

# GAZETTEER OF OCHALEA

UNOFFICIAL GAME ACCESSORY

by Agathokles



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## TIMELINE

This section reports the history of Ochalea as the Immortals know it.

### TAYMORAN AGE

#### 3000 BC - Formation of Ochalea

The Great Rain of Fire causes the land around modern Ochalea to be flooded, separating the island from Brun. Pardasta tribes are blocked in Ochalea by the rising waters.

#### 2200 BC - Taymoran Lupins

The Taymoran Hairless and the Taymoran Hound Lupin breeds are created as the original Lupins fall under the sway of the Necromancer Kings of Taymor. They use their powerful magics to instill useful abilities in these Lupins - a special ability to recognise werewolves, and a racial hatred of these creatures, as well as heightened strength and a larger body frame, making them more suited to act as soldiers and guards.

#### 1500 BC - Lupins reach Ochalea

Several large clans of Taymoran Lupins, both Hound and Hairless, flee west and south from the destruction of Taymor. After a long journey, they land in the western reaches of Ochalea.

#### 1000 BC - Alphatian Landfall

Old Alphatia is destroyed in the war between followers of the philosophies of Fire and Air. The Followers of Air flee to Mystara, settling on the continent they name Alphatia. They bring strains of lycanthropy - in particular, tiger lycanthropy, with them.

#### 900 BC - Dark Ages

In Ochalea, the Foo Dogs interaction with the Ochalean Houndling (direct descendants of the Taymoran Hairless), has resulted in the birth of the Ochalean Crested, and the Ogre Magi have bred the Chow-Chow from

Houndling and Shar-Pei (derived from the Taymoran Hounds) slaves. The Shar-Pei, Ochalean Crested and Foo Dogs lead a war against the Ogre Magi kingdom, with some help from Pardasta clans.

By this time, the Lupins control the Shun, Yuen and Ta'ang provinces, while the rest of Ochalea is controlled by the Ogre Magi kingdom.

### FORMATION OF THE OCHALEAN CULTURE

#### 800 BC - Arrival of the Cypri

A large number of common Alphatians, born without the trait of magic use, flee the southern Alphatian kingdoms (mainly Arogansa and Greenspur) to escape persecution and enslavement at the hands of magic-using Alphatians. They land in Ochalea (in the modern Celestial Domains, which they named Bei at the time), hoping to build a new homeland, where they can live free from the wizards.

They find the island in the midst of a century-long war between Lupins and Ogre-Magi, and side with the former, turning the balance in the near-humans' favor. The Ogre Magi kingdom is destroyed, and only three clans survive, retiring deep into the forests.

#### 700 BC - Colonization of Kiang

By this time, the Cypri have settled Wang and Shou. Independent Cypri pioneers from Wang push into the Kiang province, claiming new lands.

Meanwhile, the Lupins expand into the Daisun province.

#### 500 BC - Rise of the Ochalean Culture

By this time, the Ochalean culture, an original mix of Cypri, Rakastan and Lupin culture is born, under the supervision of the benevolent Foo Dogs.

The Wang Cypri family from

Wang unifies the Bei, Shou and Wang nations, and begin the colonization of Sung. They also obtain the submission of the Kiang aristocracy - the heirs of the pioneers - but must concede a semi-independent status to that province. Radical elements of Kiang start moving towards Chun and Cao as a result of this interference.

#### 300 BC - Alphatian Occupation

Alphatian armies led by powerful wizards land in Beitung, kill the Wang royal family and establish a "Protectorate", milking the local farmers to fill their own coffers and the imperial treasury.

The Shar-Pei and the Chow-Chow retreat to the badlands, where they fight a guerrilla war, while the Houndling are mostly forced to submit to the invaders. The Ochalean Crested, who have powerful mages among them, are left alone, but secretly provide help to the rebels.

During the following centuries, the Lupin and human population mix heavily, so that by the end of the millennium, Yuen and Shun are not anymore recognizable as a Lupin territory, while Lupin become common in Daisun, Chun, Kiang and Cao.

Chi and Bohan also see the first waves of colonization at this time. The province of Cao is also settled up to the current extent during the Alphatian occupation, as the Alphatian governors hope to find gold there.

#### 200 BC - Emergence of the Gu

By this time, Alphatian overlords in Ochalea have been mostly replaced by mixed-breed Ochalean-Alphatian governors. The Gu family acquire a dominance, so that, by the end of the century, the Gu leader is named King of Ochalea, as a subject nation to the Empire of

Alphatia.

## THE THYATIAN EMPIRE

### 1 AC - Foundation of the Empire

The wizard Lucinius Trezantebium and the warrior Zendrolion Tatriokanitas lead the Thyatians in a liberation war against Alphatia. Pearl Islanders and Ochaleans ally with them, throwing off the Alphatian yoke. After obtaining independence, Zendrolion murders Lucinius and the Ochalean and Nuari kings, proclaiming himself Emperor of Thyatis. He conquers Ochalea and the Pearl Islands.

The Gu dynasty dies out in the following years.

### 20 AC - Valentia's Proclamation

Valentia the Justiciar, Zendrolion's widow, makes the Citizen's Proclamation. Ochalea re-joins the Empire as a Grand Duchy. The philo-Thyatian Wai dynasty is enstated.

## RISE OF OCHALEA

### 380 AC - Creation of the Naval Fortress at Beitung

Tiberius II Kerdolion, after repelling an Alphatian attack on the Pearl Islands, orders the construction of fortifications at Seagirt and Beitung.

Crown Prince Gabrionus is sent to supervise the works. The vast imperial funds allow Beitung to live a time of economic boom.

Moreover, Gabrionus marries an Ochalean noblewoman of the Teng family, who becomes the first Empress of Ochalean descent in 386 AC. They have no male heirs, so the husband of their daughter, Fabia, becomes the next Emperor.

### 426 AC - Ascension of the Teng

The Wai dynasty dies out.

Emperor Alexian II names a second cousin of his wife, Fabia, as the new Archduke, strengthening Ochalea's ties with the Kerdolion dynasty.

### 563 AC - The Ochalean Usurper

Building on the growing unrest of the military, not pleased with the rule of Emperor Lucius Nuar, an Ochalean naval officer, Tien Dun Wei, declares himself Emperor and leads a revolt, sailing with his fleet to the mainland. Tien Dun Wei's forces are defeated, and the usurper is captured and executed.

### 567 AC - The Ochalean Emperor

Senator Wein Dein-Ling, a Philosopher of Law, is elected Emperor after the death of his predecessor, Lucius Naur. He is the first, and only, full-blooded Ochalean to raise to the Imperial throne.

Wein Dien-Ling enacts penal reforms, instituting penal colonies in the Ierendian Isles in 571. The prisoners, according to Emperor Wein's philosophy, must be allowed a chance to reform by working hard and paying their debt to the society - building new infrastructures, settlements, and ships in the colonies.

The Ochalean Emperor also drives the rebuilding of the military forces, elevating the Retebius Air Corps, to the rank of Air Fleet, and using the new penal colonies to speed up the reconstruction of the Thyatian fleet.

### 622 AC - Ochalean Philosophy divulged in the mainland

Rang Tchou-Chan, a cleric of the Jade Temple, writes "A Look into my Soul", a summary of the main philosophical and religious works published in Thyatis, which includes a chapter on Ochalean religion. It is the first such work to reach the mainstream public of the Thyatian mainland.

## MODERN ERA

### 985 AC - Construction of the new harbor at Wumingdou

Emperor Thincol Torion orders the construction of new military facilities at Wumingdou, in the province of Bohan, to support his plans for the colonization of the Four Kingdoms in northern Davania.

### 988 AC - Colonization of the Hinterlands

Troops led by Governor-General Leila ben Nadir land in the Four Kingdoms, and establish the Province of the Thyatian Hinterlands. Sea trading intensifies in the province of Bohan.

### 1000 AC - Present

This is the present in the Gazetteer era; it also marks the end of the first millennium of life for the Empire.



## POLITICS

This sections briefly describes the political scenario of Ochalea, as well as the Ochalean bureaucracy.

### THE ARCHDUKE AND THE EMPIRE

Ochalea is, and has been for the last millennium, one of the Grand Duchies of the Empire of Thyatis. The title of Archduke is the highest rank of nobility in Thyatis, right below the Emperor and the Crown Princes.

This allows Ochalea a great deal of independence in most administrative matters, even though the Grand Duchy does not have a foreign policy of its own, and must comply to the imperial regulations. That is why, regardless of the deeply ingrained Ochalean mistrust of demi-humans, wizards, and female adventurers, all three types can be found, though in small numbers, in the island: while they can dislike these people, the Ochalean officials are bound by law and cannot prevent them from entering their territory. Moreover, they cannot prevent women (including those of Ochalean origin) from joining the army or choosing another career that is considered unacceptable in the traditional Ochalean society.

### THE OCHALEAN MANDARINATE

The Ochalean bureaucracy is divided into a central administration and a series of provincial government bodies.

The central bureaucracy is organized into several ministries: much like other Thyatian Grand Duchies, Ochalea has ministries of State, of Trade, of Finances, of the Army. In addition to these, ministries of Justice, History,

Agriculture, and Religious Affairs also exist. The central administration has also dozens of lesser bureaus and ministries, each controlling some specific aspect of the Ochalean legislation or of the court life. These bureaucrats are recruited through a nationwide selection process, consisting of many tests and examinations, mostly thought to check the examinee's knowledge of Ochalean history, law, literature and philosophical currents. While the selection process is usually quite fair, corruption does exist - though the Ochalean bureaucracy is still very honest, compared with the imperial one.

The provincial administration is not so hypertrophic - provincial governors are usually named by the ministry of State, though the governor of Yuen is by tradition always chosen to be the heir of the previous governor, and the governor of Kiang lasts little without the support of the Society of the Blue Flower. Each provincial governor has an administrative staff, but few bureaucrats volunteer for assignment in a provincial administration. The result is that provincial bureaucrats are those who have passed the tests with the lowest marks, or as a result of bribing the examiners. Some provincial governors supplement their staff with private assistants, others simply try to work with the material they have. Therefore, the provincial administration cannot be expected to be as efficient or honest as the central mandarinatate.

### SENATORIAL REPRESENTATIVES

Since Ochalea is part of the Thyatian empire, it sends its representatives to the Imperial

Senate, the primary legislative body of the empire.

There are eight Senators from Ochalea, including of course the Archduke himself, Abbot Teng Lee-Dai and High Priest Ling Tzu-Chen, high-ranking members of the Jade Temple who have been chosen by the Archduke to fill the seats that are assigned to the Teng family and to the governor of Ochalea, as well as five elected representatives. Aristocratic Senator Ran-Wen Zenobius and Duchess Triella Tien-Tang are also of Ochalean origin. Senators Teng, Ling, and Zenobius belong to the Philosophers faction (headed by Archduke Teng), while Duchess Triella is a member of the Zendrolian faction.

