

Tenra & the Tenraith

Tenra

Author: Lindsay B- Please note that this document is continually in progress and might change at any time. Please ask the author if you have questions not covered here.

Power: Tenra

TYPE: Power

GOVERNMENT: Oligarchy

CAPITAL: Tenra; City: Kebbran (in Ha-na-lo)

AGE: 500 years

TECHNOLOGY LEVEL: Warp Capable

DOMINANT SPECIES: Tenraith

DIPLOMATIC STATUS: Allied

CLASSIFICATION: Custom

OVERVIEW

Tenra as a unified entity evolved to avert further destruction of the planet due to escalating war. While the system of hereditary tribal chieftainship has long died out, its roots and influence still remain embedded in the society in various ways.

Relatively new to the galactic playing field, the Tenraith seek to build connection and thus highly value their alliance with the Federation, even as other forces seek to pull Tenra back and retain control over the planet for their own gains.

BETA ZORCAL SYSTEM

Located in section **P4** of STF's star chart

(<https://www.star-fleet.com/gmd/map/draftchart2.png>)

		Classification	Notes
	Sun	F3V	Younger than Sol
Hot-zone	BZ I	Class B	
	BZ II	H- Class	
Eco-zone	BZ III	N-Class	
	BZ IV (Tenra)	M-Class	Two moons: Adra & Kiel.
	BZ V	K-Class	
Cold-zone	BZ VI	J-Class	
	BZ VII	J-Class	
	<i>Kuiper Belt, plus 3 planetoids</i>	C-Class	

TECHNOLOGY

Water capture and distribution

The Tenraith are masters at water collection and preservation and some of their earliest large scale technology revolved around the development of aqueducts and other water transportation and storage systems.

Hydraulic engineering drove much of Tenra's early technological development.

Power Generation

Tenra developed solar power capture systems in the Industrial age, making the most of the large areas of the planet that are dry and often sun-baked.

Island nations favour wave-energy and wind capture systems.

Warp Drive

Warp drive was first achieved in 2306 [*see Modern Age in HISTORY*] using a standard MA/RA system]. Dilithium was found on Beta Zorcal VII and in small amounts on the Tenraith moon Adra.

Replication

Tenra does not have transporter or replicator technology, though their cooperative work with Starfleet scientists have shown that they are in the process of figuring it out on their own and thus the Federation is reluctant to share theirs.

Holography

Though the technology is developed, it does not have a ubiquitous presence in Tenraith life. It tends to be limited to those with financial means.

Defence

Tenraith vessels have deflector shield technology as well as energy based weapons.

ECONOMY

Tenra maintains a currency based, market-based economy that is dominated by goods and services. Significant intergenerational wealth fuels much of the trade and goes back centuries to tribal days. Business entities can be private or publicly traded.

Their currency is a decimal based unit called a *suen*. Fractional units are called *tiam*.

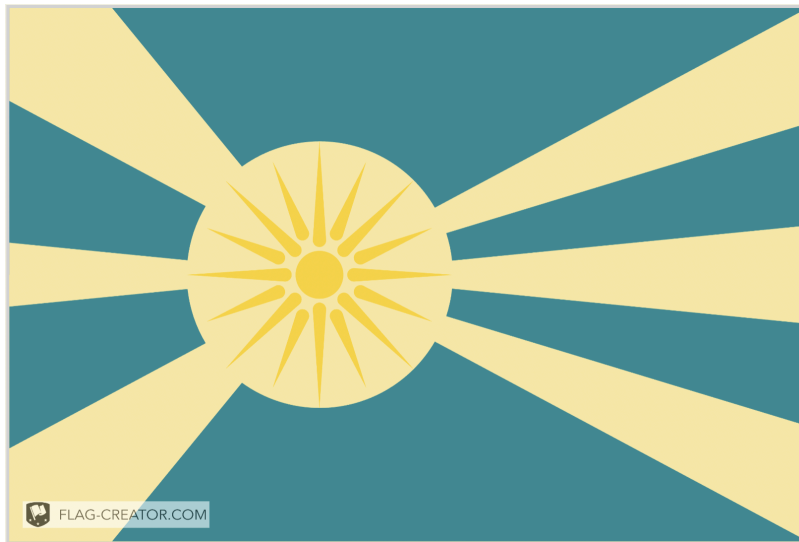
GOVERNMENT & POLITICS

Tenra is a democratic society that elects representatives to Executive, regional and planetary Legislatures and Judiciary. The Chief Minister runs the cabinet of ministries that oversee the running of the planet, with their mandate coming from the elected Legislature. The Deputy Chief Minister is appointed by the Chief Minister.

