

Nationality

The character chooses one Nationality. Each Nationality gives a special benefit to the character, and grants a discount for Sorcery or Psionics, as well as for Supernatural Races. Only one Nationality can be chosen. The player can choose a Nationality where the character was *born*, or where the character was *raised*. When sub-races mentioned in (brackets), this indicates the most common Race found within that nation, while Psionics indicates the preferred form of training. Nationality is *Free*.

Anaitha (Includes *Naipon* and *Rath Sliabh Dorca*)

Bonus: +1 Spiritual
Language: Anaithan, Naiponese
Race: Divine
 Faerie
Sorcery: Glamour

Anansie (Includes *Hinde* and *New Anansie*)

Bonus: +1 Mental
Language: Hinde, Trade
Race: Divine
 Faerie
Sorcery: Path of Suleiman

Aranous (Includes *The Heartlands* and *Argus*)

Bonus: +1 Mental, +1 Social
Language: Drachen, Fallen
Race: Infernal
Sorcery: Necromancy

Aregon (Includes *D'Remes*)

Bonus: +1 Social
Language: Dremy, Phae
Race: Faerie
 Wild
Sorcery: Bardic Path

Drachenkeep (Includes *Threshold*)

Bonus: +1 Physical, +1 Social
Language: Drachen, Old Draconic
Race: Wild
Sorcery: Azure Path

Northern Wilds

Bonus: +1 Physical
Language: Dremy, Phae
Race: Faerie
 Wild
Sorcery: Wild Path

R'Tal

Bonus: +1 Mental, +1 Spiritual
Language: Arin, Trade
Race: None
Psionics: Augmentative, Clairsentient
Sorcery: Path of Shadow

(The) Shire Lands

Bonus: +1 Any Attribute
Language: Drachen, Trade
Race: Any One
Sorcery: Witchcraft

Southern Wilds

Bonus: +2 Physical
Language: Enochian, Fallen
Race: Infernal
Sorcery: Infernalism

Springdale

Bonus: +1 Physical
Language: Trade, Phae
Race: Faerie
 Wild
Sorcery: Shamanism

Tarantis (Includes *Siren's Cove*)

Bonus: +1 Mental
Language: Arin, Drachen
Psionics: Empathic, Kinetic
Race: Divine
Sorcery: Artificing

Sub-Nations

'Sub Nations' are either nations that are not a part of Kith Kanaan, or which are different enough that they get their own entry in connection to a specific nation. A character can choose from one of the sub-nations if they wish.

Argus

Bonus: +1 Social, +1 Spiritual
Language: Drachen, Trade
Race: Infernal
Sorcery: Necromancy

D'Remes

Bonus: +1 Social
Language: Dremy, Phae
Race: Faerie
Wild
Sorcery: Glamour

Hinde

Bonus: +1 Spiritual
Language: Arin, Hinde
Race: Divine
Faerie
Sorcery: Path of Suleiman

Naipon

Bonus: +1 Spiritual
Language: Naiponese, Phae
Race: Divine
Faerie
Sorcery: Shamanism

New Anansie

Bonus: +1 Social
Language: Hinde, Trade
Race: Divine
Faerie
Sorcery: Suleiman

Rath Sliabh Dorca

Bonus: +1 Spiritual
Language: Anaithan, Drachen
Race: Divine
Faerie
Sorcery: Bardic Path

The Heartlands

Bonus: +1 Physical
Language: Enochian, Hinde
Race: Divine
Infernal
Sorcery: Aria

Siren's Cove

Bonus: +1 Social
Language: Drachen, Trade
Psionics: Empathic, Kinetic
Race: Divine
Sorcery: Artificing

Threshold

Bonus: +1 Physical, +1 Social
Language: Drachen, Trade
Race: Wild
Sorcery: The Azure Path

Anaitha

A mysterious land to the south, surrounded by haunted forest; Anaitha has sealed itself from the rest of Kith Kanaan. Those descended from it are often found to have spirit blood. The primary language of Anaitha is *Anaithan*, and has some influences from the *Phae* and *Naiponese* tongues. (Influences: King Arthur, Imperial Japan)

Rath Sliabh Dorca: Called 'Rath' by most, this was once a kingdom outside of Anaitha and the Shire Lands. In the last few decades, the fortunes of Rath waned, and the heir to the crown married into Anaitha before the closing of the borders. Now, Rath exists outside of the haunted woods of Anaitha, acting as the voice of the strange, forbidden kingdom to the rest of the world. (Influences: Celtic Welsh)

Anansie

A cursed desert nation, Anansie fell to the attacks of the Southern Wilds, and the demons and undead that fled Aranous. They put up a brave battle, but the nation was overwhelmed. Most have fled to either Anaitha or to the Shire Lands, while more moved to roam the desert and attempt to take back the jewel of the desert. The primary language of Anansie is *Hinde*, taken from the region on the Main Land where Anansie originated. It has picked up some words however, from the *Drachen* tongue.

