

Arazi

The continent of Arazi is perhaps Telviera's closest neighbor. Though located almost directly south of the Eastern-Precipice, a massive and inhospitable mountain range separates the two almost entirely, to the point where the only safe and reliable passage by land is through a narrow strip of land connected to the South-shores.

Arazi is a land of warmth. In the north, a great desert lies in the shadow of the mountain range, and in the south one can find sweltering jungles. If one were to look at a map, one would notice that a large part of Arazi is shaped like a sickle or a waxing lunar crescent, forming a large, open bay. It is on this oddly shaped peninsula that the densest of Arazi civilizations can be found, for further north there is little but wasteland, except along the coasts and rivers.

The cultures of Arazi are noticeably different than those of Telviera. The language they speak is vastly different from the common trade tongue (which is a gross bastardization of old elven dialects), and their architecture, customs and religious traditions differ entirely.

In fact, for the most part, the traditional pantheon is not worshipped at all in Arazi, aside from a few small cults. They have their own god, whom commands their full loyalty. Referred to as 'The Eternal Force' or 'The Great One' or 'The Supreme' or any other myriad of different names, this deity does not encompass an easily understood portfolio, like our own gods, but is seemingly more abstract and universal.

However, this divinity is by no means false. For if it is, then its grand priesthoods and paladin equivalents must be the greatest scam in the history of the world. Traveling scholars and merchants have time and time again written of the miracles performed by these holy people, which were without a doubt of divine origin.

Arazi is to many a mysterious and exotic land. They have their own ways of life, their own languages, their own unique styles of magic and many positively strange foodstuffs. It is also an incredibly prosperous one, as their position allows them to be perhaps the only reliable trade-link between Telviera and the Far-East.

Important nations:

As in Telviera, dozens of kingdoms have risen and fallen in Arazi, for a variety of reasons. Some are great empires who have carved their names into history, while others are but small petty states, barely worthy of casual mentions.

Sultanate of Muhr

A large and powerful kingdom situated on the narrow strip of land that connects the two continents together. Many states have risen and fallen on that very piece of land, often simply new incarnations of the previous ones.

And like all of its predecessors, Muhr has grown wealthy off the back of the trade that flows through its kingdom to and fro Telviera. Possessing of a large army and fleet to protect its interest, it has been a frequent nemesis of nations in the South-shores, often over disputes of trade.

Kamroon

A kingdom of which very little is known, the Kamroon is located far to the east, on the borders to the Far East. It is often referred to as a gateway of sorts, and there, the cultures and arts of the Arazi people and the men of the east blend.

Like Muhr, it too is a hotspot of trade, due to its advantageous positioning.

Shalland

One of the largest kingdoms located on the Arazi crescent, Shalland is known for its very warlike disposition, frequently engaging in petty conflicts against its neighbors for even the slightest of justifications. This has earned them few allies, and a lot of fear and respect, for rarely ever have they lost these wars.

It is perhaps this behavior that led them to recently engage in war against the Mezarine Empire, along with the kingdom of Muhr, over trade disputes.

Jakar

Located on the very tip of the crescent, the kingdom of Jakar is rather small, but is also quite wealthy, for its position allows it to control all trade that flows around the crescent by sea. Once a colony of one of Muhr's distant predecessors, it carved its realm out of inhospitable jungles, and prospered.

They are rumored to be allies with strange tribesfolk who dwell deep in the jungles.

Mal Kalon

Known by some as the 'Holy Realm', Mal Kalon is a small nation, focused around a single city, and effectively a theocracy. Allegedly the site of a holy miracle of sorts, it is considered by many of the Arazi peoples to be the seat of their faith, and most Arazi priests have gone there at least once in their lives.

This special position allows it a certain degree of leniency when it comes to dealing with its neighbors, and so it rarely has to worry about the threat of war.

History:

It is known that Arazi is home to some of the oldest human civilizations known to us. When the Elves created the Old Empire, the Arazi had long since formed their own states, and ancient records in Arazi document that they often traded with the elves.

And when the Elves were wiped out by the darklings, the Arazi still remained. It is thought that many emigrated to Telviera in the days after that event, to take advantage of the open lands, though there is little evidence of such an event.

Many of the events that occur in Arazi have little impact upon Telviera, and the records are often inaccessible for a number of reasons. However, one event in particular that is known to many, is the story of Al-Sharrai.

Once a powerful and prosperous kingdom a few centuries ago, Al-Sharrai was ruled by a powerful mage king of questionable sanity. According to the story, he sought out and found a leyline point (or according to some sources, multiple), and with it created a mysterious artifact of great power.

With it, he made his capital, the city of Al-Sharrai, float into the sky, which has since then traveled the world and appeared periodically for one reason or the other. Some say the Mad King Rashed still rules in his flying city to this day. Regardless, in the wake of this event, the kingdom was shattered, and its pieces were partitioned amongst its neighbors.