The planetary government was formed in what started the After Unity Era codified by a document called the **Declaration of Rights & Freedoms** which outlines citizens' right to elect their representatives and personal rights and freedoms.

Despite the work of the Legislative Assembly, significant control and influence over government policies remains with those with intense wealth and consolidated power, many of whom are descendants of old Clan Chiefs.

Flag



Executive

[as of 2399]

Chief Minister Salay Quisin

Female, 56. Of Suud descent. Studied economics and public affairs.

Deputy Chief Minister Zoronell Menret

Male, 42. Of Lheen-ah descent. Advanced education in anthropology.

Legislature

The Legislative Assembly is composed of approximately 350 Representatives elected from the Sato they represent. Seats are allocated from each Sato based on their percentage of the global population.

Judiciary

High Court of Tenra:

The uppermost court of the planet. Handles larger criminal cases that cross Sato (regional administration area) lines, extraplanetary cases, and rules in cases of constitutional challenges.

Court of Appeals

Lower Courts:

Each Sato has its own primary court to handle criminal cases within its jurisdiction, as well as an appellate court. Civil courts serve matters that do not fall under the Criminal Code.

Electoral System

Tenra elects individuals to the Legislature using Proportional Representation. Adjustment seats are used to ensure that each party's share of the Legislative seats matches the votes.

Elections take place every **5 Years** and currently there are **350 seats** up for election (give or take adjustment seats).

Representatives can choose to run as a member of a political party or as an Independent.

At any given time, there are 20-30 political parties on Tenra spanning the political spectrum. Political axes tend to concern communitarianism vs. individualism, multilateralism (Satos should cooperate and compromise) versus unilateralism (Satos have a strong, even unconditional, right to make their own decisions), and galactic multilateralism vs. isolationism. This multi-axial approach to politics allows for a complex and nuanced expression of political beliefs amongst the diverse people of Tenra.

After Unity, the Legislature leaned heavily towards individualism, unilateralism and isolationism. In the last century, this has shifted towards a more moderate and centrist approach. The last election (Fed Standard year

2395) saw another shift leaning the Legislature and future policies towards communitarianism, multilateralism and galactic cooperation. Though the shifts are small and slow, it is expected that this political trajectory will continue.

Traditionally, those with ties to the Suud and Dashen tribes have the most control over planetary decisions, though in recent years this corruption has been lessening.

Cortallo

The organized crime group has existed for over 200 years, but it's been in the last 60 that they have really pushed out of Kebbran and into other areas of the country. As they gain wealth and power, so does their ability to influence planetary matters to their own desires, often at the expense of others. Their base of power is strongest in The District, a small area of Kebbran rife with crime and where governments have little control over the activities, despite efforts over the years.

Members are most easily determined by the symbol tattooed on their right wrist. It is common for disgraced members to be executed and for the symbol to be cut out.

Orion Syndicate

A recent development in the last decade has been Cortallo's desire to expand its sphere of influence. Utilizing Tenra's outreach into the galactic community, Cortallo sought to align itself with the Orion Syndicate. Initial plans were foiled and so far it seems no further attempts have been made, but the Government is keeping a close eye on the situation.

Serlatriza

In response to the growing issues of corruption and the chokehold Cortallo has on Tenra, a group of motivated citizens with their own influence have banded together with the idea of trying to dismantle Cortallo. It is not yet

known whether they are themselves a fringe group, but while their motives seem to be pure, their actions tend to skirt the lines of morality.

DEFENCE

Planetary defence is handled by the **Tenraith Defence Corps**. It has several divisions:

Marines

Serve roles on both land and sea as infantry.

Coast Guard

Handles oceanic Search and Rescue operations, and monitors for illegal activities.

Space Force

Handles Tenraith airspace, orbital protection and protection within the Beta Zorcal system.

A small portion of this group is dedicated to exploration beyond Tenra's sphere of influence, but it is still a developing area.

HISTORY

History on Tenra is divided into periods of time with years that are noted as being Before Unity (BU) and After Unity (AU):

BEFORE UNITY

Nomadic Period (Early, Middle, late)

Before 10400 BU. A hunter-gatherer society noted by the first appearance of pottery and more advanced techniques of stonework.