Aregon

A region to the far north, Aregon is a rich, pleasant land of rolling hills and warm fens. The people are split into tribes, each ruled by a chieftain and guided by a druid. The legendary bards wander from tribe to tribe, learning the stories of the people and keeping them alive. The primary language of Aregon is *Dremy*, and takes some words from *Phae*. (Influences: Irish Celtic)

D'Remes: A mystical realm said to be ruled by the Goddess of Magic, the land of *D'Remes* is surrounded by mist and virtually inaccessible. It is said that those who sail to close lose all sense of time, returning to their homes after decades have passed, thinking it only days. (Influences: Avalon)

Aranous

A lost nation to the south which once had powerful political ties to demonic and necromantic forces. Those who survived the loss of Aranous often have remnants of their lost power. The primary language of Aranous is *Drachen*, though it has borrowed some *Enochian* terminology from the demon worlds. (Influences: Gothic Germanic)

Drachenkeep

A powerful, and eternal kingdom to the north, the people of Drachenkeep were once the servants of the ancient dragons, but have long since become noble and honourable. The primary language of Drachenkeep is *Drachen*, though it also uses some terminology from *Old Draconic*. (Influences: European Feudal)

Threshold: A city that was once the border between the Northern Wilds and Drachen, this region is a major trade port between Aregon, Tarantis, and Drachen. Anything which can be purchased (legal or not) can be found in Threshold.

Northern Wilds

The character is a barbarian from the heavily wooded north, where magic is more primal and great beasts and horrors lurk. There are a multitude of lesser languages in the Northern Wilds. The character may know *Dremy*, or *Phae* (the language of the unicorns).

R'Tal

Once a thriving merchant city-state, R'Tal was utterly devastated by the demons and undead that fled the destruction of Aranous. Those who come from R'Tal are savvy merchants, and powerful sorcerers. The primary language of R'Tal is *Trade*, though it has borrowed a significant amount of words from Aranous. (Influences: Renaissance Denmark)

Shire Lands

The Shire Lands have grown since the destruction of Aranous and Anansie, with the heart of the Shire itself a growing city. The Shire Lands are a series of communities ruled by a peace-keeping force, and operated by the merchant class, through the noble class is attempting to alter the balance of power. The primary language of the Shire is *Trade*, though *Drachen* is also common.

Southern Wilds

A region cursed with the taint of death, home to undead and worse, the Southern Wilds are inhospitable and a place only the heroic or the foolish dare enter. Once watched by Anansie, the lands south of the Southern Desert grows uncontested. The primary language of the Southern Wilds is called *Fallen*, though there are a number of *Hinde* and *Enochian* words in it as well.

Springdale

A valley surrounded by low hills, Springdale is a tribal land which once only had a few settlements. Now, it has flourished with the refugees from Aranous, which has upset the delicate balance of the region. The *Spire*, a large towering monolith, shields the area so that no harmful magics can be cast within those lands, and keeps the demons and undead from the south at bay. The primary language of Springdale is *Trade*, though there is some influences of *Drachen* as well. (Influence: Fantasy English Medieval)

Tarantis

The kingdom of Tarantis is a warm, comfortable region, that has begun the study of the 'natural sciences', and has begun to see an increase in the arts and cultures. The people here have so far been fortunate to avoid most of the tragedy and destruction of the south, and is close to becoming one of the greatest cultural centres on Kith Kanaan. The primary language of Tarantis is *Drachen*. (Influence: Renaissance Italy and Spain)

Siren's Cove:

The heart of Tarantis, Siren's Cove is a thriving city which also houses the Tower of Magic, the home of Raveena, avatar of the Goddess of Magic. Siren's Cove is a thriving community and does brisk trade all along the east coast.

Chin'Na and Naipon

Also called the *Empire of Ivory and Jade*, the lands of *Chin'Na* and *Naipon* are found to the far east, beyond Midiron, on the main land. The region holds to the faith of the *Celestial Courts*, but are even more strict socially than even Anaitha.

Hinde

Hinde is the homeland of the demon known as *Ravana*, who was banished in a fierce war over a thousand years ago. The region holds many powerful elemental lords and is controlled by a Sultan. Hinde is a land of fierce honour and a brutal caste system.

The Heartlands

The Heartlands was the original home of the Joshuite Faith, and was destroyed in their war against the demon, *Ravana*. *Ravana* rules this region, which has been scorched into a desert wasteland, ruled by the tiger demons known as the *rukshasa*.

