



## TALES OF TAMRIEL

# -IMPERIALS-

**HEIGHT LIMIT:** 164-188 (Female), 168-190 (Male)

**LIFESPAN:** 100 (very old)

While known as **Imperials** by most of Tamriel the empire is divided between two subspecies/cultures who have been culturally divided. There is no unified 'Imperial' race; they are a conglomeration of two distinct peoples working in concert for a political goal.

The Colovians today still possess much of the frontier spirit of their ancestors. They are uncomplicated, self-sufficient, hearty, and extremely loyal to one another. The Nibenese are known for their religious fervour and awe, described as pious, numinous, and by Colovians, superstitious.

While they look much the same in 3E Colovians tend to be of the lighter complexions and Nibenese tend to have a darker complexion.

# -COLOVIAN IMPERIALS-

## Culture

The Colovians today still possess much of the frontier spirit of their ancestors. They are uncomplicated, self-sufficient, hearty, and extremely loyal to one another.

The Colovians are a proud and taciturn people that dominated the west of Tamriel and South of what is now Skyrim. They are a strong, independent group of humans that generally take up the mantle of being the military might of the Empire. The Colovians are much like the Nords, independent Holds tend to fight. They value hard-work, independence, a strong mental fortitude and generally are somewhat temperamental in their response to others.

Despite their distance from the Imperial city, are the most steadfast supporters of the Empire. Typically in times of great trouble or weak leadership, they withdraw into themselves and keep the fire of patriotism in the Imperial cause alive. Given their frank and straightforward nature, the Colovians are also the greatest number of Military governors of various regions. These military governors are typically drawn from the Colovian nobility where hunting, swordsmanship, and military drills are taught.

## Religion and Faith

Unlike the Nibenese and the Heartlanders, mainstream Colovia worships the Eight or Nine Divines alone, and views the worship of other gods as foolish, being useless, backwards, pointless, and self-detrimental at the best and devious blasphemy (Daedra) at the worst. Viewing the saints of the temple as individuals who lived as the nine would desire. They often refuse to acknowledge the more mythic aspects of many saints, preferring non-defining mundane heroics to the miraculous and metaphysical favoured by the Nibenese. Though Colovians often use more Nordic names for gods, like Shor instead of Shezarr or Kyne instead of Kynareth, they do not worship the Nordic gods. They simply refer to the nine by different names.

# Appearance

Sharing blood with the Nords, the Colovians are lighter skinned than their Nibenese cousins, often possessing a lighter array of hair and eye colours. Their height is often somewhat taller. They all have olive tinted skin even if pale, and often have hooked noses.

Skin Color



Hair Color



Eye Color



Colovian skin tone examples (from light to dark)

F8FFE9

FFCD3

D1CEA5

AFAC7C



Example Skintones

F8FFE9

## - NIBENESE IMPERIALS -

### Culture

They are charismatic, dogmatic mono-theists that believe in a principle guiding 'force', though spirits of animal gods and other patrons are part of this as splintered fractions of the same overseeing god. This grew to be extremely popular amongst the lower classes and became the root of one of the primary cultural aspects of the [Nibeneans](#). They are a devout group.

One of the defining aspects of the culture is the way in which they build their cities. It is a window into themselves in seeing how and why they build. Unlike many other cultures the Nibenean architecture is spacious and bright, the streets are wide, the construction is done with bright materials and are very comfortable to live in.

### Religion and Faith

In 3E they revere the [Nine/Eight Divines](#), and hold them above all else. While some still worship [The One](#) from their roots with the Alessian Empire. The Nine are viewed as major but distant gods who protect the people of Tamriel in the long term and provide them with the standard by which to live, but do not intervene in everyday affairs. All the other

worshipped entities are viewed as minor gods; much less powerful but so much closer and involved with the everyday affairs. These gods are house gods, personally worshipped entities you go to for your more 'petty' (though in this case petty includes things up to your personal survival) prayers and needs.

Most Nibenese will hold three of the Nine in especially high regard and then hold membership in another half-dozen cults to minor gods. Though too numerous to list here, the general categories of minor gods include saints, who are outright worshipped and painted into the most mythic light, daedra, the cults of which are strictly regulated by the Imperial crown and subject to lawful search and seizure at all times, totem animals, whose upper cult echelons are strange and secretive societies, animism, widely practised by the working Nibenese, strange reverence, including the worship of things like concept-spirits or the veneration of a spirit that represents the act of living in your home, and finally, foreign gods. Yes, foreign gods. The Nibenese view on the existence and importance of minor spirits and deities leaves them in the position to be completely accepting of the validity of other's pantheons, with cults holding worship to these foreign deities with common interpretations being that they are attendant to the more familiar Nine. This acceptance of foreign gods counterintuitively makes them the ideal missionaries for the Imperial Cult of the Nine: Their message is sweeter and less hard to swallow: Your gods are fine and worth worshipping, but these gods are greater, and love you.

## Appearance

An aspect of the Nibenese that shows in their architecture and dress is they have a love for bright ornate things. This means masks, jewellery, bizarre tattoos, and in particular silks are all created and sought after by these people. All sorts of foreign brands and ceremonies are brought in, spawning many different cults and styles which are all at the top of haut-culture in the Nibenese area. Thus, much like High Rock, fashion, parties, and social graces in etiquette and manners are all important as is the affinity for new and different styles and new veins of beliefs.

They see, after all, the complex dealings and are some of the best and most reasonable merchants in Tamriel.

The Nibenese are the dusker Imperials, possessing darker skin with olive undertones, eyes and hair. They all have sharp, often hooked noses.



Nibenese skin tone examples (from light to dark)

- 706E55
- 6C7654
- 53574A
- 312C19
- 303029

