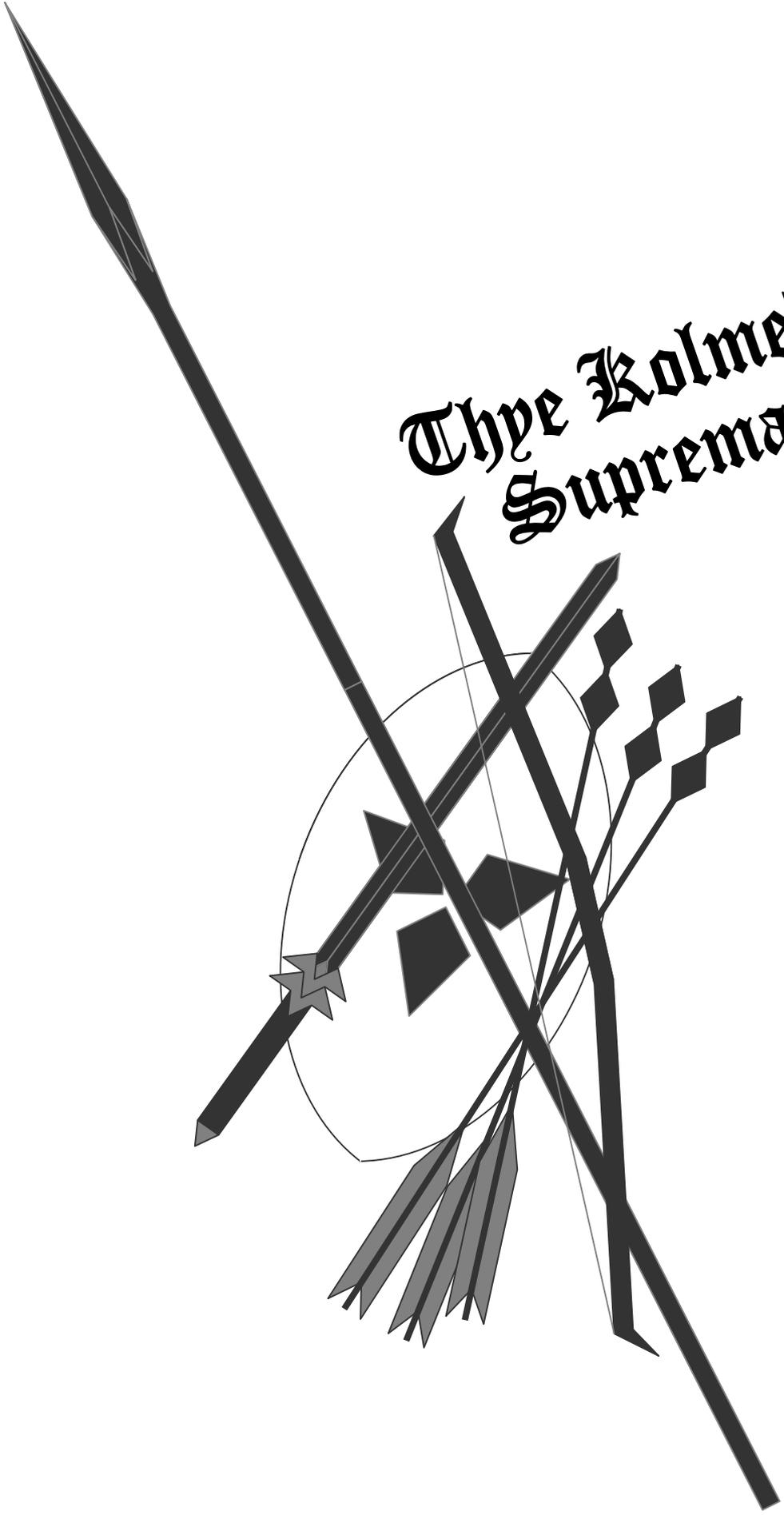


**The Kolmedes
Supremacy**



Kolmedes Supremacy

Location: Southern Arquen Peninsula

Area: Approx. 250,000 square miles.