The elected Senators represent the following regions, each including two to four provinces:

- North-East: Sung and the Celestial Domain (127.000), currently a senator of the Philosophers;
- North-West: Yuen and Ta'ang (140.000), currently a senator of the Philosophers;
- South-West: Bohan, Chi, Shun (136.000), currently a senator of the Gens Aurelia;
- South-East: Cao, Chung, Daisun and the Celestial Territories (114.000), currently a senator of the Free Thinkers;
- Central: Kiang, Wang and Shou (127.000), currently a senator of the Gens Aemilia.

## GEOGRAPHY

Ochalea is a large island, located south of the Known World and west of the Pearl Islands. While its coastal areas are mostly plains, allowing a considerable agricultural development, the interior is mostly composed of rocky badlands, short mountain chains, and deep forests and jungles. Most of the Ochalean population lives either in the coastal plains or along the Chungkiang, a wide, slow-flowing river that cuts the islands in twain.

## POPULATION

Overall, circa 680.000 people, mostly humans and Lupins, live in

Ochalea. Demihumans and goblinoids are not native of this land, while a small Rakasta population survives - most Ochalean Rakasta left the island centuries ago. Table 1 shows the racial breakdown of the Ochalean population - with the exclusion of most intelligent monsters, which are not taken into account here.

Humans are mostly of common Alphatian stock, copper skinned and brown haired, with slanted eyes and high cheekbones. A minority of Thyatians is also present, mostly working the administration and the military. Few non-Thyatians live in Ochalea, though a small mercantile community can be found in the

foreign ward of Beitung.

Four native Lupin breeds are found in Ochalea: the larger High Shar-Pei and Ogrish Chow-Chow, and the smaller Ochalean Crested and Ochalean Houndling. Shar-Pei and Chow-Chow clans originated in the wilder areas, though Shar-Pei are sought after as mercenaries - they are well known for their skill with polearms, and can be found everywhere, from Beitung to the most isolated fortress. Most Chow-Chow Lupins are hunters or herders. Ochalean Crested are the Lupin aristocracy - most of them live in Beitung or in the provincial capitols, and work in the imperial bureaucracy or have business or land-owning interests. Ochalean Houndling and mongrels mostly belong to the commoner classes. Many Lupins of Thyatian origin are also found in Ochalea, more or less in the same range of occupations of their human counterparts.

The only Rakasta breed present in Ochalea is the Pardasta - proud, aloof hunters and rangers who rarely leave the rocky badlands, and seldom interact with either humans or Lupins.

Due to the great interest shown by Ochaleans in religious matters and in the Immortals, outer and inner planar creatures visit this land more than usual. A small population of so-called "spirit folk" is therefore found in Ochalea. These represent only small, rural communities where the extraplanar blood is common enough to maintain itself through the generation - in larger towns, such bloodlines tend to dilute quickly.

## PROVINCES

This section describes the fourteen provinces of Ochalea.

**Table 1:** Population Breakdown by Ethnic Groups

Human	75%	510.000	
<i>Ochalean</i>		500.000	
<i>Thyatian</i>		9.000	<i>Thyatian, Kerendan, Hattian</i>
<i>Other</i>		1.000	<i>Nuari, Alphatian, Hinterlander, Alasiyan, Minrothaddan, Ierendian, Darokinian, Milenian</i>
Lupin	20%	135.000	
<i>Shar-Pei</i>		20.000	
<i>Chow-Chow</i>		30.000	
<i>Houndling</i>		25.000	
<i>Crested</i>		15.000	
<i>Mongrels</i>		36.000	
<i>Thyatians</i>		7.000	<i>Das Hund, Doggerman, Pitbull, Mastiff</i>
<i>Other</i>		2.000	<i>Shag-head, Nithian Rambler, etc.</i>
Rakasta	3%	20.000	Pardasta
"Spirit Folk"	2%	14.000	
<i>Aasimar</i>		2.500	
<i>Tiefling</i>		750	
<i>Water Genasi</i>		2.500	
<i>Earth Genasi</i>		2.000	
<i>Air Genasi</i>		1.500	
<i>Fire Genasi</i>		750	
<i>Werereatures</i>		4.000	<i>Weretiger, Werefox, Wererat</i>
<i>Demihumans</i>		1.000	<i>Thyatian elves and dwarves</i>

## Bohan

Bohan begun as a remote, lightly populated agricultural province. However, the presence of a large river, the Wuxingjiang, allowed good irrigation and the development of large rice farms.

Around AC 985, the preliminary operations of the Thyatian colonization effort in the Hinterlands in Davania led Wumingdou, the provincial capitol, to be chosen as a major waypoint in the Thyatis-Hinterlands route. The Empire funded major upgrades of the town harbor, and built weapon and ship maintenance facilities, depots, and barracks, boosting an otherwise minor town to the rank of fifth larger center in Ochalea.

This sudden influx of funds brought also a wave of immigration from neighbouring provinces as well as from the mainland, as well as the development of fishing activities and a more aggressive use of the farming land. Right now, Bohan is one of the more cosmopolitan provinces, and a rising economic power - which is why it is also known as the tiger province.

This province has a larger amount of settled land than most. The only true wilderness here is the Wa'ang forest, which marks Bohan border with the Chi province.

Wumingdou is also the province where the first temple of Chang Dangsuo was built, and this cult and the Church of Thyatis are especially popular here. The Imperial influence is so strong that the elected senator for the region of Bohan, Chi and Shun is a Wumingdou-based merchant aligned with the Church of Thyatis, and a close friend of General ben Nadir.

## Cao

The Cao province bases its wealth on a combination of riverside agriculture and mining activity. The Great Dragon Spires are dotted with small but numerous iron and copper mines - usually a village or enlarged family will work one mine on its own. Smelted ore is sent to the metal market in Wongzhao Tsushao, where merchants from the central provinces of Chung, Kiang and Yuen gather to buy it. Several mining villages are home to Earth Genasi (a.k.a. mountain spirit folk), who are only found here and in the Celestial Territories.

Unfortunately, Cao has very unsafe border regions, including the undead-infested Marsh of the Dead Men (also home to the dangerous purple worms), the bandit-ridden Forest of the Green Men, and the mysterious Weilinglin, the Forest of Little Dragons. Therefore, exporting the ore to Kiang or Chung requires heavy escorts with specialized skills. These services are provided - at a significant price - by the Escort Masters (biaoshi) and their organizations. Professional caravan guard services include expert guards, scouts, animal handlers, guides and negotiators. The escort organizations maintain a corporative monopoly of their professional field, basically forcing the merchant to use their services by "discouraging" individual guards-for-hire. Only veteran guides are allowed to found new organizations, and permissions are only issued by the biaoshi council.

Wongzhao Tsushao houses several temples, but the Mystic Way of Order is especially popular here, as several monasteries, including the Zhonghu Siyuan, are located in the mountains at the border with the Celestial Territories. This province

is also home to several member of the Circle of Heaven and Earth, though that cult is not especially popular.

## Celestial Domain

The Celestial Domain is composed of the city of Beitung and the surrounding countryside. It was originally known as the Bei province, but the name was changed when the Bei kingdom was united to the Wang kingdom as the Wang heir married the last of the Bei queens. The Wang moved their capitol to Beitung, and gave the province the current name.

The economy of the province revolves entirely around the court, the naval fortress and the related personnel and services: the upper tiers of the society are composed by wealthy court officers, merchants, and noblemen related to the current ruling dynasty, while the lower tiers provide servants, guards, soldiers, lower-ranking bureaucrats and clerks. The countryside is devoted to intensive agricultural exploitation, in order to support the large urban population. Food is also imported from other provinces, and merchants and traders make up a large part of the middle class.

This territory is also one of the best defended, with several units present in the city itself. Cohorts of the XXV Imperial Legion also patrol the countryside.

## Celestial Territories

The most wild areas of the Grand Duchy of Ochalea are collected in a large province, known as the Celestial Territories. Largely composed of rocky badlands, mountains, and the impenetrable Jungle of the Tiger Men, the Celestial Territories are only populated by a number of

Weretigers, Pardasta, and a small human population in the village of Waping Piao and the surrounding countryside. The Demon Cults also maintain a significant presence in the Jungle of the Tiger Men and in the neighbouring areas.

Other humans in the region are mostly hermits, or small coastal communities. Some of these are fully inhabited by Genasi, Aasimar or Tieflings. Most, if not all, "Fire Spirit Folk" (Fire Genasi) and "Half-Demons" (Tieflings) live in this province.

The Ogre Magi Ox clan maintains its last strongholds in the forested hills in the southern part of the Celestial Territories. Ox clan Ogres are not the brightest of their kin, but they are fiercer and more numerous, making the southern hills as dangerous as the Jungle of the Tiger Men.

### **Chi**

The Grasslands of Chi dominate the landscape of this province. Most of the population is composed of semi-nomadic herders and hunters, and a large proportion of the population is made up by Lupins, descendents of those who fled from Shun during the first years of the Ogre Magi wars. Chi is not rich, and only sparsely populated. Its wildernesses, however, are not home to many monsters, though human and Lupin bandits are more common than in other regions, due to the proximity of the rich Bohan province.

The Warmasters of the Five Directions are so popular here that even many humans revere them. The cult of Chang Dangsū and the Jade Temple are the other major religions in Chi, which is also home to many wandering priests.

### **Chung**

This central province is mostly composed of wilderness. Its human and Lupin population, with the exception of some small Chow-Chow hunting clans, concentrates along the coastal trade route and in the plains around the capitol, Wu Li. Wu Li is one of the smallest provincial capitols, really more a village than a town.

The economy of Chung is mostly dependent on subsistence agriculture and a little trade, though the profits of the trade taxes mostly go to line the pockets of a greedy and over-ambitious provincial governor.

Bandits are very common, and very aggressive, in this lightly protected province. A Jade Dragon is also reputed to lair in the Forest of Little Dragons, while the large Ogre-Mage clan of the Kingfisher dwells near the borders with the Sung and Daisun provinces. Finally, the Forest of Spirits is home to the only Faerie Kingdom in Ochalea - sprites, mandrakes, elemental drakes and brownies are all found here, together with a number of other friendly woodland beings, such as Hsiao and Dryads.

Culturally, Chung is not very developed - it mostly copies trends and ideas from the neighbouring provinces. However, it is home to some monasteries of the Mystic Way of Order, and to a Jade Temple. Wu Li is the only provincial capitol to have only a small shrine maintained by the Church of Thyatis - all others have full featured temples with at least a dozen priests.

### **Daisun**

For the most part, Daisun is a dangerous wilderness. Its population concentrates in the coastal plains, where it supports

itself by a combination of agriculture and fishing.

The only major product of this region are trained birds, especially falcons and eagles, which are common in the wild lands. The locals have developed excellent training skills, and practice the art of hunting with hawks. Many falconers have a bit of "wind spirit" blood, and Air Genasi villages are mostly found within this province.

The Bear Woods (Xionglin) are avoided by the locals, due to the presence of aggressive cave bears and owlbears that lair in the neighbouring hills. The Forest of Fear (Weishulin), at the boundary with the Celestial Territories, owns its name to the evil spirits that dwell in its depths. The vilest Ogre Magi of the Kingfisher clan are also found there.