Archaic Period

9900 BU - 5600 BU. Development of pottery, weaving and food production. Societal shifts as permanent villages appear.

Formative Period (Early, Middle, Late)

5600 BU - 2900 BU. Mostly reliant on agriculture. Formation of permanent towns, villages and ceremonial centres.

Classic Period

2900 BU - 1600 BU. Rise of craft speciality and beginning of metallurgy. Beginnings of urbanism and large ceremonial centres. Highly developed mythology.

Post Classic Period

1600 BU - 1000 BU. Development of highly developed metallurgy and water capture and transportation systems. Complex urbanism developed.

Expansion Period

1000 BU- 0 AU. Spanning the rise and fall of four empires, the prominence of specific tribes exerting control over the planet spurred major advancements in technology and society.

Dashana Age

Rise of the Dashen Tribe and their control over the resource rich areas of Hah-na-lo and Deppahd, and the rise of Kebbran as a major centre.

Sutandon Age

Rise of the intellectual Suud people from Ipo. Major conflicts ensued with the Dashen. The Suud conquer large swathes of their territory.

Toobazoen Age

Rise of the Zaulen people, an offshoot of the Alva. Prolific colonization of islands led to a wide spread of their beliefs.

Age of Navigation

Coinciding with the rise of the Zaulen, the Tenraith tribes actively developed marine vessels and warfare.

Age of Trade

Major feuds arose between most of the tribes as they tried to control the movement of goods. The rise of *saporie*, a type of millet, as a staple grain fuels not only armies but wealth. Lead to the near genocide of the Dhah-maen people.

Industrialization

Technological development was sped along by massive wars. The first and only planetary war led to formation of a planetary council.

AFTER UNITY

Age of Cooperation

1 AU to 100 AU. Dominated by the need to repair damage to regions and rebuild many major centres. Smaller conflicts do break out, testing the new planetary government.

Age of Spaceflight

100 AU to 400 AU. Beginning with orbital launches and suborbital flights, it progressed to moon exploration within 75 years. Exploration remained within the system and the first small scale lunar mining operations took place on Adra.

Modern Age

400 AU to the Present. The first warp engine was developed in the Federation equivalent year 2306. First contact with the first outside species (the Tholians) was made in 2311 and was a less than warm experience, leading the Tenraith to hold back on further exploration for a time.

United Federation of Planets Alliance

First contact with the Federation occurred in 2327, though little happened at first as the Tenraith were still wary after their experience with the Tholians. A loose alliance formed around scientific studies in 2381. Since then, a Starfleet science vessel spends time at Tenra on a regular basis, working with researchers on a wide variety of projects. The Tenraith's expertise when it comes to environmental adaptation is particularly useful in the formation of new colonies and terraforming considerations.

While there are those that hope one day Tenra will join the Federation, it seems a long way off as the planet struggles to deal with the organized crime and corruption that are omnipresent.

Species: Tenraith

STANDARD NAME OF SPECIES (SCIENTIFIC NAME) Tenarus Sapiens

TYPE: Species

HOMEWORLD: Tenra

HEIGHT: 1.78 - 1.96 m (5'10" - 6'5")

WEIGHT: 75kg Males; 65kg, Females

LIFESPAN: Males ~70 Earth Standard Years; Females ~78 Earth Standard Years

STARFLEET: Rare

CLASSIFICATION: Custom

OVERVIEW

The Tenraith are an adaptive species with a highly developed science and arts communities. Their often hostile world has demanded them to be inventive in order to survive and this high degree of creativity not only allowed them to progress in times of great need, but also made them competitive for resources and thus they turned their creativity to the machinations of war.