Population: 163,000 Kolmedes-Arquen, assorted non-humans in disguise.

Languages: ©Kolmede

Coinage: The Dur (a 1 lb silver tile engraved with the tri-petal flower of the Kolmedes)

Government Type: Empire

Industries: Farming, Mining, Herding, Fishing, Hunting, Iron working

Important Figures: Dominari Jalnar Blake (Emperor of the Kolmedes Supremacy), Duric Venn (Senior Oard Advisor), Glass Merchant Tal Risa (Gold Dragon), General Theodoric (F16, IN+1 CH+2), General Rikard (F15, WI+1 CH+1), General Stengar (F18, IN+2 CH+2), General Philo (F14).

Flora and Fauna: Much has been done to hunt down and destroy non-human and magical beings living in that region claimed by the Kolmedes Supremacy. Despite the ongoing crusade that is now several hundred years long, shape-shifters have found a place in the Kolmedes Supremacy. This Humans-Only civilization is home to Gold Dragons, Doppelgangers, Aranae and assorted other shape-shifters who have gone undetected. Certainly the Oards (passing themselves off as human) have brought about a technological age amongst the Kolmedes. There are still a few red deer and wild Oxen in the mountains to the north-east. Snakes exist throughout the region, especially in the Aqueducts and irrigated fields (where-ever water and food is located). The horse is not naturally available to the region.

The Land

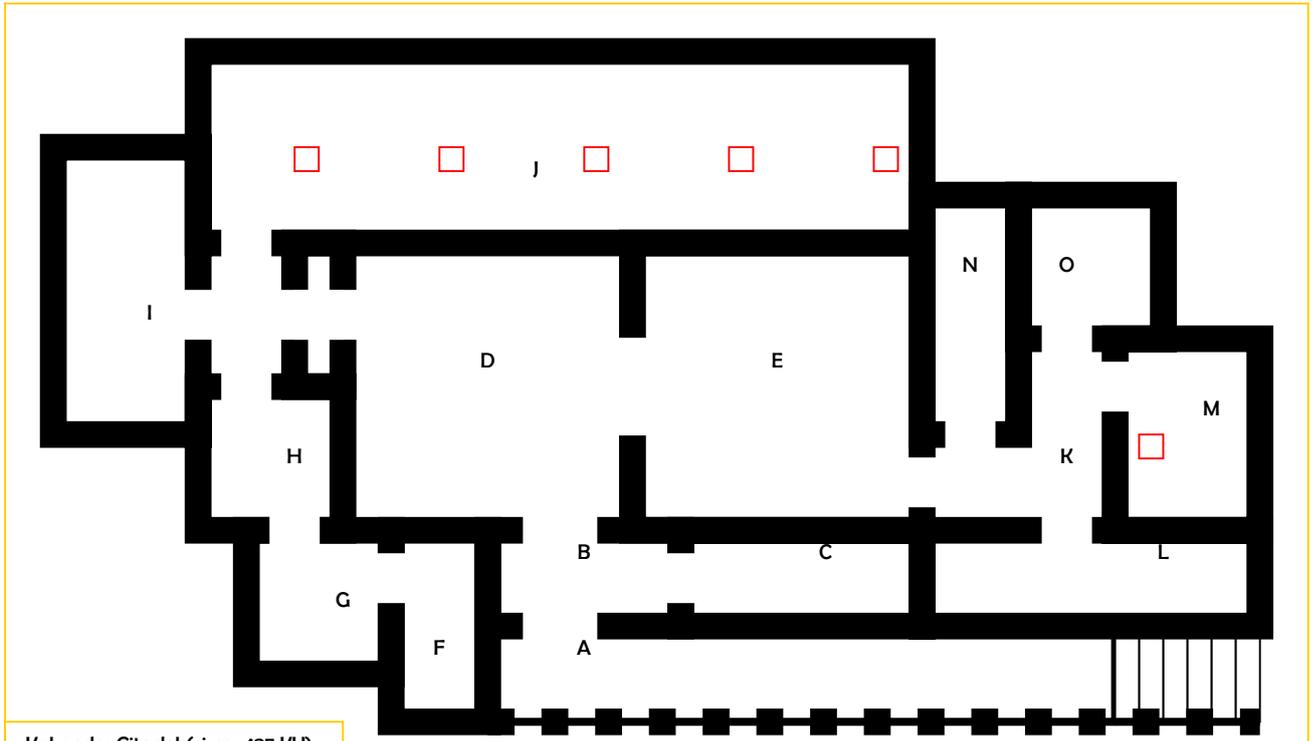
The region is known as the Arquen peninsula because these are the tribes who dominated it until the rise of the Kolmedes. It is now mostly Desert, Broken lands, Hills. What agriculture that happens here requires deep wells, a network of subterranean aqueducts, and the toil of thousands of farmers and labourers. Occasionally something nasty comes up out of the deep wells or uses the Aqueducts to penetrate the cities of the Kolmedes. Considering the infiltration by numerous shape-shifters, there is always something just below the surface that doesn't want to be disturbed. In the North of the Wastes of Kolmedia, there is a single oasis that is not a population centre. Deep-well provides water on the little-used north migration trail. The Valley of the Ancients is overlooked by the Ziggurat. The Ziggurat was built by the Garls at the height of their culture (-5400 KY).