### **Kiang**

One of the major provinces, Kiang is densely populated, especially along the banks of the Chungkiang and along the coast. The border region are more sparsely populated, with many small Pardasta clans living in the Forest of Li. Water Genasi (River Spirit Folk) are particularly common in this province.

This province originated as a place where independent-minded Cyprion pioneers settled, driving away the native Ogre Magi, and keeping far from the power of the rising Ochalean kingdom during the Wang dynasty. These pioneers evolved into a strong aristocracy of wealthy landowners, and Kiang remained a semi-independent vassal of the Wang kings until the Alpathian Empire took control of Ochalea. The Fields of Yi still are the stronghold of Ochalean aristocracy,



and the town of Chungkiang Li is politically aligned with the Thyatian pro-senatorial faction, the Gens Aemilia.

As one of the key provinces, Kiang enjoys a greater degree of protection, and the native Kiang regiment is supported by two cohorts of the XXV Legion and three centuries of Lupins. The Lupin guards are in charge of protecting the road to Beitung from their base in the village of Wu Li, keeping the dangers of the forest of Li (marauding Ogre Magi and Pardasta bandits, mostly) at bay.

Rice growing and fishing are the staple of Kiang economy, but the large aristocracy supports also a significant craftsmen class, and some jade mines are also found in this region. The artisans of Kiang are reputed to produce more durable goods than those of Beitung, but the latter are better regarded (and better paid) for the artistic value of their goods.

### Shou

A small but historically important province, Shou was one of the first Cypri nations in Ochalea. The Shou princes were defeated early on by the kings of Wang, who absorbed the province into their kingdom. It is currently much reduced in status and power, as it has few natural resources - most of the population survives by combining fishing and subsistence agriculture.

The population of Shou is mostly humans, with a few "Sea Spirit Folk" (Water Genasi) villages and a limited Lupin population in the capitol town, Wangzhao Ha. This region is not very dangerous, and is generally considered quite dull by foreigners - and the locals like it this way. Some evil shapechangers do, however, infest the upper reaches

of Shou, though they are usually content with the abduction of livestock or the occasional human straggler.

### Sung

Colonized by Houndlings from Ta'ang and Cypri from Bei and Wang, Sung was never very important, until rich gold mines were discovered in the Hills of the Sun, prompting the Alphatian occupation. Gold mining is still the richest industry of the region, though hunting and farming are important to guarantee the survival of the population.

A large number of hermit refuges and small monasteries of the Mystic Way of the Eight Immortals is located in the hills and mountains of this region. The Mystic Way of the Eight Immortals is the most popular religion here, but the people of Sung stress more the passive aspects of the faith than the focus on personal achievements. A content, modest folk, even the humans of Sung seem to have absorbed the stereotypical deferential attitude of the Ochalean Houndlings.

### Shun

A minery region well known for its high-quality jade, Shun was one of the first regions settled by the Lupins. It was, however, heavily raided by the Ogre Magi of the neighbouring Chung and Kiang provinces for slaves, and in modern times the Lupin population is only average, though Chow-Chow are slightly more common here than in other regions.

Shun is the center of the cult of Chang Dangsus, who is believed to have resided in Chung Tsu some time before the Alphatian occupation. A large temple-hospital

is located in the provincial capitol, and it is known for a massive, white jade statue of the god which is believed to protect from all disease. Thanks to the large priesthood of the Benevolent Order, indeed, the citizens of Chung Tsu enjoy good health, and some of the oldest men and Lupins in Ochalea live in the town.

The Blue Woods, west of the Dragon Spire Mountains, are known to the priests of Chang Dangsus for the medicinal and alchemical value of its trees. However, it is guarded by powerful tree spirits, who do not appreciate intruders - especially those who carry axes!

### Ta'ang

Ta'ang was the landing point of the first Taymoran Lupins to reach Ochalea, and still is one of the provinces with a higher percentage of Lupins, especially Shar-Pei and Houndlings.

The Immortal Spire is the sacred location where the Archdukes of the Wai dynasty were traditionally buried before reforms enacted in 430 AC by the first Teng Archduke moved the tombs near Beitung.

The Tang hills in the northern part of the province are dotted by hermit refuges and small monasteries of the Mystic Way of the Eight Immortals, which is the most popular religion in this area. Less concerned with order and more with balance and harmony, the people of Ta'ang are independent-minded and focused on personal growth. Scholarly and martial training are common among the upper classes, and even the members of the lower classes invest whatever spare time they have in these pursuits.

The Forest of the Ancients is

another refuge for hermits and monks. Some people believe that elixirs of long life can be brewed from herbs found in this forest, and that, in general, the forest itself invigorates those who live under its canopies and lessens the effects of old age. The Forest of the Ancients is certainly home to many nature spirits, who closely protect its secrets.

### Wang

Wang is a poor, sparsely populated province. Its meager economy is mostly based on cattle raising. Livestock is exported to Beitung to feed the Legions and the court.

Historically, Wang is important because the first dynasty of Cypri kings (the Wang dynasty) arose here. However, most of the province's strength was sapped during the Thyatian-Alphatian war, when Ochalean freedom fighters joined battle against well equipped and magically armed Alphatian troops in the Plains of the Dead - which

gained their name for the enormous number of casualties that the Ochaleans suffered before pushing the Alphatians back to Beitung.

Spirits of the dead warriors and wizards still haunt the plains, which is another reason why Ochaleans never tried to develop this region, preferring to leave the dead to their own mourning.

### Yuen

One of the economic powers of Ochalea since the very beginning, Yuen was the siege of the first Ochalean Crested kingdom. During the late Yuen kingdom, silk production was introduced by Cypri settlers, who became more and more important as the war with the Ogre Magi kingdom in Sung and Kiang escalated. An alliance of Yuen, Bei, Wang and the Pardasta clans of the forest of Li finally shattered the Ogre Magi resistance, and in modern times only the Frog clan survives in the darker reaches of the woods.

By the time of the Alphatian occupation, the humans were the larger part of the Yuen population, but the Ochalean Crested, being powerful magic users, were able to obtain Alphatian citizenship, and protected their kingdom - reduced to a simple administrative province - from the worst of the Alphatian abuses. However, the merchants resented the higher tax levels, and prompted Yuen to side with Lucinius Trezantebium when the Thyatian envoys reached Wongzhao Tsu Yi. The Yuen Ochalean Crested still maintain their role as provincial governors to this time, though their magic users tend to keep to themselves, and let the priests and warriors rule.

Silk production is the strong suit of the Yuen economy. Yuen silk is exported not only to Beitung, but to Thyatis city and to Thothia as well. Minrothaddan merchants can also be found in Wongzhao Tsu Yi on a regular basis.

**Table 2:** Provinces of Ochalea

Provinces	Total	Rural	Capitol	Pop.	Villages	Pop.
Bohan	45.000	37.000	Wumingdou	8.000		
Cao	42.000	36.000	Wongzhao Tsushao	6.000		
Celestial Domain	92.000	42.000	Beitung	50.000		
Celestial Territories	14.000	13.500	Waping Piao	500		
Chi	34.000	32.800	Chi	1.200		
Chung	34.000	33.200	Wu Li	800		
Daisun	38.000	37.000	Chihue Phong	1.000		
Kiang	92.500	83.000	Chungkiang Li	9.000	Ying Li	500
Shou	21.000	20.000	Wangzhao Ha	1.000		
Shun	57.000	50.500	Chung Tsu	6.000	Kai Tsu	500
Sung	58.000	48.000	Wutang Dongha	10.000		
Ta'ang	49.500	42.000	Yingtang Tangyiha	7.000	Haiho Piao	500
Wang	14.000	13.000	Kaikiang Li	1.000		
Yuen	89.000	80.000	Wongzhao Tsuyi	8.500	Wu Li	500
<b>TOTAL</b>	<b>680.000</b>	<b>568.000</b>		<b>110.000</b>		<b>2.000</b>

# OCHALEAN DEFENSE FORCES

The army of Ochalea is a defensive force, mostly maintained by the Thyatian Imperial government using Ochalean funds. The core of the army is composed by a standard Imperial Legion, maintained at half strength. This legion is supposed to recruit and

train local warriors to fill the ranks in wartime. In addition to the land army, the Empire has also stationed a defense fleet, composed of three battle squadrons, one scouting squadron, and six transport squadrons.

The native forces, on the other hand, are built around a core of Shar-Pei halberdiers and human cavalymen. The first group is larger

and, with the addition of lupin archers, scouts, and wizards composes a powerful combat force, the Lupin Home Guard. The Lupin Home Guard is deployed in units called “duibai” (centuries) to help keep the peace in the major towns, especially those with a large lupin population. The Duke’s Guard is the core of the native humans troops, which are also deployed as police force in the major towns.

Local governors, especially in dangerous areas, sometimes keep provincial armies, or, more often, rely on mercenary Shar-Pei Lupins, personal retainers, or monks to support the army.

Overall, the Ochalean armed forces amount to circa 1.5% of the population.

**Table 3:** Allocation of Military Forces to the Ochalean Provinces

Province	Population	Military	Units stationed	
Bohan	45.000	1.000	XXV Legio, Cohortes VII-VIII	400
			Fleet: Battle Group 3, Transport Group 5	600
Chi	34.000	300	Lupin Home Guard	300
Daisun	38.000	300	Daisun Regiment	300
Shun	57.000	500	Shun Regiment	300
			Lupin Home Guard	200
Chung	34.000	300	Chung Regiment	300
Cao	42.000	500	Cao Regiment	300
			Lupin Home Guard	200
Celestial Territories	14.000	100	Lupin Home Guard	100
Kiang	92.500	1.000	Kiang Regiment	300
			XXV Legio, Cohortes IX-X	400
			Lupin Home Guard	300
Yuen	89.000	1.000	XXV Legio, Cohortes V-VI	400
			Fleet: Battle Group 2, Transport Group 4	600
Ta'ang	49.500	800	Ta'ang Regiment	300
			Lupin Home Guard	200
			Fleet: Trasport Group 1-3	300
Sung	58.000	700	Lupin Home Guard	400
			Sung Regiment	300
Wang	14.000	200	Lupin Home Guard	100
			Wang & Shou Regiment	100
Shou	21.000	300	Lupin Home Guard	100
			Wang & Shou Regiment	200
Celestial Domain	92.000	3.000	Duke's Guard	400
			Beitung Garrison	400
			XXV Legio, Cohortes I-IV	800
			Lupin Home Guard	300
			Fleet: Battle Group 1, Scouting Group, Transport Group 6	1.100
<b>TOTAL</b>	<b>680.000</b>	<b>10.000</b>		<b>10.000</b>

## ARMY ROSTER

### Unit 1 - Ochalean Defense Fleet

Personnel: 1000 Marines, plus 1600 Sailors and Rowers; most of them are Thyatian humans. The fleet is deployed in three battle groups (each led by a war galley or large galley, with two small galleys as support force), plus a scouting group of four small galleys, and six transport groups (each composed by a single troop transport or one large and two small ships).