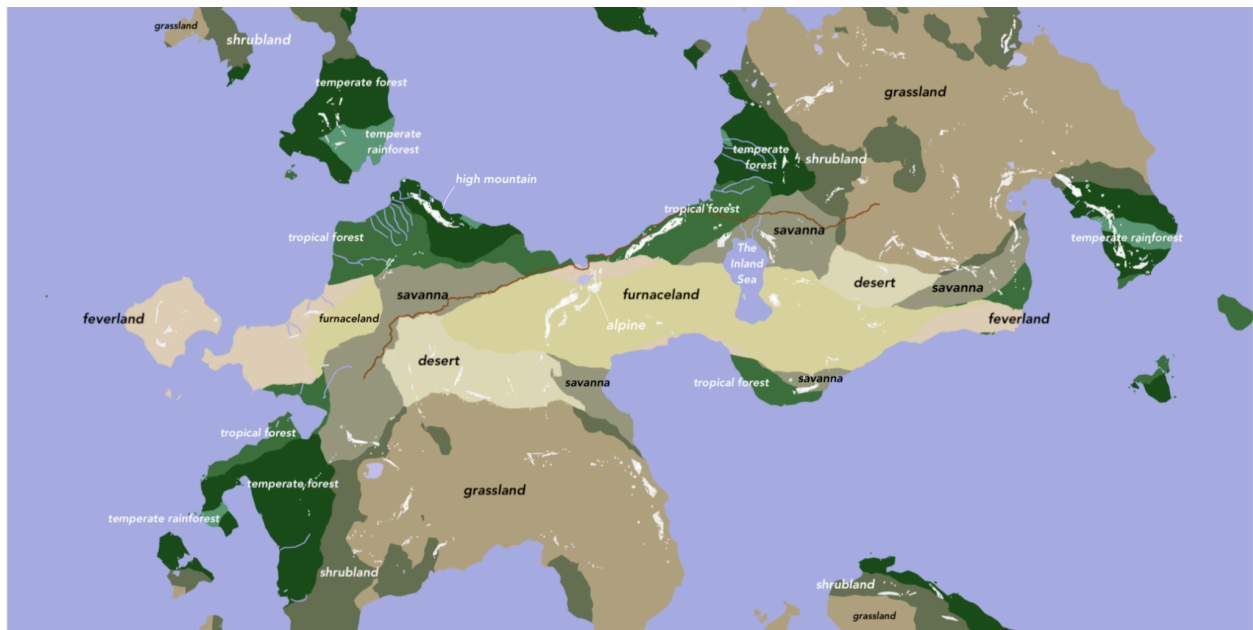
Tenraith are highly devoted to their families and sense of community, which stems from the tribal days where groups banded together for protection and survival.

GEOGRAPHY

Tenra is 67% water, with 98.9% saline.

60% of land on Tenra is habitable, with 2% of that being in high elevations that are glacial, leaving 58% suitable for humanoid habitation. There are no polar caps.

Biomes



DEFINITIONS

Aside from the standard biomes one can find on Earth, Tenra has some additional ones or ones of particular note:

Feverland

Heat beyond any found on Earth, with hot rains falling occasionally throughout the year, results in areas where only the most heat-tolerant creatures can survive. Few people brave these lands.

Daytime temps as high as 60 °C and nighttime lows often staying above 30 °C.

Furnaceland

Temperatures higher than any found on Earth make the furnaceland a nightmare of intense dry heat. No normal creature can long survive here. It is a place of demons, aberrations, and death.

It is not uncommon for organized crime groups to dispose of their enemies by leaving them in these regions (dead or alive).

Subterranean

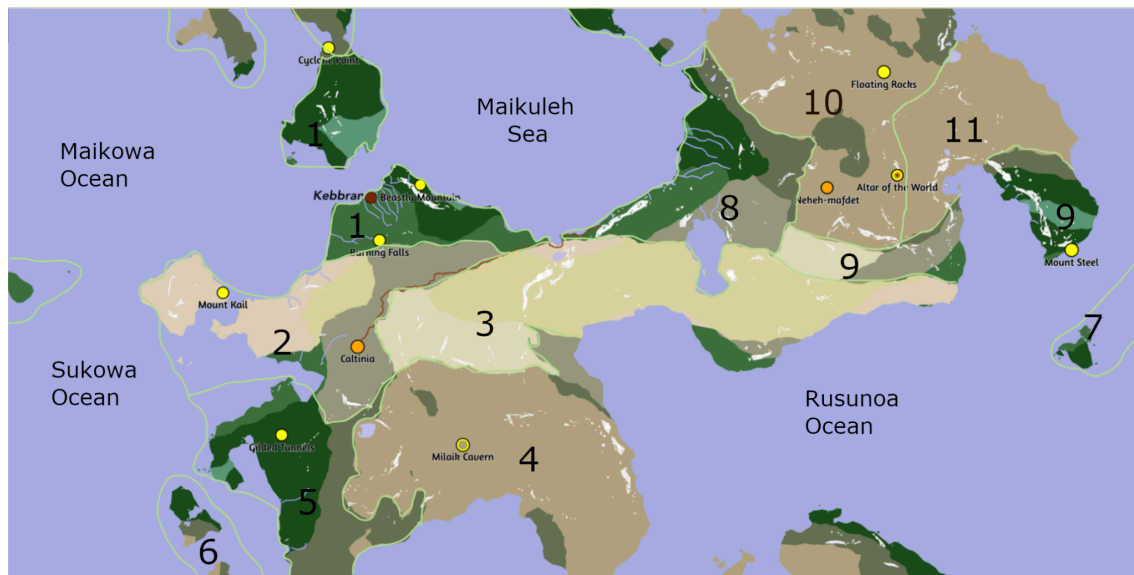
Rivers and extensive cave systems provide fresh water and extensive areas of natural beauty. Most of these systems are easily traversable and Tenra has taken great effort to protect them since planetary union. Of note are the over 1200 different bioluminescent species that can be found across the planet.

