that are important.

Senate- The Senate is a very important group. Overall they run the Empire, in the Emperors name of course. The Senate collects money from the people and spends that money on public works. They have almost endless power over the common people, the only thing keeping them in check, with the exception of the Emperor, is the other Senators. Stealth wars have erupted over the years between Senator's families. Political backstabbing is common place and many Senators are charged with treason and cast in the Seal. The only thing they have to protect themselves is their allies and if those get a better offer. Well we all know how that ends up.

The Imperial Legion- One major part of the Imperial power is its legions. The Empire has hundreds of thousands of soldiers. These soldiers fight against various enemies, mostly those creatures left over by the past wars, even though that was in the distant past. They are also used to keep the various provinces in line. The threat of the Legion marching on them keeps the various Tributaries from making 'bad' choices.

The Legion of the Emperor's Sword- These Imperial Legionnaires who had committed some crime but they are deemed too valuable to lose. As such they are given to the Emperor in order to redeem themselves.

Undying Legion- This is the Order in which Revenants belong to. They are considered the Emperor's property and any act upon them is treated as such. These Undead tend to be kept at a distance as much as they can, though they do have official business they must conduct. Over the last hundred years the Emperor has not ordered them to do much. So most of the time they stay in their subterranean city under the Imperial Palace.

The Parinum- These Undead serve as a neutral faction, dedicated to preserving life and protection of those newly brought to this world. They are considered servants of the Emperor and part of the Undying Legion, this group is one of the few members of the Undying Legion that is constantly working. This faction knows the secrets of how to materialize and handle the newly formed Phoenix stones and place them into a designated phylactery for each newborn soul. Kind of like Undead Midwives, though they are always supervised by an Imperial Doctor. Out of all the Revenants in the world those who serve in the Parinum hold a special place in society. It is probably the one place that a Revenant is not met with revulsion and fear.

Special/Famous Individuals:

Emperor Dominus Augustus Rex V- Emperor of Karn, Defender of the World- The Emperor is considered a god-king. Only a few of the highest ranking Senators have had an audience with him, overall he is considered above the fray of politics. His focus for the last hundred years has been to fight the war against the Fiends. Legends says one day he

had a dream that the Fiends were near a way to destroy the Great Seal and was planning to conquer the world with their armies of Revenants. The Emperor declared that he would enter the Seal and defeat their ancient enemies. In order to help him he prayed to Sol himself, and the Primordial came to him and gave him a blessing. This blessing allowed him to pass into and out of the Seal. Besides giving him the strength of ten men it also made him immortal. Now he travels into the Great Seal to lead the armies against the endless hordes of Fiends destroying them by the thousands only returning to govern a few times a year when the Empire needs him. He sacrifices everything for the Empire. There is no man, woman, or child within the Empire who has not heard the story and knows what the god-king does for them. If it wasn't for him, the Seal would of fallen and all people of Karn owe him, though he is said to be above such need for attention. Overall the Emperor is only seen from afar by most people and only during important functions.

Maximilian von Phenixius- This is the most famous gladiator of all time. He was an indentured servant who was allowed to participant in the games. His prowess was so great that he became a legend that lived on long after he grew old and died. Children are still named after him. Maximilian was said to of spent time after winning his freedom hunting down and destroying rogue Revenants. In some hushed taverns its said that when Maximilian von Phenixius passed on, he became a Revenant and is now the General of the Undying Legion. Of course no one knows for sure.