Overall, the Ochalean Fleet can field the following units:

Ship class	# Units
Small Galleys	10
Large Galleys	2
War Galleys	1
Sailing Ships	8
Large Ships	4
Troop Transports	2

Marines, sailors and rowers in the fleet are armed and equipped according to the Imperial standards.

These ships are only part of the

fleet usually stationed at Beitung and other Ochalean ports. Larger imperial fleets also help in patrolling the seas around Ochalea, especially the Strait of Furmenglaive.

### Unit 2 - Lupin Home Guard (Quanren Weibing)

Personnel: 2200 Ochalean Lupins, mostly infantry and archers. The Lupin Home Guard can field the following troops:

Shar-Pei Halberdiers .....	1.200
Chow-Chow Hunters .....	600
Houndling Archers .....	200
Crested and Houndling Wizards	50
Auxiliaries .....	150

Lupin armed forces keep to their traditional weaponry - lamellar armor (metal for the halberdiers, leather for archers and scouts), complemented by broadswords (dao), plus composite short bows or crossbows for archers and hunters, and broad-bladed halberds (pudao) for the Shar-Pei.

### Unit 3 - XXV Imperial Legion

Personnel (half-strength): 2000 Thyatian humans and Lupins. The XXV Imperial Legion can field the following troops:

Legionnaires, Heavy Infantry	1.000
Legionnaires, Light Infantry ...	500
Equites, Medium Cavalry .....	150
Sagittarii .....	100
Artillerists .....	80
Wizards and Priests .....	50
Auxiliaries .....	120

This unit is equipped according to the Imperial standards - it is basically a Thyatian legion funded by the Ochalean Archduke.

The XXV Legion is kept at half strength in peacetime - it is actually just the core of a full legion. In

wartime, local warriors are recruited to fill the ranks of the legionnaires, as well as to increase size of the cavalry and archer units. At full strength, this legion would include 3.000 infantrymen, plus 500 cavalry and 500 archers.

### Unit 4 - Duke's Guard (Dawang Weibing)

Personnel: 400 Ochalean humans. The Duke's Guard can field the following troops:

Medium Cavalry .....	300
Priests .....	60
Auxiliaries .....	40

The house guard of the Archduke of Ochalea is a unit of medium cavalry, supported by a number of priests. These elite guardsmen wear metal lamellar armor and carry shields, broadswords and long spears (shuo).

### Unit 5 - Beitung Garrison (Beitung Jingwei)

Personnel: 400 Ochalean and Thyatian humans. The Beitung Garrison can field the following troops:

Artillerists .....	160
Shortbowmen .....	50
Wizards and Priests .....	40
Light Infantry .....	100
Auxiliaries .....	50

The Beitung Garrison is a mix of militarized police force and garrison unit. Its main task is to man the catapults and ballistae in the naval fortress and city walls of Beitung, but it also helps keep the peace in the city itself - in this duty, it is also helped by the Duke's Guard and by three Lupin centuries.

The artillerists, archers and wizards in this units are mostly Thyatians,

and are equipped more or less in the Thyatian style (though Ochalean broadswords are more commonly issued than Thyatian gladii). The light infantry, on the other hand, is equipped in the Ochalean style, with leather lamellar armor, broadswords and spears (quiang).

### Unit 6-13 - Ochalean Regiments (Difangbing)

Personnel 2400 (300x8) Ochalean humans. Each Ochalean Regiment can field the following troops:

Light Infantry .....	175
Shortbowmen .....	75
Artillerists .....	20

Auxiliaries .....

30  
These are the most common native Ochalean units, mostly deployed in the provinces to help the local governors. They are composed almost exclusively of Ochalean natives, and are armed with with leather lamellar armor, broadswords and spears or short bows. Small artillery teams are available to man the defenses of the provincial capitols.

#### Wartime Army

In wartime, the Archduke tries to keep his commitment minimal - he does not agree with the Emperor's aggressive politics. However, Ochalea must usually respond to the Imperial requests, and must also replace Thyatian troops that are withdrawn from the island when required elsewhere as a response to emergencies.

In those cases, the Archduke can quickly levy some militia from the provincial capitols and the surrounding countryside, as well as contract the Shar-Pei mercenary clans, effectively doubling the size of the army (i.e., 1.5% of the population is levied). Militia units

are armed with spears, bows, shields and light armor (padded, leather or leather lamellar), while Shar-Pei mercenaries are armed as the Shar-Pei Halberdiers of the Lupin Home Guard.

If Ochalea was attacked, the Fighting Monks and temple Defenders of the four major orders would be called upon for defense, adding 10.000 more skilled fighters.

## WARTIME ARMY

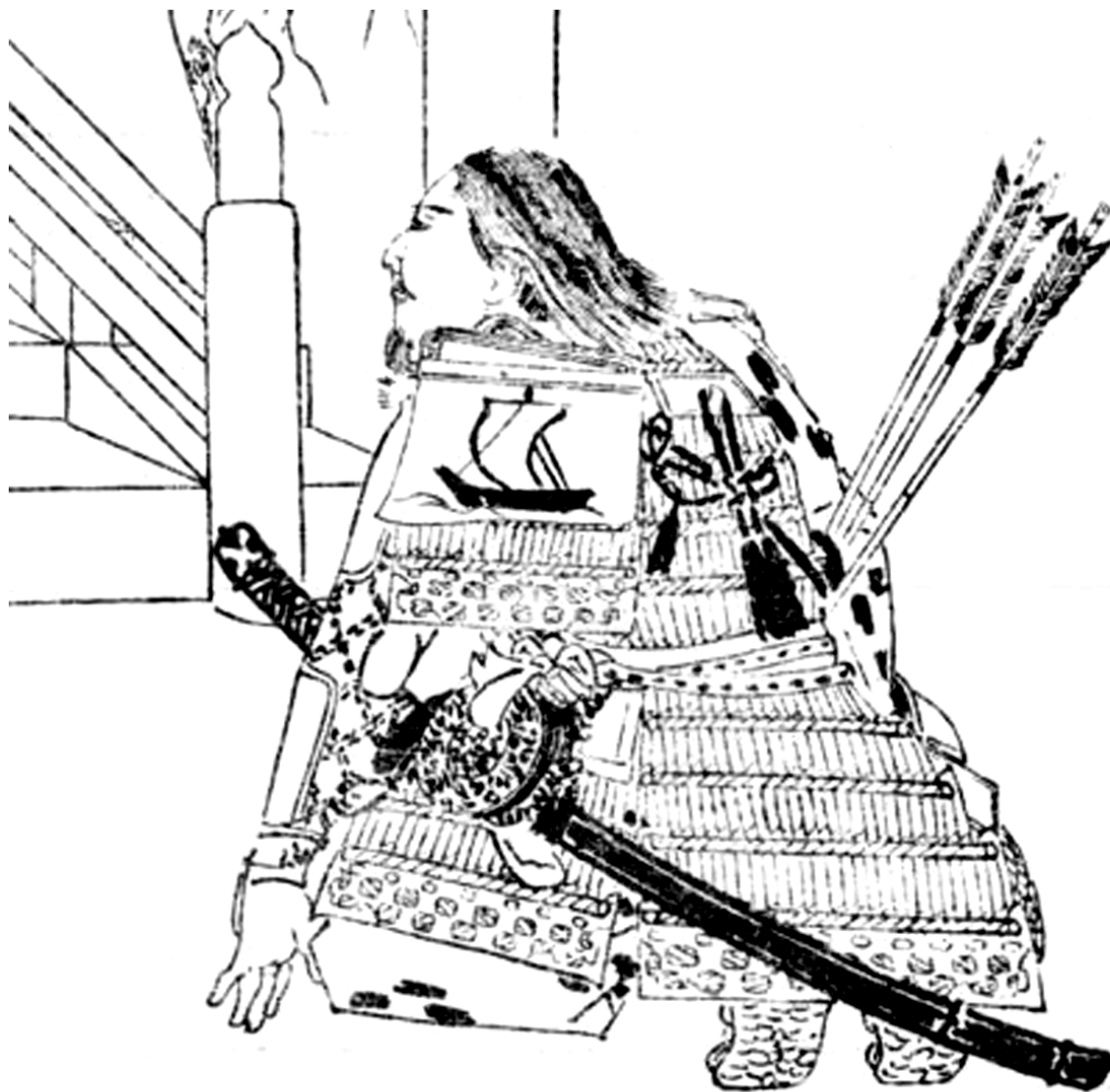
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## TEMPLES OF OCHALEA

Even though most Ochaleans revere a large number of Immortals, and consider their patron Koryis as the most worthy of worship among them, that is not to say that there are no differences in philosophical outlook between different sects - actually, several major temples and many independent priests co-exist in this land.

**Table 4:** Summary of Ochalean Priests by Class

Philosophers	8%	2.800
<i>Law</i>	5%	1.500
<i>Neutrality</i>	3%	1.050
<i>Chaos</i>	1%	350
Fighting Monks	25%	8.750
Shamans	20%	7.000
Specialist Priests	30%	10.500
<i>Koryis</i>	18%	6.300
<i>Chardastes</i>	3%	1.050
<i>Entropics</i>	3%	1.050
<i>Druids</i>	1%	350
Pantheists	15%	3.850
<b>Total</b>	<b>100%</b>	<b>35.000</b>

**Table 5:** Summary of Ochalean Temples and Faiths

Faith	Priests	Alignments	Diffusion
Church of Thyatis	2.350	Any non-evil	Beitung, Bohan, all provincial capitols
Order of the Shadow Court	2.000	Any non-good	Jungle of the Tiger Men, all towns
Mystic Way of Order	3.500	LN	Celestial Territories, Chung, Kiang, Cao provinces
Jade Temple of Ochalea	11.700	LG, NG, LN	Beitung, common everywhere
Benevolent Order of Chang Dangsuo	3.300	NG, LG, CG	Shun, Chi, Bohan and Daisun provinces
Mystic Way of the Eight Immortals	4.500	TN, NG, CN, LN, NE	Sung, Ta'ang, Yuen and Celestial Domains
Circle of Heaven and Earth	550	TN, LN, CN	Forested areas and mountains
Independent and Wandering Priests	6.700	Any	Common everywhere

## CHURCH OF THYATIS

Total membership	2.350
Pantheists	1.000
Philosophers of Law	350
Philosophers of Neutrality	50
Priests of Koryis	200
Other Specialists	750

The Church of Thyatis was imported from the mainland when Ochalea joined the Empire circa one millennium ago. It is a mostly tolerant, polytheistic faith, which also includes some philosophers. The faith leans towards lawfulness, though it worships Chaotic Immortals as well, and freedom (especially from Alphatian rule) is an important element of the faith.