Population

The population as of 2399 is approximately 1.3 Billion people.

Regions

Tenra is made up of one massive continent plus a smaller one, and some smaller island groups. The administrative regions are called Satos and there are eleven of them:



1. Hah-na-lo

The wealthiest region on Tenra, it is the location of Kebbran, the planetary capital and has 11 million residents. Uhree is the Sato capital and has a population of 5 million.

Population: 12.5 % of total.

The region is influenced by its temperate and tropical climates and contains some of the densest biodiversity on the planet.

2. Kemmori

Dominated by fever and furnacelands, the habitable savannah is sandwiched between inhospitable biomes. There is a small tropical area to the south

where most people live. The savannah area was historically very strategic to control given it was the main overland corridor between the fever and furnancelands.

Population: 2%

3. Kuustal

"The forbidden realm." Comes from the word *kuusinah* which means 'unbearable'. Once a place that myth said was made inhospitable by Kuunaa, this region is a mixture of furnaceland, feverland and desert with small hospitable areas on the south coast. Largely explored from air only, scientists have mapped small areas and are always trying to improve personal protective gear that would allow them to spend longer times in the area to explore what life might exist in the most extreme areas.

The desert regions have been the home of the Lheen-ah people, who are one of the few to maintain much of their way of life since the tribal days. They are experts in survival and many of the armed forces groups train with them.

Population: 1%

4. Rola

"The Plains". Traditional territory of the Dhah-moren tribe, who were nearly wiped out due to wars. This region has a large number of large animals, many of whom have been traditional game.

Population: 16.497 %

5. Deppahd

Rich forested area with a major timber industry. Woodworking crafts are highly prized and artisans from the region produce highly ornate and sought after pieces of furniture and art pieces.

Population: 18%

6. Akoori

Archipelago of 2 main islands (Lasbay and Iroon) plus tiny uninhabited islands (most of which are nature preserves). High aquaculture production and fishing region. One of Tenra's most advanced marine studies institutes is located on Iroon.

Population: 1.8%

7. Viris

Island region with rich history of boatcraft and diving.

Population: 0.003%

8. Ipo

Pronounced 'eepo'. Capital is Quilo (9.8 million people), which is a major trade and industry city and is the second largest on Tenra. This region is the traditional and acquired territory from the old Suud tribe. Rich in resources, this area has been fought over greatly since tribal conflicts began.

Population: 16%

9. Kol

"The cup", named because it's the shape of a cupped hand, this has been transitional territory fought over by the tribes for centuries and thus created the perfect place for cultural mixing. One of the most deeply multicultural places on all of Tenra, though the overall residential population remains low. During festival times, the tourist influx can be staggering.

Population: 2.2%

10. Sukahz

The 'Westlands' Once a single region, this area was split into two during the final major war. Major grassland region known for high amounts of agriculture.

Population: 14%

11. Dakahz

The 'eastlands'. Like above but also contains the largest and highest mountain range on Tenra, including Mount Steel, the highest of 18 major peaks at 10,047m.

Population: 16%

PHYSIOLOGY

The Tenraith are a mammalian Humanoid species.

Overall the Tenraith are adapted for hotter climates. Average body temperature is 39 degrees Celsius. The endocrine system is highly advanced with a couple specialized glands (*glastron* and *oomren*) that allows for better regulation of body temperature and water retention in times of low water intake.

Health issues arise when exposed to prolonged periods of cold weather.

In addition to many of the expected minerals, Tenraith blood contains significant amounts of *cuciruam* (*a highly pigmented mineral*) present in 90% of soils where people live. A predominance of strongly yellow undertones combined with the above results in the various shades of yellow skin.

Hair colour includes a wide range of red shades and often has a coarse texture. It is exceptionally rare for a Tenraith to have smooth, straight hair and is usually a result of a genetic protein deficiency.