The People

The Human population is mostly of Kolmede and Kolmede-Arquen (from other conquered tribes) Stock. The populace are mostly loyal to the Iron Throne, Numerous houses of arts and sciences have created useful inventions. Merchant houses have also begun to emerge amongst the Kolmedes. Recently invented, the Jarman (a Kolmedes inventor currently popular amongst the people-his silver-backed mirror invention is very popular) Well-wheel, which pumps up water from deep in the earth, has increased the water availability allowing growth of cities.

Despite the loss of other non-human influences, and increased tyranny of the regime, there is an ongoing renaissance. Still the "Eyes of the Dominari" are ever watchful for non-Kolmedes activity. There are substantial populations clustered about wells across the region. The larger include Portafen, Alarmades, Portaxa, and Kolmede. There are also several manned pumping stations along the Subterranean Aqueduct. These are Xa, Tolmede, Pu Kat, Geranu, and Jemak. There are certainly pumping Stations in a majority of the larger communities along the Aqueduct. The Well-wheels are worked by convict labourers under the watchful eye of detachments of Kolmedes Guardsmen (twenty at each pumping station), fifty in the towns.

They do not ride horses, they regard horse-riding as something associated with the barbaric Arquen tribes in the North.

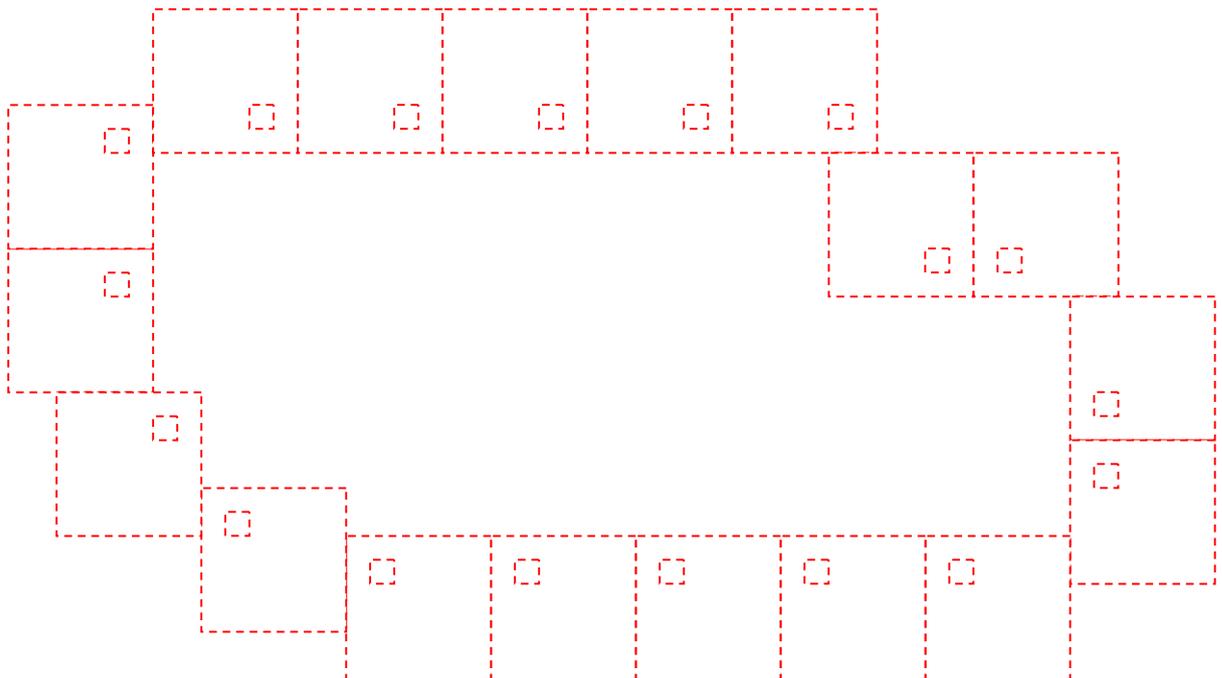


Kolmedes Citadel (circa. 427 KY)

A-Hall of Speaking
 B-Hall of Greetings
 C-Hall of Waiting
 D-Hall of Feasting
 E-Hall of the Iron Throne

F-Temple of Slaughtering
 G-Hall of Preparation
 H-Hall of Cooking
 I-Hall of Sleeping Servants
 J-Hall of Stores

K-Apartment Access hall
 L-Hall of Concubines
 M-Dominari's Sleeping Hall
 N-Family Shrine
 O-Hall of Bathing and Dressing



Village of Kolmedes (circa. 1 KY)

The Citadel

The Citadel of Kolmedes is the hub of this civilization. Its port is mostly to harbour its 40 war-galley navy yet many foreign merchant ships visit during the trading season. The citadel has a substantial population employed in the crafts of iron working and glass-working. The Citadel is also the seat of the

