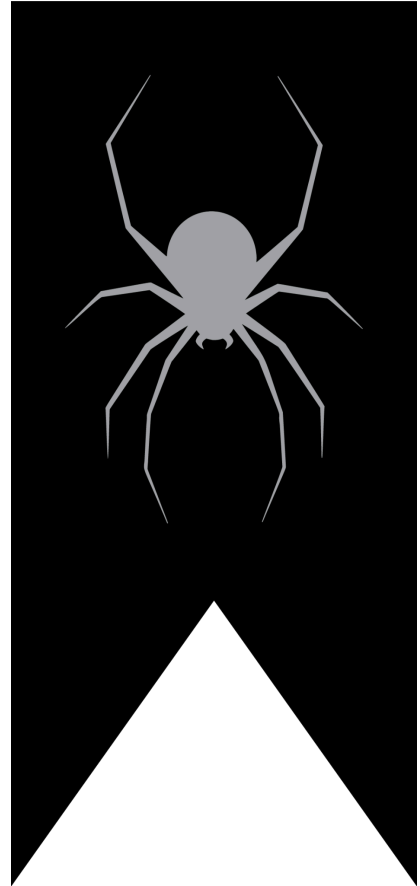


The Kingdom of Hagoros

(hah-GOH-rohs)

One of the first nations of Kharos to form a stabilized government, Hagoros is the Kingdom of the Dark Elves. While other countries were squabbling amongst each other and struggling to find order, Spider King Vesh Dyrallis was already in the process of building vast cities, like the underground academic Yosegakushi and the sun-scorched multicultural port Zzhama'thar. Now virtually untouchable, the Dark Elves are not well liked among other species, partly for their immunity thanks to the sheer cliffs and fortified position of the island itself, and partly because of the Dark Elves' success in raiding, trade of all kinds, and espionage. It is often said that the Spider King has a vast web of connections and that his little spiders hide in every other nation, watching.

Despite their reputation for being spies and ruthless merchants, the Dark Elves of Hagoros are fair and generally tend to treat everyone, including their lower classes, with respect. Their laws are based upon an opportunistic standpoint, giving a chance for anyone to rise to power, regardless of gender or social standing. Although Hagoran civil life rarely allows for other species to rise in ranks, they do treat other species with fairness, even those deemed monstrous elsewhere. Well over a century ago the Spider King declared the elimination of slavery, a reform that was widely embraced by society who saw it as an unacceptable stain on their meritocratic values. A small cadre of nobles rejected this and after a brief, unsuccessful revolt fled to an island thought to be in the Dagger Sea where they plot villainous revenge. Even with opportunistic laws allowing for the least of society to legally overthrow the mighty, the throne has not changed hands for more than a millenium, and all records mark Spider King Dyrallis as the sole ruler from time immemorial.



Times may be changing though as the kingdom of Haboros is divided on his rule. Loyalists argue that he deserves his throne: he has kept assassins and rivals at bay for so long, even going so far as to kill most of his family, leaving only the most unambitious of his children alive. However, the Conspirators believe that he has made a pact with some unspeakable power to keep his throne, stealing opportunity for others. How else could he hold his position for so long? The Kingdom of Haboros, although not yet in a state of civil war, has tensions between family houses over the leadership of the Kingdom. It could be only a matter of time before the balance tips and the Kingdom falls apart from within.

Playing a character from Haboros:

When playing a Dark Elf of Haboros, it is important to read the culture description in the rule book as well as this culture packet. This is intended to be additional information to add onto the rulebook description of Dark Elves. If you are playing a Dark Elf of Haboros, you will belong to a family and your family name is something you take great pride in, unless, for some reason, you have been disgraced or kicked out, remember Dark Elves are very passionate about honor. Haboros Dark Elves do not see social hierarchies as a bad thing, as they see themselves as superior to other species, but they highly respect people who have escaped their station with their own wits and strength. You may choose for your character to be a Loyalist, Conspirator, or uncaring of the politics of those higher than you. As of right now there seems to be a significant amount of chatter about the conflict, and there seem to be slightly more Conspirators than Loyalists, with roughly a fourth of the population being neutral and just wanting to go about their daily lives. Although your character may have a political stance, it is reasonable if they choose to keep that stance hidden. The Haboros Dark Elves treat Spiders with reverence and will either refuse to fight spiders they see in the wild or become very excited at the prospect of fighting such a magnificent creature. It is not uncommon for Dark Elves to adorn themselves with depictions of spiders or weave clothing to resemble spider silk.

Haborans are especially intolerant of slavers, servants of chaos, and those who have fallen for the 'fever dream' of Albios' chivalry. Dark Elves without special talents or powerful families are nevertheless treated with respect and are often

high-class household servants, decorated gladiators, or agrarian laborers working on surface farms or subterranean mushroom pits.