

Barbarians

Barbarian stats are the same as Human, except barbarians have +5 to their Max body. A barbarian character MUST dress the part, with appropriate barbarian-style costuming. Refer to the Conan movies, and historical clothing - northern European Germanic tribes, Mongol, and steppe costuming for examples.

Human Barbarians are the most common race in Amroth. The majority live scattered across the Plains of Lostariel. There is little cohesion in the barbarian tribes. Stronger tribes often subjugate weaker, less aggressive tribes. The belief of might makes right is strongly accepted in barbarian society.

The Plains are ever changing as nomads drive out farmers and farmers replace nomads. Some tribes hold strongly to the path of nature, others practice darker arts. Some tribes are peaceful, but most follow the path of war and conquest, the only true path to freedom in the Plains is to be sure that you have no living enemies.

Fortress of Akadai

The only constant in the Plains of Lostariel is the fortress city of Akadai. Akadai is ruled by the Tyrant King. It is said that he rules his domain with an iron fist, and his army is feared throughout the plain. Rumors state that he is hundreds of years old, he can hear your very thoughts and can kill three men in a single mighty blow. It is whispered that he holds power over the darkest magics and his enemies often die mysterious and painful deaths. Some say he keeps a full dragon as his pet and rides it into battle. Whatever the truth is, it is agreed that his interest is not something any sane being would try to gain.

Akadai is a marvel of barbarian splendor. The outer walls are tall as ten men, and wide enough to race chariots on. Within the safety of the walls lies a bustling city, overfilled with people, noise and stench. In the center of the city stands Ivory Palace, a tower that seems to rise up into the sky and is made entirely out of skulls and bones of the Kings enemies. Buildings of the wealthy, adorned with rich colors and glittering jewels squat around the Ivory Palace. Hovels line the outer walls. Everywhere you see warriors in service to the Tyrant King.

It is said that if anything of value is to be found in the Plains, it will be found in the Marketplace of Akadai. Everything is available from slaves to the most magical of potions to tomes of forbidden knowledge, if you are able to meet the merchant's price.

There is little crime in Akadai. There are no posted laws; anything that breaks peace of the city is dealt with swiftly by the Tyrant's warriors. There are two punishments for wrongdoing: the most merciful is swift death, with your body being sold to the rag and bone merchants. If you have particularly annoyed the guard, you will be hung from the outer wall, left to the mercy of the elements and the great black buzzards that circle the fortress city looking for food. If you are very lucky you will last no more than a month under such conditions.

Luck Children

Like most races on Amroth, Barbarians are greatly superstitious. People with skills at reading portents of fortune are greatly prized by most tribes and most Barbarians will work to keep fortune on their side.

One of the saddest victims of fortune is a luck child. Once in a great while a child, born under the right conjunction of the stars, is imbued with more than its fair share of luck. Portents show the child has a great destiny and luck, either good or bad, will run strong in the child. While this may seem a great thing, no loving parent wants to see a child suffer the vagaries of luck, and people with great destinies tend to make life as dangerous for others as for themselves. In most cases, such children are generally taught to take care of themselves at an early age and are encouraged to seek adventure elsewhere as soon as practicably possible.

Zaprozhan Host

The Zaprozhan Host is a group of loosely allied barbarian tribes that generally live near the Zaprozhan Mountains. While a few of the tribes have settled the foothills in small farming communities, most Zaprozhan tribes are nomadic herdsman.

Zaprozhanians are believed to be more comfortable on horseback than on foot. They believe their horses give them superiority over all others, and often give better care to their prized battlesteeds than to their favored children. A zaprozhan proverb states the horses are the tribes survival. You will not see a true battlesteed in the hands of any who are not of the tribe, but the culls and geldings that the tribe will let go are prized mounts for those that can afford them.

The tribesmen are skilled and bloodthirsty fighters, their skills at mounted combat overwhelming the staunchest foes. They believe that any who threatens the tribe must be wiped out, and will often take the battle to an opponent's allies and family even if there is little threat from them.

Each tribe is ruled by a hetman chosen by the warriors of the tribe. The hetman decides the important things, when to travel, battle strategies, testing those who wish to trade with or join the tribe, and reading and interpreting portents for the tribe. The host as a whole follows the lead of the Rada, a council of hetmen from the strongest tribes. The host generally agrees that they are ruled by the Tyrant King, but there is little contact between Akadai and the host.

Children are considered property of their parents until they are accepted on their own as tribe members. By the time a child reaches 15 winters, they are required to prove his or her fitness for the tribe. If they are not fit as a warrior, they may stay with the tribe, but are considered property of the tribe, often ordered to do menial tasks and anything they receive including food and clothing, are considered charity. Tribes often accept outsiders, even non-barbarians, if they can prove themselves fit for the tribe.