### Core Immortals

The Church of Thyatis worships all the Immortals that have been formally acknowledged in the Thyatian Mainland. In Ochalea, however, the role of Koryis is much larger than in the mainland, while the traditional Thyatian Immortals are less popular. Halav, Odin, Thor and the demihuman patrons are worshipped only by the Thyatian humans and demihumans. Vanya,

Tarastia, Diulanna, Korotiku, Valerias and Protius are the most popular after Koryis.

### Diffusion

The follower of the Church of Thyatis are mostly found among the Thyatian humans and lupins - few Ochaleans are interested in this religion. Therefore, the Church's strongholds are the provincial capitals and Beitung itself.

### Major Temples

The cathedral of Ochalea is located in the Thyatian sector of Beitung. Other temples are found in each of the provincial capital. A temple dedicated to Vanya, the primary Thyatian Immortal, is also located in Beitung.

### Activities

Priests of the Church of Thyatis are commonly found in the Imperial military - especially in the fleet - as military chaplains, as well as in the Imperial administration.

### Classes and Alignments

Specialty Priests of any Immortal formally accepted in the Thyatian Pantheon, Philosophers and

Pantheists are all accepted. Chaotic Philosophers and Evil priests are not present in the Ochalean branch of this faith, though they sometimes appear in the mainland branch.

## YINGZI DANTANG: ORDER OF THE SHADOW COURT

Total Membership .....	2.000
Priests of Nyx .....	400
Priests of Thanatos .....	100
Priests of Masauwu .....	200
Priests of Alphaks .....	200
Priests of Jammudaru .....	100
Philosophers of Chaos .....	50
Pantheists .....	950

The Shadow Court mirrors the Heavenly Court in the Ochalean pantheon. It is composed by Immortals associated with Entropy, though they are much more subtle in their activities here than in most other nations. However, the Order of the Shadow Court is definitely malignant, even though it presents a more or less neutral facade in the towns. Its wilderness branches, the Demon Cults, are often more overtly evil.

### Core Immortals

Nyx is the pantheon leader for this cult; Thanatos, Masauwu, Alphaks and Jammudaru are her main ministers; a plethora of other Immortals serve in minor roles.

### Diffusion

The Shadow Court is followed mostly by the city underworld - but also, less overtly, by many citizen, often rich or powerful, who try to keep the evil Immortals at bay by paying some respect to them. Also, more aggressive branches - the so-called Demon Cults - are found in the wilderness.

### Major Temples

A Shadow Court temple is present in every major city. There is word of a great complex somewhere in the jungles of southern Ochalea where the Demon Cult trains its adepts in odd martial and magical traditions, handed down by the ancient Alphatian Followers of Fire and even darker sects.

### Activities

Some members of the Shadow Court priesthood double as spies, assassins or thieves, though others act as legitimate merchants or even work for the government or the military.

### Classes and Alignments

Specialty Priests of any Entropic Immortal, Chaotic Philosophers and Pantheists are all accepted. Only non-Good priests would join this cult.

## FAJIA SHENDAO: MYSTIC WAY OF ORDER

Total membership .....	3.500
Fighting Monks .....	2.000
Philosophers of Law .....	1.000
Pantheists .....	500

The Mystic Way of Order is a faith derived from almost two millennia of philosophical tradition on the theme of Order as the main element of civilization, tolerance, and personal progress towards a state of enlightenment. This faith deals only marginally with Immortals, considering some of them as enlightened beings returned from a state of union with the Supreme Order to teach mortals.

### Core Immortals

This faith is mostly philosophic. All lawful Immortals are acknowledged, and Tarastia and Koryis are worshipped by the few

pantheists of this cult.

### Diffusion

This philosophic order is somewhat popular in the towns and with the rural aristocracy. However, most monasteries are built in secluded locations. The south-eastern hills are home to several of these monasteries.

### Major Temples

The Mystic Way maintains a presence in Beitung, Chungkiang Li and Wongzhao Tsushao. The siege of the Grand Abbot is in the main monastery, the Zhonghu Siyuan.

### Activities

These priests lead a cloistered life. They take many restrictive vows, preventing them from marrying, eating meat or drinking alcoholics, as well as engaging in any of the Four Vices. The monks of each monastery are divided into martial, scholarly and religious branches, depending on their favored training.

### Classes and Alignments

Fighting Monks, Philosophers of Law and Pantheists are accepted, each by the corresponding branch of the faith. Only those strongly dedicated to the concept of Order, and not burdened with worldly concerns are considered for membership, so only priests of Lawful Neutral alignment are acceptable.

## YUTAN: JADE TEMPLE OF OCHALEA

Total membership .....	11.700
Priests of Koryis .....	6.000
Pantheists .....	600
Philosophers of Law .....	550
Fighting Monks .....	2.650
Shamans .....	1.000
Other Specialists .....	900

The Jade Temple is the main religion of Ochalea, headed by the Archduke himself - by tradition, the Archdukes are always priests of Koryis, and very often they become high priests. Paramount of Ochalean religions, the Jade Temple is a cult of a single Immortal that manages to include all known Immortals in its folds as well, though in lesser roles.

### Core Immortals

Koryis is by far the most respected Immortal in this cult. However, even Koryis specialist priests acknowledge the existence and worthiness of all the Immortals known in Ochalea, including those of the Shadow Court. Some pantheists and specialists are actually devoted to the specialized ceremonies needed to properly appease all the Immortals. Most specialist priests not devoted to Koryis choose to serve Chardastes, Alphatia, Tarastia, Ssu-Ma and or one of the Dragon Rulers.

### Diffusion

This is the major faith of Ochalea, focused on the worship of the Jade Emperor, Koru Yi-Si, and the Dragon Kings. The temple acknowledges most other Immortals popular in Ochalea, and each temple has one or more priests specialized in the rituals of several Immortals. Most priests, though, follow one of two other paths - either the scholastic worship of Koryis or the martial discipline of the Fighting Monks, who specialize in disarming and disabling their opponents without using weapons - preferring always to negotiate rather than fight, and when forced to fight to obtain surrender rather than killing.

### Major Temples

Jade Monasteries are common, and exist both in or near town and in more secluded locations (though the first are more common). The Major temple is within the Archduke's palace in Beitung, since the Archduke of Ochalea is also the leader of the church.

### Activities

Many of the non-cloistered members of this cult work as mandarins (government officers). Other are noble rulers of provinces and counties, or local bureaucrats.

### Classes and Alignments

Specialty Priests of any Immortal listed in the religious classics of Ochalea, Philosophers of Law, Shamans and Pantheists are all accepted. The faith itself is strictly Lawful Good, though Neutral Good and Lawful Neutral priests are common outside the cloisters - Fighting Monks are strictly Lawful Good, though.

### CHANG SHI HETUAN: BENEVOLENT ORDER OF CHANG DANGSU

Total membership .....	3.300
Priests of Chardastes .....	800
Fighting Monks .....	2.000
Shamans .....	500

A mystic order devoted to research on the human body and nature, the Benevolent Order of Chang Dangsus is well liked in Ochalea, as its priests are competent healers and supporters of the common people. This faith is not that different in outlook and philosophy from the Jade Temple or other Ochalean religions, but it stresses more personal

responsibility than order or law.

### Core Immortals

Chardastes is the main Immortal of this cult. Just like most other cults of Ochalea, this does not mean that the members of the Benevolent Order do not acknowledge the other members of the Celestial Bureaucracy - they just follow the teachings of Chang Dangsus as a way to fulfill their role within the order set by the Jade Emperor and his ministers.

### Diffusion

This cult originated in the western provinces of Ochalea, and it still is most popular there.

### Major Temples

The Benevolent Order has few temples and many monasteries. The main temple is located in Chung Tsu, where Chang Dangsus is thought to have lived.

### Activities

Most members of the Benevolent Order are cloistered mystics, devoted to martial disciplines that are thought to provide major health benefits if practiced extensively. Specialty priests of Chardastes and Shamans also act as itinerant healers.

### Classes and Alignments

Specialty Priests of Chang Dangsus (Chardastes), Fighting Monks and Shamans are all accepted. Most members are Neutral Good, as befits a sect of healers, but non-monastic members can also be Lawful Good or Chaotic Good.



## **BAXIAN SHENDAO: MYSTIC WAY OF THE EIGHT IMMORTALS**

Total Membership .....	4.500
Specialist Priests .....	900
Fighting Monks .....	2.100
Pantheists .....	800
Shamans .....	400
Philosophers of Neutrality ...	300

The Eight Immortals are a powerful symbol of balance in all things. They have been chosen as models by groups of mystics and priests who believe that Immortality is within the reach of the man (or lupin) who cultivates all aspects of his character. By studying “inner magic” (a form of mystical/religious discipline linked closely to the martial arts of Baxianquan), the mystic can reach Immortality. This “inner magic” is seen as opposed to the outer (or lesser) magic of the Alphatians, which is on the other hand considered a false path leading to a stifling of inner growth.

### **Core Immortals**

The Eight Immortals are Valerias, Ixion, Zirchev, Khoronus, Tiresias, Ssu-Ma, Faunus and Protius. They represents the various states of being: feminine and masculine (Valerias and Ixion), youth and old age (Tiresias and Khoronus), nature and civilization (Zirchev and Ssu-Ma), virtue and vice (Protius and Faunus).

### **Diffusion**

This “modern” faith is popular throughout northern Ochalea, less so in the southern reaches. Members include priests of the individual members of the Eight Immortals, as well as pantheists and ancestor worshippers. Some scholars devoted to the Prefect of

Time or the inventor of writing are also present.

### **Major Temples**

The center of this order is found in a group of monasteries clinging to the cliffs of the Five Peaks (Wushan) overlooking the Strait of Furmenglaive. Other monasteries are scattered in the northern provinces.

### **Activities**

These mystics often conduct a cloistered life, though some may act as advisors or even alchemists or scientists for noble houses - much like wizards in other lands - or be wanderers or hermits. Eight Immortals monasteries tend to be smaller than those of other faiths, sometimes housing only an hermit and his apprentices.

### **Classes and Alignments**

Shamans, Specialty Priests of any of the Eight Immortals, Philosophers of Neutrality and Pantheists are all accepted. The faith itself is strongly oriented towards the True Neutral alignment, but all priests except Fighting Monks can also be of any non-extreme alignment.

## **GANQUAN HUAN: CIRCLE OF HEAVEN AND EARTH**

Total membership .....	550
Druids .....	350
Shamans .....	200

The teachings of the Davanian Druids have been adapted to Ochalean culture back in the early days of the Empire of Thyatis. However, the limited contacts between Davania and Ochalea, and

the civilized, urban nature of the Ochalean culture have limited the growth of this faith. It is still recognizably druidic, and its leader is a druid belonging to the Davanian Circle of Djaea.

### **Core Immortals**

This faith holds the Eight Immortals and the Four Dragon Kings as emblems of balance in all things. The Earth (Djaea) and Heaven (Odin) are another major focus of the cult.

### **Diffusion**

This small druidic circle includes also many shamans that focus on nature or animal spirits as well as ancestor spirit worship. Its members are spread over the wide areas of wilderness of Ochalea, from the northern and central forests to the southern jungle, rocky badlands and plains.