Eyes tend to be maroon with a few shades lighter or darker being typical.

Reproduction

Like many Humanoids, Tenraith have live births. Single births are the norm, with multiple births being rare (1% of all births). Twins account for 80% of multiple births.

Female fertility cycles tend to last 40-60 days.

Tenraith children mature faster than Humans, with growth finishing around 14-16 Standard years. Most Tenraith are considered adults by 16 years of age, though the frontal lobe is not fully developed until about 18.

Disease and Illness

Tenraith are prone to numerous diseases, many of which relate to metabolic issues that prevent temperature control.

There are two notable influenza (*Useeneb* is found in tropical regions, *Zals* is found in cooler mountain regions).

A wide range of infections are possible, including meningitis and an STI called *Yaeb* that can cause intense reproductive scarring that usually leads to infertility.

CULTURE

Language

Three main dialects of a single common language called **Turail**. The dialects are all close enough that speakers can communicate with ease. Strongest deviations occur in the fringe groups living near feverlands.

Adoros- a partner (married or not) in Cortalo, who is responsible for the outfall of the other's actions.

hateesh- an indentured escort, some of whom can work towards full control over their services.

hata- vulgar insult: similar to 'slut', or 'whore'

belav- imp person; meant as an insult but can be used in a mockingly affectionate way

Written

Turail in writing is a fluid script utilizing a 24 letter alphabet with ` interspersed to denote aspirated sounds.

Names

Tenraith revere specialness and choose unique names for their children or actively choose not to reuse them due to a previous holder of that name's importance or notoriety. It's considered insulting and egotistical to name a child after oneself and if a beloved member passes, typically people wait a generation to reuse that name.

Due to the patriarchal history, surnames are usually taken from the father.

Honorifics

Tura- Honorific for meeting an adult female where another honorific is not appropriate.

Ara- Honorific for meeting an adult male where another honorific is not appropriate.

Ra- Prevalent honorific used regardless of sex/gender.

Koren- Denotes a licensed medical doctor.

Imrei- an honorific (that means "Learned One") used most commonly for someone with advanced education. Tenra handles graduate type studies differently, and it differentiates between medical doctors and those who study specific topics for a number of years.

Note: Politicians and other civil servants are usually referred to by their position to denote respect (ie. Chief Minister Quisin).

Food & Beverages

Water Sources

As a drier world, the Tenraith must be inventive to find and create fresh water. Main sources:

- Lakes
- Mountain runoff
- Rivers and streams
- Desalination of inland sea and oceans
- Subterranean water sources (wells, aquifers and cavern systems)
- Oases

Tenraith heavily favour traditional dishes that travelled well or could be preserved. Stews were common through much of history for their filling nature and easy creation since they could be made with any odds and ends a person had available and could scrounge up.

Brined foods (by-product of desalination processes that produce drinking and irrigation water) are common and form key components of dishes, both as main parts or condiments.

Foods

[a few samples]

saporie- a type of millet that is easy to grow and became a staple grain for much of the planet and grows readily in hot and dry climates. Most flour is ground from this grain.

danna- a deep yellow and earthy spice that is intensely hot. Very common as an additive before eating, and in condiments and sauces.

sasso- flaky, spicy cookies

treicha stick- sweet sticky dessert treat.

saccata- a slow roasted meat dish using fowl or game and pungent herbs. After hours cooking, the saucy dish comes off more sweet and if undercooked, tastes bitter

nareeka- a stew made of shellfish mixed with a starchy grain called 'umka' with roasted vegetables. The whole thing is layered and wrapped in a spongy flatbread, called 'haro', that is cooked over fire.

kaswie stew- a dish consisting of starchy vegetables and an oily fish whose bones melt when cooked. It is often drizzled with a cultured tangy cream to cut the oiliness.

jacassa stew- a popular dish from the plains

impasha- a chili like stew made with lentils and vegetables that is very spicy

benla- a thick porridge like dish made with *saporie*

toscatil- a fiery spice that can make even Tenraith tear up

Clothing

While clothing is highly regional based on climate, Tenraith as a whole love personal expression through their garments. Since most regions are warm, looser clothing is traditionally preferred, allowing airflow to cool the body. Though in modern times this is less so with the advent of interior climate control. Even still, extremely form fitting clothing is seen as a sign of wealth and privilege as one can obviously afford to pay for the energy required.