Languages

A character begins with only one language – native to the region they were raised in. For every level of the *Language Skill*, the character can speak one additional language. The *Academia Skill* is needed for the character to be literate, but the character gains literacy in all languages they know.

Anaithan

A fluid, pleasant sounding language, which mixes the *Phae* and *Naiponese* tongues into a musical, rhythmic vocabulary. Difficult to learn, but perfect for music and poetry, Anaithan is the language borrowed from most for court terminology. Anaithan has many colourful swear words, mostly religious in nature.

Arin

The language of scholars, used almost exclusively by the followers of the Arion pantheon. Arin was banned by the Jeshuities for nearly a thousand years, but has been used for ciphers and codes for generations. Arin is a very strong language, excellent for description and categorization, and a number of alchemists and artificers have used Arin to write out formulae. It is also seen among Blue Mages to write out spell formulae, and for casting spells. If the caster knows and uses *Arin*, they may add their *Linguistics* as bonus dice to any Artificing or Azure spell rolls if they use the language (written or spoken).

Drachen

The most common of the *main* languages, Drachen is descended from the slave language of the dragons. It has harsh syllables and is excellent for giving quick commands or getting to the point. Drachen has a *lot* of colourful swear words, mostly scatological in nature.

Dremy

A language not heard much south of the Northern Wilds, *Dremy* is pleasant and natural sounding language which has borrowed a lot from the *Phae* tongue. A little confusing to outsiders, as the words sound quite alike when spoken quickly, the *Dremy* tongue is a natural for song. When used as a part of Bardic magic, the caster may add their levels in *Linguistics* as bonus dice to the spell roll.

Enochian

The language of the infernal races, Enochian is as old as time. The language has an eerie, deep tone to it, the words complex and precise. Enochian is an excellent language for rhythm, and the intonations are almost hypnotic. Enochian is a highly effective language for Infernalists, allowing them to converse well with the demons they summon. When used as part of Infernalist magic, the caster may add their level in *Linguistics* as bonus dice to the spell roll.

Fallen

A very rare language, used by the creatures of the Southern Wilds, and a number of tiny island nations further south along the edge of the Southern Wilds. Fallen has a lot of hisses, clicks and glottal stops as well as some screeches, making it nearly impossible to decipher by other cultures, and is good for signals and giving complex orders in as few words as possible. This language seems to please the dead and the darker creatures of the south, and if used as a part of Shadow Magic or Necromancy, allows the caster to add their level in *Linguistics* as bonus dice to the spell roll.

Hinde

The language of *Hinde* is very fluid and quick, with a lot of sudden, harsh stops that use the throat. It is a descriptive language, used for storytelling and for debate by giving the user many different ways to say the same thing. Hinde is aided by body language and use of the hands. Hinde has some colourful curses to fling around, but not so many actual swear words. When used as part of the rituals of the Path of Suleiman, the caster may add their level in *Linguistics* as bonus dice to the spell roll.

Naiponese

Actually two languages, *Naiponese* is an inflective language with formal and informal terminology. One is detailed and splits many common words into degrees, giving higher or lower stature to a word depending on where the syllables are placed, while the informal aspect places emphases by using specific prefixes or suffixes on certain words. The language emphasizes the past and present, as future-tense and present-tense are the same.

Old Draconic

The language of the True Dragons, and spoken partially by the draconic races, this language is sibilant and very seductive. It is good for negotiations, the language built for politics and persuasion, as it has many words which are inflective, meaning one thing or another, depending on pitch, creating a lot of neutral terms. The language also has a lower form, which is more guttural, with short, sharp words and direct terminology used for speaking with one's lessors. A lot of these terms eventually grew into *Drachen*.

Phae

The language of the spirit courts, and the faeries. This language is melodic and distracting, filled with light, musical tones and strange words which run together. The language is pleasant to hear, but requires much concentration from the listener to understand. The language appeases the spirits, and grants spell casters who use it the benefit of adding their Linguistics as bonus dice for Shamanistic and Glamour magic.

Trade

Trade is a *creole* language, which is a combination of *Drachen* and *Anaithan*. This makes it a colourful, if somewhat confusing language for those who are unaccustomed to it, and uses many slang terms that it has picked up from both its parent languages. The language is flexible, borrowing new words picked up from nearly anywhere. It has some swear words, most are direct, and taken from *Drachen*, which is used for more relaxed, everyday talk, though the more polite terminology comes from *Anaithan* and is common for 'civil' discussion. Interestingly enough, the blend of languages has allowed hedge witches to access specific words from the different languages to hone their ability to banish and protect. Anyone using Trade for Witchcraft gains their level of Linguistics as bonus dice.