### **Major Temples**

This cult has no temples at all. Its members meet twice a year, once in a sacred grove the Forest of the Ancients (Gu Shulin) where the ascension of the Eight Immortals is celebrated, once on the Dragon Mountains (Lung Shan), where the Lung Wang are worshipped.

### **Activities**

Members of this cult are mostly hermits. Some trade herbal remedies and minor potions with the rural communities.

### **Classes and Alignments**

Druids and Shamans are the only type of priests in this cult. They can have any alignment acceptable for Mystaran Druids.

## JIANGHU SHENREN: INDEPENDENT/ WANDERING PRIESTS

Total membership .....	6.700
Shamans .....	5.000
Philosophers of Law .....	500
Philosophers of Neutrality ...	700
Philosophers of Chaos .....	300
Priests of Koryis .....	100
Other Specialists .....	200

Many priests in Ochalea are not attached to any church or cult. They are often shamans that follow a syncretic religion combining ancestor worship and tenets of the Jade Temple, the Eight Immortals, and other major religions. Others are individual followers of less known Immortals, or wandering philosophers, masters of the “inner magic” of Ochalean tradition.

### Core Immortals

Most independent priests worship the Immortals popular in Ochalea, though few do so in an exclusive way; Koryis, Chardastes, the Dragon Rulers and Ssu-Ma are especially popular.

### Diffusion

Few of these priests are found in the larger towns: Shamans, the most common type of independent priests, prefer to keep to the wilderness or to rural regions. Many of these independent priests are also village priests. Some few (10%) are foreign priests hoping to convert the locals, or wandering prophets and other, less common types.

### Major Temples

There are no major independent temples - most independent priests are either wanderers, or else they worship privately in their family or village shrine.

### Activities

Many independent priests are either local leaders (village shamans or chiefs, family leaders, etc.) or wandering healers, herbalists and exorcists. Most also practice a family trade or run a business (which may be peddler, calligrapher, herbalist or healer, in the case of wandering priests).

### Classes and Alignments

Shaman are most common as independent priests, but any Specialist or Philosopher priest can be an independent or wanderer. Since these priests are independent, they are not constrained except by their individual Immortal patron or philosophy.

## NON-HUMAN FAITHS IN OCHALEA

While there are few, if any, demi-humans and goblinoids in Ochalea, this large island is home to a sizable Lupin population, and a smaller but fiercely independent Rakasta one.

Moreover, other intelligent non-

humans can be found here, each with their own patron Immortals and philosophies.

### Lupin Pantheon: Warmasters of the Five directions

The Lupins of Ochalea are almost completely integrated in the human society, sharing the same language, writing system, culture and mannerisms of the Ochaleans. They do keep a set of traditional deities, though, which are mostly worshipped through independent Shamans, and sometimes added to the human religions or philosophies.

Chief among the traditional Lupin patrons is the Eight Tails Fox (Korotiku), a sometimes mischievous deity that is considered the master of the central direction, of harmony and balance in all things, and all things that are compound or mixed, including the Mongrel Lupins. The other four Immortals are masters of the other four directions and of the four seasons, as well as patrons of the four native Lupin breeds.

Table 6: The Lupin Pantheon in Ochalea

Ochalean Name	Common Name	Titles
Shi Jielang	Saimpt Loup	Master of Winter, North, and Fortitude, patron of the Chow-Chow
Shi Tiangou	Saimpt Malinois	Master of Autumn, West, and Intuition, patron of the Ochalean Houndlings
Shi Su-Ma	Ssu-Ma	Master of Spring, East, and Reason, Patron of the Ochalean Crested
Shi Doushang	Thor	Master of Summer, South, and Strength, Patron of the Shar-Pei
Bawei Huli	Korotiku	The Eight Tails Fox, Master of Center, Harmony and Balance, Patron of Mongrels

Shi Jielang is represented as a brawny, dark-furred, Chow-Chow, dressed in leather lamellar armor lacquered in black and gray and armed with a large double-bladed axe. This axe is known as the Ogre-Slayer Wolf's Fang. Lupin tales maintain that Shi Jielang worked at its blade for ten years, and built the handle from the trunk of the Grandfather Tree Devil, which he had slain to free the Forest of Li from its evil influence. The axe is thought to be able to slay Ogre-Magi with a single strike, and to break any chain, lock or gate, no matter how strong, with a single blow.

Shi Tianguo, the Celestial Guardian, is represented as an uncommonly tall Ochalean Houndling, wearing plain silk clothes and armed with a composite short bow and a quiver of arrows. The quivers contains the Supreme Revealing Arrows, mystical arrows built with Phoenix feathers and jade arrowheads. The Supreme Revealing Arrows are said to unerringly strike the nearest Lycanthrope, if one is in the range of Tianguo's bow. Moreover, if Tianguo uses one of these arrows to strike an enemy, he can always use it to track him down, as the arrow will point in the enemy's direction when ordered to do so.

Shi Su-Ma is portrayed as an Ochalean Crested courtier of noble descent and bearing, holding a scroll in one hand and a brush in the other - hints to the magical nature of the Ochalean Crested. The scroll is encribed with the first characters of the Summer King's Classic - considered the oldest Ochalean text. The brush is the Dragon and Phoenix Brush - built with an hollowed dragon fang holding the ashes of a Phoenix, and topped with a tuft of Su-Ma's own hair, and is

attributed all kinds of magical powers in Lupin legends.

Shi Doushang is usually portrayed as a well-muscled Shar-Pei warrior with heavily wrinkled face - to indicate his young age - wearing a sky-blue metal lamellar armor and brandishing an ornated polearm (guan dao), called the Thunder and Lightning Blade. Shar-Pei legends say that when a lightning hits a battlefield, Shi Doushang is inciting the warriors by whirling his polearm. This weapon is also thought to have the power to destroy all undead - a memory of battles fought by the ancestors of the Shar-Pei against the Taymora Vampire kings. Moreover, when Shi Doushang rotates the Thunder and Lightning Blade, he can stop all incoming attacks - physical or magical.

### The Pardasta Ancestors

The Rakasta of Ochalea live in the central rocky lands, aloof from human and Lupin civilization. They belong to the Pardasta breed.

These feline humanoids follow an ancestor cult, including several of their Immortal patrons. Ka, Bastet and Ninfangle are worshipped along to the Exalted servant of Ka, Kumrah, who was with Bastet the first of the Rakasta.

These mythical ancestors represent specific roles or activities of the Pardasta society, including the adventurous hunter (Ninfangle), the lazy elder male (Kumrah), and

the beautiful maiden (Bastet). Ka is worshipped as the Dragon Ancestor, with the role of the world creator.

### Ogre Magi Pantheon

This magically powerful Ogre subspecies is the only type of goblinoid commonly found in Ochalea. The reclusive Ogre Magi can develop into powerful Shamans, mostly calling on ancestor spirits, and sometimes on animal or evil spirits as well.

They do also worship Immortals, especially Jammudaru - who is well pleased by the focus on revenge the Ogre Magi can develop - and Kaarash, who is worshipped as the god of battle. Iliric is also part of their pantheon as the god of magic.

### Faiths of the Shapechangers

There are many shapechangers, including lycanthropes, in Ochalea. Most shapechangers tend to worship ancestor spirits or animal spirits of the same phenotype, but a few Immortals are also worshipped.

Werefoxes (especially the non-evil ones) worship Korotiku as the Eight Tails Fox, while wererats have imported the cult of Mrikitat (Mi Laoshu). Weretigers often worship the Rakasta pantheon.

Evil shapechangers revere Immortals of the Shadow Court, or Orcus (Ou Rong).

Aranea worship Arachne Prime, Iliric or (less commonly) Korotiku.

**Table 7:** Rakasta Pantheon in Ochalea

Ochalean Name	Common Name	Titles
Kong Long	Ka	The Dragon Ancestor
Bao Tian-niang	Bastet	The Heavenly Maiden
Fu Kun-lan	Kumrah	The Sleepy Father
Ning Feng-Li	Ninfangle	The Bold Adventurer

## GUILDS AND SECRET SOCIETIES

Ochalean are known for their love of order. This propensity is also exemplified by the high number of organizations, associations, guilds and secret societies that hold together the Ochalean society.

In general, mercantile organizations - trade guilds and the like - are known as gonghui (guilds), while political, secret, illegal or underground societies are known as dang (factions). This section describes the most important guilds and factions in Ochalea.

### BIAOSHI HUI: ESCORT MASTER COUNCIL

Escort guilds are firms that provide caravan guards to the merchants of Ochalea. They are very common, and highly organized, in the most regions. The main exceptions are Bohan, where most trade is conducted by sea, and the presence of large garrisons makes travel safe even inland, and the Celestial Territories, where there is very little trade, and none on the scale that would allow the formation of such organizations.

Escort guilds aggressively police their field, making it impossible for independent guards to operate within their provinces. The Biaoshi council, an organization of the most important masters, controls the allocation of trade routes and the authorization of new guilds. The council meets in Chungkiang Li, once at the beginning of spring and once in mid-autumn.

Each guild has a single base of operation, but maintains outposts at regular intervals on their major routes.

The rest of this section describes the most powerful guilds, those controlled by the members of the Biaoshi Hui.

### Fortune and Benevolence Escort Guild

Based in Cao, Fortune and Benevolence covers the route between Wongzhao Tsushao and Chungkiang Li, making it one of the richest guilds. Fortune and Benevolence biaoshi work with both land and river-based caravans. This is the second most powerful escort guild in Ochalea.

### Bright Future Caravan Service

Bright Future shares a lesser, but still very important, part of the the major Cao-Kiang trade route. It mostly escorts land caravans. This firm is based in Wongzhao Tsushao.

### Upper Cao Escort Guild

This guild has a monopoly over the lesser trade routes in Cao. Its members protect transports from the mining villages to the provincial capitol. It is a less profitable business than the main route to Kiang, but the Upper Cao still manages to be the third strongest guild of the province, and the sixth overall. This outstanding performance is explained by the highly skilled personnel employed by the Upper Cao master, which allow the guild to function with much smaller teams than most competitors.

### Golden Sun Trade Guild

Based in Wutang Dongha, the Golden Sun controls only a single trade route, from its hometown to Beitung, yet the fact that most gold trade occurs on this route makes it the third richest guild in Ochalea. A very conservative guild, the Golden Sun is known to routinely

oppose any request for the establishment of new guilds, as well as any modification to the traditional route allocation. Its operatives are only moderately skilled, however. The Golden Sun prides itself on its traditionally good relations with the monks of the Mystic Way of the Eight Immortals. Golden Sun biaoshi are always available to escort the high ranking monks and priests.

### Jade Hawk Escort Guild

(Shun/Daisun) This aggressive guild is based in Shun, but has expanded to Daisun, and is now bent on taking control of the small traffic that goes on in Chi as well, using its master's position in the Biaoshi council to obtain better and better route assignments every year, and hamper the work of the smaller competitors. Jade Hawk escorts are more likely than most to solve any encounter with combat.