Beading and embroidery are highly regarded artisanal trades, and those with great wealth will spend a great deal on a hand decorated formal garment.

Though clothing has a gendered aspect to it, it is common to see males wearing straight cut skirts in breathable materials, though gowns tend to be favoured by females.

Modesty in dress is not so much of an issue as covering skin to prevent sun and wind damage in harsher environments. In controlled interior environments, many Tenraith will feel more comfortable to bear varying degrees of skin, though it is rare for more than 50% of skin to be visible for any reason outside of artistic performances and certain social or cultural situations.

Arts

Dance

Tenraith dance is highly influenced by percussive music and often has a strong beat. There are a few traditional step dances and group dances are prominent during festivals and celebrations. Paired dancing is common in a step dance format.

Music

Music is an integral part of most Tenraith lives. It is played in the background in homes and workplaces, at important events and serves as one way of drawing community together.

Musicians are highly revered and along with storytellers were traditionally the keepers of history, holding a high position in all tribes.

Of all the performance arts, musicians and singers have the strongest following of devotees and becoming a patron of an amateur talent is a highly sought after honour for those with wealth and high position.

Instruments

Tenra has a wide variety of string, woodwind and percussion instruments.

Highly collectible are the gourd based string and drum instruments from Rolao, which often feature delicate inlays and are varnished heavily creating such a hard shell that it takes significant force to break.

Woodwinds made of animal bones originate from Kahz and migrated around the planet in the days of sail.

Textiles

Tenra highly values fibre arts and has an impressive tapestry and rug industry. Weaving in all forms, even as a domestic craft, is a highly valued skill.

Metalwork

Metal based art forms have existed since the dawn of metallurgy. Highly prized in modern times are handmade jewellery which are often set with precious and semi-precious stones and other valued materials. Different regions and tribes valued different types of jewelry and this contributed to great wealth exchanges during the Age of Trade.

Architecture

Depending on the regions, most urban centres display a wide range of historical architectural styles.

In the hotter regions, the focus is on keeping the interiors cool and most buildings (domestic and workplaces) are designed to maximize shade. Most have interior courtyards with gardens meant for communal gatherings. In urban areas, high density is the norm.

In wetter regions, the focus is keeping moisture out and many utilize rainwater capture systems to supplement their household water supplies.

In areas where the temperature actually gets cool enough to require seasonal heating, geothermal heating systems are typical.

Mythology & Religion

Myth and folklore dominate storytelling practices on Tenra, seeping into the vernacular, and can be heavily based on Tribal history and values.

Much of the mythology originates from the story of Ouquen and Liava, the Fire and Sun Gods respectively. The story goes that the two gods came across a barren world (Tenra) and were fighting over the right to make it in their image when the Water God, Zau appeared, claiming the planet for their own. The three began a brutal battle until Zau vanquished Ouquen. Liava was more powerful than Zau but also believed in mercy. Thus instead of expelling Zau entirely, the two shaped the world together, with Liava having a stronger say. This is why there are extensive oceans, but the sun beats down so hard across much of the world.

An additional myth claims that Ouquen was not truly vanquished and had their say over the planet in the creation of the furnace and fever lands.

The religion developed by the Alva (called Liavola) celebrated the solar year and the changes it brought, marking them with festivals and other community celebrations. Though the religion is not overtly practiced any more, there are small pockets of practitioners across the planet attributed to the Toobazoen Age and the dispersal of the Alvan and Zaulen peoples.

Relationships

Tenraith tend to view monogamy as only for life partners. It is not uncommon for unmarried individuals to have multiple partners and disclosure is not required or expected.

When two partners wish to be monogamous, it is a mutual decision, often but not always) marked by a Ritual of Commitment that typically leads to a legal marriage ceremony. Historically, these ceremonies were varied depending on the region/ tribe, but in modern times all marriage must be notarized by a member of the Judiciary in order to be legally binding. Some

Satos empower specific people for that role, though any member of the judiciary can perform such a ceremony.

Customs

Greeting

The traditional greeting (especially in formal situations) is to touch one's fingertips to their shoulders and give a respectful nod of their head. Both hands are used to show that they are not armed and come in peace.

This can also be used in parting though is not as common outside of first meetings or very formal situations.

Domestic Customs

It is customary to remove one's shoes when entering another person's domicile.

Most meals (even formal events) are served 'family style', with platters and bowls passed around from person to person to symbolize the sharing of bounty. Talking and storytelling is highly encouraged as mealtimes are revered as times for connection.