Dominari: The Palace (also the Citadel of the Dominari which houses the Iron Throne. Built on the site of the rebuilt village atop a hill, it now sits at the centre of the city. The original village was then surrounded by consecutive rings of private residences. In time the Central cluster was taken over by the Blake and a palace built.

As of 591 KY the Citadel is supplied water from the north-eastern mountains via the subterranean aqueduct which flow into huge underground reservoirs beneath the city. Most outlying villages are fed off deepened wells using the well-wheel to bring water to the surface, others sit along the Aqueduct and serve as pumping stations to push the water over six hundred miles to the Capital. Each ring of residences is a ring of well watered gardens.

The Iron Throne

The Blake family have ruled the Kolmedes in a line unbroken for over five hundred years, each of them directed by Oard advisers. The Iron Throne itself is cast of Iron and weighs a ton. Engraved on its surface is the tri-petal flower of the Kolmedes.

The Iron Legion

The Iron Legion is the Army and Navy of the Kolmedes Supremacy. They have access to numerous Iron weapons and armour (mostly chain-mail, some plate-mail). The Iron Legion is 14,000 warriors strong. Swordsmen and Archers (50% Archers) make up most of the troops as well as a few special-forces units such as the Oards with their "Mechanical Dragons" (Robots) and some portable dragon-fire weapons (burning-oil sprayers), Assassins (master-thieves), and Elite Heavy Footmen.

The Sea Dragon

The Kolmedes navy has built their power (currently at 40 War-galley) on the designs of the ships from the eastern City-states. The Kolmedes War-galley is a three deck Merchant Galley with a cargo-deck of reduced capacity thanks to the need to feed troops and crew on a voyage, Rowers deck for 90 rowers, and Archer's deck for 60 archers.