### Green Lupin Trade Services

The major Lupin-owned Biaoshi firm, Green Lupin mostly escorts silk traders from Yuen to Beitung, as well as sharing control of the major route between Ta'ang and Sung with minor firms. This firm has been controlled by a family of Ochalean Houndlings since its foundation, and it is known for its skill in dealing with the local authorities. The Green Lupin is based in Wongzhao Tsu Yi.

### Harmonious Temperance Escort Guild

The most powerful guild in Ochalea, Harmonious Temperance has the advantage of a central position, controlling the routes between Kiang, Chung, and Yuen. Harmonious Temperance biaoshi are known for their mild character

and their ability to negotiate out of any trouble without recurring to combat. This guild is based in Chungkiang Li.

## **DEMON CULTS**

Demon cults are quite a mixed bunch - the name generally refers to militant sects of the Order of the Shadow Court, but these groups can be very different, depending on their patron Immortal, philosophy, and history. This section outlines some of the most important cults, but in the chaotic underworld of the Shadow Court, these organizations are not as stable as the more legitimate ones, and new groups emerge frequently, just as old groups are destroyed or implode due to internal dissention.

Demon cults take the name *pai*, that is school of thought, to show their devotion to specific philosophies. The informal leaders take the title of Elder (*laoda*).

### **Huo Pai: School of Fire**

Possibly the oldest of the Demon Cults, the Huo Pai focuses on the worship of Hua Fan-Liang, though the Fiery General, Rong Han, is also respected by this school of thought. Huo Pai members believe in the supremacy of fire over the other elements, and originated from the ancient Cypri who had brought, hidden, the teachings of the Followers of Fire from Old Alphatia. The Followers of Fire hid among the non-magical Cypri, and moved with them to Ochalea.

The Huo Pai took part in the Ochalean uprising against the Alphasians, and was a legal faction for the first three centuries thereafter. A string of especially aggressive Elders in the fourth century AC led to the outlawing of

the Huo Pai. Since the sixth century AC, the Huo Pai are only present in significant numbers in the Celestial Territories, though cells survive in Beitung as well as in the provinces of Cao, Chun and Kiang.

### **Bao Pai: School of Revenge**

Only the vilest demon cultist compose the Bao Pai - the Revenge of the Dreamwalker, Jiang Da-Ru. This sect acts mostly as an assassins' guild, offering its services to anyone who has a wrong (real or perceived) to avenge.

Bao Pai members are expert martial artists, and are highly skilled in stealth as well.

### **Gui Pai: School of the Ghost**

This sect developed in the towns of Ochalea as the frequency of undead occurrence grew. The lack of action on the part of the established priesthoods led the poorest locals to form self-defense groups, who later developed into crime gangs managing protection rackets. The Gui Pai is accounted as a sect of the Shadow Order, but it has only few priests in its ranks, which are instead filled mostly by thieves and warriors.

### **Yinghe Pai: School of the Shadow Lotus**

The main sect of followers of the shadow empress, Nü Yue-Wang, the Yinghe Pai is among the less overtly evil of the Demon Cults. Its members do, however, hold an unhealthy fascination with undeath, which they consider as one of the possible evolutions of life. Most elders of the Yinghe Pai are actually sentient undead - ghosts and the occasional *nosferatu* - which puts them at odds with the Gui Pai.

## **YINGSHU DANG: THE SHADOW HAND**

The Yingshu is the Ochalean branch of the Shadow Hand, the Thyatian guild of thieves and assassins. It is mostly active in Bohan and in the Celestial Domain, though cells are also present in the capitols of Yuen, Shun and Kiang.

This is one of the few societies, criminal or not, to allow foreign members.

## **SHAR-PEI MERCENARIES**

The Shar-Pei Lupins are well known in Ochalea, and even in Thyatis, for the quality of their martial training. They provide several units of heavy infantry to the Ochalean and imperial armies, but many veterans also work in mercenary units, usually clan-based. The four largest clans are the Zhang, Lang, Gou, and Kuang.

The Zhang clan is probably the largest, and operates mostly within the province of Ta'ang, though it is sometimes employed in Yuen or Sung. Zhang captains employ Houndling scouts and sometimes even Crested wizards to support their units.

A smaller but successful clan, the Gou operates in the Celestial Domains and the neighbouring provinces. It specializes in containing large undead threats, such as the dead warriors of Wang. To this end, it includes an higher than usual number of shamans and priests.

The Lang is especially warlike, and is known to be devoted to Shi Jielang almost as much as to Shi Doushang. This clan operates prevalently in the central regions, Cao, Chung, and Kiang. It works with Chow-Chow auxiliaries (scouts

and archers), and is thought to include a Wolvenfolk bloodline of powerful necromancers.

The Kuang clan is reputed to produce the fiercest warriors. It roams between Chi, Daisun and Shun, offering its services to the highest bidder. Chi authorities suspect that rogue Kuang units are also responsible for some acts of banditry on the Chi-Bohan border. Kuang maintains a blood feud with the Ogre Magi Kingfisher clan.

### **FEIHAN DANG: SOCIETY OF THE BLUE FLOWER**

A political faction associated with the Thyatian Gens Aemilia, the Society of the Blue Flower is based in Chungkiang Li, and is mostly composed of aristocrats from the Kiang and Yuen provinces. Its goals are mostly to support friendly senatorial candidates, and push for a greater role of the aristocracy in the political life. One of the recurring requests is the

establishment of an Ochalean Senate mirroring the Thyatian one.

The society originated from the league of Kiang aristocrats who tried to resist the annexation to the Wang kingdom. Later, the Blue Flower supported the Wai dynasty. Since the beginning of the Teng dynasty, the society has lost some of its power. It still manages to keep enough control of the political life of Kiang to elect one of its leaders as senator for the Kiang, Wang and Shou area.



## MANDARINS & MONKS

This section details a number of important NPCs - the movers and shakers of the Ochalean society.

### Archduke Teng Lin-Dieu

Ochalean Human Pacifist Pr18 (Koryis), LG.

Archduke of Ochalea, High Priest of the Jade Temple.

### Abbot Teng Lee-Dai

Ochalean Human Fighting Monk Pr14, LG.

An abbot of the Jade Temple, Teng Lee-Dai is a distant relative of the Archduke. This 50 years-old scholar is a master of defensive martial arts, as well as an expert in Ochalean history. He currently represents the Teng family in the Imperial Senate, a duty that keeps him in Thyatis city most of the time.

### High Priest Ling Tzu-Chen

Ochalean Human Noble Pr11 (Koryis), LG.

High Priest of Koryis in the Jade Temple of Ochalea, Senator for the Ochalean government.

### Senator Chong Li-Yi

Ochalean Human Noble F7, LN.

Senator of the Central region, member of the Gens Aemilia, member of the Society of the Blue Flower.

### Senator Song Yun-Wu

Ochalean Human, Pr5 (Pantheist), NG.

An elderly priest of the Eight Immortals, Song Yun-Wu has been Senator of the North-Western region for five times in a row. A very popular man, he is a member of the Philosophers faction, preaching moderation in all things. Contrary

to many priests, he worships all of the Eight Immortals equally, since he believes that the Immortals each emphasize a particular trait or virtue, and only a good balance of all can lead to perfection. He is one of the few Ochalean Senators to be popular in Thyatis as well as in his homeland.

### Senator Quintus Chen Lao-Wai

Ochalean/Thyatian Human T5, TN.

A middle-aged merchant of mixed Ochalean and Thyatian descent, Chen Lao-Wai (Quintus Chen to the Thyatians) has bought his way into the Senatorial seat of the South-Western region, by financing the building of the new Cathedral of Wumingdou - and distributing money to many of his supporters, in pure Thyatian style. A member of the Gens Aurelia, Quintus supports the Church of Thyatis in its efforts to control the government. He is not a fanatic, though - he just sees the church as his ticket toward a permanent Senatorial seat, and perhaps even higher.

### Senator Yang Lao-Ye

Ochalean Human Pr8 (Philosopher of Law), LN.

Recently elected Senator of the North-Eastern region, this member of the Philosophers faction is a somewhat boring scholar and researcher in natural and human law. His considerable magical powers derive entirely from his faith in the power of Order, not from worship of any Immortal. Yang Lao-Ye is a member of the Mystic Way of Order. He keeps his head completely shaven, and strictly respects a number of taboos, including not eating meat, not drinking alcohol, and bathing in

cold water only. He is dressed in formal priestly robes at all times. Perhaps not surprisingly, he is not at all popular with the society of Thyatis city - not that the fact concerns him: he only accepted to be elected to the Senate so that he could travel to Thyatis city and consult the library there. However, being extremely respectful of his role, he is present in the Senate for every debate or vote, which actually prevents him from spending as much time as he would like in the libraries.

### Senator Wen Zi-You

Ochalean Human, 0-level, NG.

A weak candidate for the position of Senator of the South-Eastern region, Wen Zi-You was, to his own surprise, elected thanks to a combination of low number of voters and the Shadow Court managing to converge all its voting power on him - as well as eliminating several other candidates. A member of the Free Thinkers, Wen has no contact whatsoever with the Demon Cults, but some elders consider him weak enough to be manipulated through threats, blackmail or magic. Prior to his election, Wen worked as a medium-ranked bureaucrat in the provincial bureaucracy of Daisun. His prime interest in the Senate is currently to obtain some funding for his home province.

### Yuen Chong-Wu

Ochalean Crested Lupin Shaman Pr6, TN.

Governor of Yuen is an Ochalean Crested Lupin of ancient nobility: the Yuen when among the first Lupin families to reach Ochalea, and can lay claim to a strong Foo Dog bloodline. They have managed to withstand two millennia of wars,



changing governments, and the influx of human population in Yuen, and are still passing the position of governor of Yuen from father to son. Chong-Wu is a politician, and also a moderately powerful Shaman - his primary spirit patron is his grandfather, Jian-Wu, who helps him with his wide administrative experience. Chong-Wu can also count on several close relatives who live in his household, as well as on his aunt Xiaozhang, a powerful enchantress who resides in the Forest of the Ancients.

### Liu Huang

Ochalean Human Pr4 (Masauwu), NE.

This bureaucrat of the Chung provincial administration is secretly a follower of the Shadow Court. He serves the Demon Cults in Chung by passing them key information from the police records. Liu joined the Shadow Court has a mean to put his career back in motion, after he was assigned to the Chung province - which he considers a demotion, as the Chung province is considered an irrelevant backwater by most Beitungese.

### Zhang Dafeng

Shar-Pei Lupin Myrmidon F12, LN.

A senior member of the Zhang clan, Dafeng is the paragon Shar-Pei warlord - honorable, fearless and a master of the *guan dao*. A Shar-Pei Lupin old enough to have lost most of his facial wrinkles, Dafeng is known for his tactical cunning, as well as for his forceful attacks that have earned him the nickname of Hurricane of Yuen. Knowing well that an old warrior cannot last long, Dafeng is scouring the clan for talented Lupin tacticians - he feels he might need to be replaced soon.