Social Strata

Tenra is a traditionally patriarchal society, though there is no preference for male or female children. All are seen as capable regardless of biological sex.

The Tenraith do recognize a non-gender known as *alrayt*. If it is a fluid status, these individuals refer to themselves as *na-alrayt*.

Wealth and hereditary connection to leaders of the old tribes allow power and influence to be wielded amongst a relatively small group of citizens.

While not ubiquitous, many of these families try to exert control over the government decisions.

The current "Movement" to get rid of the Organized crime segments are related to ethnic division lines. *Serlatrizia* (Torno Hass is a notable member). [see *Power section on Politics*]

Cortalo is mostly of people from Kebbran and that region, though they have bases of influence in other major cities on the planet.

Tribes

- Dashen
 - One of the wealthiest and most powerful tribes. Many of the descendants of this tribe hold immense wealth and power on Tenra
- Suud
 - People of the northern steppes. Contributed a great deal in the way of art (carving, pottery and other 'wares')
 - In modern times, this old tribal association gives rise to Cortalo as a way to counter continued dominance of the Dashen culture.
- Alva
 - Superstitious people who live in the northern temperate rainforests. Some of the last remaining spiritual practices since the days of Tenraith antiquity.
- Ikseh
 - Practice mummification and pyre burning death rites. Make use of cave systems. Natural spelunkers.
- Lheen-ah
 - Nomadic tribe that lives in the desert. Maintains pilgrimage. Great astronomers and mathematicians.
- Dhah-moren
 - People of the southern steppes. Masters of hunting and food preservation.
- Zaulen
 - Coastal and inland folk. Masters of the sea and ocean technology. First to practice regular desalination for everyday needs. An offshoot of the Alva.
- Ushba
 - People of the mountains.

Wealth and Power

Dominance on Tenra historically went to whomever had control over water and precious minerals. Areas of higher natural water were wealthier. They used less resources for basic survival and could focus on other cultural development.

Cortallo

A large influence over power, wealth and politics is Cortallo. The organized crime group has existed for over 200 years, but it's been in the last 60 that they have really pushed out of Kebbran and into other areas of the country.

The group is highly hierarchical with many self contained units that protect the various levels from infiltration from outsiders. Membership is not automatic but once someone is trusted, Cortallo's symbol (a thin circle with a tiny stylized dagger inside) is tattooed on their right wrist.

Members are involved in all sorts of major crimes including murder, assault and battery, smuggling, grand larceny, arson, blackmail, embezzlement, extortion, fraud, forgery and sexual slavery.

Cortallo has its own set of complex rules and mores that often contravene the rest of Tenraith society. Contravention of these rules and outright disobedience or betrayal of a member is met with severe consequences, even death. When death is ordered, the slain member's tattoo is often cut through with a knife to symbolize that they are outcasts of Cortallo.

The District

Located in the southeast of Kebbran, this 15km² area is where most of the lower level members of Cortallo in Kebbran reside. The group controls most of the establishments present (many of which are fronts for their own illicit activities), though they allow family run businesses to run alongside their own, though under watchful eyes. While many of the upper level bosses maintain lavish accommodations in wealthier parts of the city, many mid-level members live in the district in well appointed homes that contrast starkly with the deep poverty of the area.

Many social services operate in and near The District (colloquially known as The D), and for the most part Cortallo allows them to work unimpeded as they provide some basic health care, addiction services.

Rates of abuse of alcohol, the highly addictive *arosh* and other narcotics are higher in The D than anywhere else on the planet and the life expectancy for most adults who live here is about 40 years of age.

Many children born in The District are caught in the cycle of drug abuse, crime and few ever live long enough to escape the world Cortallo creates for them.

Education

Tenra has a comprehensive education system and highly values learning throughout life. It is not unusual for adults working in a field to decide to go back to school to pursue other interests.

Advanced academics are recognized in all fields and (aside from medical practitioners) those that complete advanced studies are given the honorific *Imrei*.

Notable Institutions

University of Kebbran (Located: Kebbran, Hah-na-lo)

-includes the Tenra School of Medicine

Sumanay Institute of Marine Sciences (Located: Koyei, Iroon, Akoori)

Lorash Technical Institute (Located: Quilo, Ipo)

Zulen Academy of the Arts (Located: Hallo, Deppahd)

Tenra Defence Corps Training Centre (Okor, Hah-na-lo, with satellite centres around Tenra)