War-galley of the Kolmedes

Dimensions: 100' long, 20' wide, **Crew:** 90 rowers, **Marines:** 60 archers,

Move: 15 miles per day, **Hull-points:** 100, **Armour-class:** 8

A History of Aelos

The Kolmede Calender begins a century prior to the Second Age of Aelos.

-2179 KY: First Age - The Lords of Wood and Fire emerge from nowhere to annihilate the Garls, rescue the Human tribes from slavery, and Defend the Galgrove from destruction to ensure the elves get their Trees of Life.

-137 KY: The Fishing Village of Kolmedes is founded on the south-west coast of the continent by the Collador Sea as directed by the Oracle of their tribe.

1 KY: The Kolmede Calendar is established when an Astronomer living in Kolmede, having made astronomical records over many decades, declares the highest day of the Summer Solstice the First Day of Dry-well of the 1st Kolmede Year (Day of Tears, Drywell, 1 KY) establishing a 13 Month Year (28 Days each). The Oracle of the Kolmede flees to the East after making two prophecies: The first "one father shall murder his brothers" and the Second "a man of little stature shall become tall sailing west".

121 KY: Second Age - The Lords of Wood and Fire intervene to aid the Dwarves as they emerge from their caves on the Anvil of the World to learn iron working from the Hephaeston. At this time Kolmedes is a minor tribe of Fishermen guided by the Astronomer - Endal Blake.

221 KY: Oards begin influencing the Kolmede, providing them with the secret of iron Working and encouraging expansionist philosophies.

271 KY: After years of conflict with surrounding tribes, Sihar Blake declares himself Warlord. The Kolmede begin conquering neighbouring tribes. Wizards and Druids are pushed from the region and non-humans are put to the sword.

357 KY: Numerous tribes flee the Kolmede travelling to the north. They settle in the Arquen.

421 KY: Warlord Serigala Blake establishes the Kolmede Supremacy and ascends the Iron Throne as Serigala the First.

434 KY: Serigala the first begins trading with the Merchant City-states in the East He acquires their ship building technologies and begins establishing a small navy.

455 KY: Tuhan Blake ascends the Iron Throne after Serigala Blake is killed in the Throne room by a "Wizard". Wizards move to establish the Bibliotheca on the Island of Talah.

591 KY: Third Age - Kolmede has become an Empire. This year Jalnar Blake - on instructions from his advisors - turns his eye northward some six hundred miles to the Arquen. The lords of Wood and Fire emerge to oppose the Kolmede expansion into the Arquen.

691 KY: The Bibliotheca (A repository of Magic established by the most powerful wizards of Aelos on the Island of Talah - located in the western Sea) is infiltrated by the Oard and its wizards are brain-washed. The lords of Wood and Fire emerge to do battle with the Oard.

The Kolmede Calender

The Kolmedes Calender is a 13 month cycle each of 28 days. Each year is separated by a single Day known as Seadragon: (historically the day a storm destroyed the village of Kolmedes and the non-day is now used to make sacrifices to the Sea).

| Month | Days |
|--------------|---|
| Dry-well | 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 |
| Dust-wall | 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 |
| Plague-wash | 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 |
| Lost-seed | 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 |
| Gift-give | 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 |
| Drink-blood | 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 |
| New-water | 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 |
| Black-urn | 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 |
| Broken-spear | 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 |
| New-seed | 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 |
| Plague-wash | 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 |
| Tall-wood | 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 |
| Pot-bake | 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 |
| Stolen-seed | 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 |
| Sea-dragon | 00 Pre-Calender Ceremony: Marks the day a storm nearly destroyed the village. |

Observances

01 Rain of Tears - A tear from every child born this year is collected and drunk by the Village Oracle.

28 Ray of Hope - A clay pot is made by every family and thrown into the village well.

03 Dry-well - The Village Well is capped until growing season to build reserves.

18 Lost-seed - Crops are sewn this day and watered by well water until the rains come.

07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 Black-urn - Grain Crops are Harvested

00 Sea-dragon - Each Kolmedes family throws a doll into the Sea this day.

Recommended Reading: CM6 Where Chaos Reigns