### Kuang San-Dao

Shar-Pei Lupin Myrmidon F8, CN.

San-Dao is a Shar-Pei warrior of Kuang clan. An impoverished mercenary, San-Dao has turned to banditry with his entire warband. Now, he waylays travelers from Bohan from his hideout in the woods. Not known for his wisdom, Kuang San-Dao has probably made a big mistake - while the Chi governor might be ineffective, the governor of Bohan is energetic and supported by a strong military, and the Kuang clan may well have bit

more than it can chew.

### Shan Hou-Yan

Fire Genasi W7/F8, CN.

An Elder of the Huo Pai demon cult, Shan Hou-Yan descends from an ancient Cypri bloodline, which had a more recent brush with outer planar entities, resulting in the status of Fire Spirit Folk of its modern descendants. Hou-Yan is extremely proud of his Fire Spirit blood, and is a firm believer in Fire supremacy. Even though he is an elder member of the sect, he still likes to raid the villages of the Celestial Territories to "prove the superiority of Fire" - that is, to vent his anger at being confined into the wild Territories on some helpless villager. However, Hou-Yan is not just a bully - he is a dangerous warrior, mixing unarmed fighting, magic, and mastery of the twin daggers and three-section staff.

### Wu Wei-Lin

Chow-Chow R5, LG.

A *biaoshi* in the lesser Wu Family Escort Firm from Daisun, Wu Wei-Lin is struggling to keep the family business viable in face of the underhanded business tactics of the Jade Hawk, the major escort guild of south-western Ochalea. The Jade Hawk leaders, in fact, have recently resorted to hiring an Ogre Mage of the Kingfisher clan to hinder the Wu business. An expert outdoorsman, Wei-Lin personally guides most expeditions of his house. He is well known in Daisun for his sense of direction, which allows him to set the shortest (and safest) path in the featureless plains of Chi.



## OCHALEAN BESTIARY

Ochalea is generally considered a land free of monsters - at least when compared to the Known World. This is mostly due to two facts: first, there are few goblinoids in Ochalea; second, many monsters in Ochalea are adept at disguising their presence, by means of shapechanging, charming magics, invisibility or simple stealth.

Table 8 shows a list of the most common monsters in Ochalea.

### ANIMALS

There are many dangerous predators in Ochalea, from the natural to the supernatural ones. Tigers are common in the southern jungles, as are panthers.

Snakes of the common types are present, as are rare varieties such as the Hypnosnake.

Finally, giant animals such as the Roc and the Purple Worm can be found in the more remote areas.

### CONSTRUCTS

Magically animated monsters are sometimes created to protect temples, ancient treasures or tombs.

Table 8: Monsters in Ochalea

Creature	Local name	Creature	Local name
Aranea		Lamara	
Cyclops		Living Statue, Jade	Jinjong
Bargda		Naga	Shejing
Brownie	Zaoshen	<i>Guardian</i>	<i>Weisbejing</i>
Cat, Great		<i>Spirit</i>	<i>Xiesbejing</i>
<i>Tiger</i>		<i>Water</i>	<i>Jiangsbejing</i>
<i>Panther</i>		Ogre Magi	Wang Liang
Dragon	Long	<i>Kingfisher clan</i>	<i>Feicuizu</i>
<i>Gold</i>	<i>Jin Long</i>	<i>Frog clan</i>	<i>Qingwazu</i>
<i>Jade</i>	<i>Yu Long</i>	<i>Ox clan</i>	<i>Huangniu zu</i>
<i>Sea</i>	<i>Hai Long</i>	Phoenix	Fenghuang
<i>Undead</i>	<i>Si Long</i>	Purple Worm	Ziqu
Drake		Roc	Peng
<i>Mandrake</i>		Skeleton	
<i>Elemental Drake</i>		Spirit	Shen
Fish, Giant		<i>Animal, Lesser</i>	<i>Shoushen</i>
<i>Giant Catfish</i>		<i>Animal, Greater</i>	
<i>Gargantua Carp</i>		<i>Nature</i>	<i>Ziranshen</i>
Fu Dog/Lion		<i>Evil</i>	<i>Eshen</i>
Gargoyle		<i>Undead</i>	<i>Sishen</i>
Ghoul		Sprite	Weixian
Gray Philosopher		Werewolf	Hulijing
Guardian Warrior	Bingmajong	Wererat	Laoshujing
Haunt, Ghost		Weretiger	Laohujing
Hsiao	Xiao	Wight	Jiangshi
Hypnosnake		Zombie	
Killer Tree			



Guardian Warriors and their horses are often created to protect the tombs of the Ochalean rulers, Archdukes and provincial governors. Jade Statues were created before the rise of the Empire of Thyatis and during the independence war to protect temples from the Alphatian wizards - to this end, these constructs were designed to be able to survive massive magical attacks. Finally, Gargoyles are sometimes found in subterranean tombs or larger fortifications - they are never built on palaces, houses or temples, since these are mostly built using wood rather than stone.

## **DEMONS**

Ochaleans lump several types of creatures related with evil, Entropic cults under the “demon” label. Some of these demons, like the One-eyed demon (Cyclops) and the Ox-headed demon (Bargda) are just evil or cursed creatures that serve the Demon Cults as mercenaries or bound by powerful spells.

Others, like the Tree demon (Killer Tree) are actually unrelated with the Demon Cults, and just happen to share appearances with some evil spirits.

Finally, evil spirits are corrupted nature or animal spirits that have absorbed magical energies - see Section 8.8.

## **DRAGONS**

Ochaleans consider Dragons as a major symbol of power. While real dragons are uncommon at best, they are a common theme in Ochalean art and religion.

Dragons of the Sea, Gold and Jade subspecies are the most common. There is a powerful draconic kingdom in the Dragon Mountains, ruled by an aged Gold

dragon. Other kingdoms are found in the seas around Ochalea.

Ochalean dragons sometimes choose to disguise themselves as humans to observe or manipulate the human society for their purposes.

## **FAERIES**

Faeries generally dislike Immortals, yet some of them are deeply interested in the concept of religion. So, while few faeries - mostly Sprites - live in Ochalea, some envoys of the Faerie courts can be found hidden among the city folk (Mandrakes) or posing as nature spirits (Elemental Drakes). Brownies are probably the only faeries well liked by the Ochalean, who consider them as kitchen gods (Zaoshen).

Friendly to the faeries, but not faeries themselves, the Hsiao are devoted to the way of Law. Most Hsiao in Ochalea live in nests built on the forested mountains, near the monasteries of the Lawful faiths. As clerical scholars, the Hsiao are extremely interested in the Ochalean philosophical studies, and are often sought by abbots and other high-ranking priests for advice. The Hsiao worship Lafwul Good and Lawful Neutral Immortals, especially those focusing on Law itself as their main area of interest, including Koryis, Tarastia and Ka.

The Fu Dogs and Lions, envoys of the Lupin Immortals, often sojourn at the faerie court of Ochalea - while, just like other faeries - the Ochalean Sprites find Immortals somewhat distasteful and are generally alien to the concept of divine magic and worship, they are as curious as the Dreamlands faeries about them, and take every opportunity to discuss

the philosophies of Law and Chaos with their guests.

## **NAGA**

These human-headed giant snakes are sometimes found in the rocky badlands (Guardian and Spirit Naga) or in the waters of the Chungkiang (Water Naga). Guardian Naga are ancient servants of Kong Long (Ka), often honorbound to protect specific sites or preserve ancient histories, while Water Naga are related to the river spirits and are generally neutral towards outsiders. Spirit Naga are corrupt Naga that serve evil spirits as guardians or assassins.

## **SHAPECHANGERS**

The Ochalean belief holds that Shapechangers (or “Spirit Folk”) are the result of interbreeding between animal spirits and mortals. They include in this broad class a variety of creatures, from Aranea (spider folk) to Lamara (snake folk) to lycanthropes (fox folk, tiger folk and goblin rats - only werefoxes, weretigers and wererats are present in Ochalea).

The Wang Liang (Ogre Magi) are also part of this group. There are three Wang Liang clans, each composed of many small families (3-11 adults plus 1-3 children), the Kingfisher clan, the Frog clan and the Ox clan. Members of the Kingfisher clan are light-blue skinned, with dark green hair; Frog clan Ogres are light-green skinned, with dark blue hair, while those of the Ox clan are yellow-haired and light-brown skinned.

Most Shapechangers are crafty enough to merge with ease into the Ochalean society, lending to the image of Ochalea as a monster-free land.



## SPIRITS

Nature spirits and animal spirits find it easy to materialize in Ochalea more than in other areas of Mystara. Also, the presence of large numbers of Shamans means that spirits often find their way to Ochalea through summonings. Indeed, most Shamans receive their spells from powerful spirits, and only the most powerful deal with the Spirit Lords (i.e., the Immortals).

Evil and undead spirits are unfortunately present as well, though they use their innate abilities to pass undetected. Many Demon Cults are led by or allied with powerful evil spirits. Undead spirits are sometimes summoned by evil Demon Cult priests and shamans.

## UNDEAD

Perhaps most surprisingly in a land known for its large priesthood, Ochalea is haunted by a large number of undead monsters. However, most priests in Ochalea live a cloistered life, and remain aloof from the problems of the more remote areas of the sparsely populated country.

Ancient Demon Cult elders, lost

in their ponderings of evil philosophical concepts, become Gray Philosophers. A legend says that once Lan Yi-Xiong assaulted a fortress of the Demon Cultists: so absorbed in their thoughts were the cult elders, that they were oblivious to the battle outside the underground council hall. In the end, Lan Yi-Xiong brought a mountain down to crush the cultists, burying the entire council all - the elders did not even notice their own deaths, and might be still found seated on their council dais in front of tea cups reduced to dust by the violence of the impact.

Ghosts, remains of people whose life ended tragically, are perhaps the most dangerous of the undead - they can appear seductive, or lower the guard of their opponents by lamenting their tragedies, only to kill them when they are defenseless. Not all ghosts are evil, though - some just look for a release from their suffering, in the form of a righting of whatever wrong brought them to their undead state. Some ghosts can end up serving other, more powerful entities.

Undead spirits can exist both in

the Spirit World and in the Prime Material. These entities are powerful enough to be fully independent, and can be a major threat for Ochalean cities. However, they also tend to attract more attention from the priesthood than other undead, so they are remarkably rare.

Restless dead animated by lower, animalistic souls, the Hopping Corpses (Wights) are dangerous, because they try to absorb the qi (life force) of the mortals, pushed by incredible hunger. They are not very intelligent, since they lack the higher soul.

Skeletons and zombies are the less powerful undead, mere animated corpses existing thanks to necromantic magic wielded by evil spirits, priests or wizards, or created by other undead. They are rarely found on their own, so the adventurer who meets a group of these monsters should consider this a warning that some greater evil is afoot.

Ghouls are among the most common undead in Ochalea, and can be found in graveyards as well as in the sewers of Beitung.

# Isle of Ochalea

24 miles/hex



