

## ***The Sultanate of Savatoga***

**Population:** 737,000, 58% Felid, 32% Savar, 3% Ox'Gar, 3% Wood Fae, 4% Other.

**Non-Native Population:** Though it is something of a misnomer, the Ancient Woad Tribes in what remains of the Ebon Wood and their Wood Fae kin are considered the “non-native” majority of Savatoga. This is likely more due to their anti-Caste System views than the length of time they've inhabited the area. Although the Ox'Gar warriors and Flyndish slaves that inhabit Savatoga are native to the Sultanate, they are treated as outsiders. A small population of Firbolg from various tribes hugs the area around the Evermelt Glacier. They are in constant conflict with the Sultanate and with one another.

**Capital and places of note:** Calvitta is the capital city of the Sultanate from which the Earth Maiden, Sultan and Sangha Synod rule over the nation. Calvitta is ancient, decadent and filled with Hanging Gardens that boggle the mind. The walls of the city and even some of the structures within are magically sculpted and manipulated from the raw nature itself. Grand trees, have been grown into palatial dwellings and many buildings are hewn directly into the bedrock of the place. Whether one loves or hates Savatoga, Calvitta is truly one of the living wonders of the world. Many similar, but less grandiose cities and towns dot the landscape of western Savatoga.

In the east are where the Savar prides roam and farm, alongside the Woad and Wood Fae in the remnant of the Ebon Wood. They don't officially have a capital as they remain subject to the Sultanate, but if they did it would be Malbai which is their only walled keep.

**Current Rulers:** The Earth Maiden is nominally in charge of the nation, but she is never seen but by the current Sultan Ranjit Kharak, a Felid and the High Priests of the Sangha Synod (comprised of 14 Felids and one Savar). Though she remains hidden, her given name is Silence. Each Matron in their turn is named after a peaceful quality, the last for instance was named Tranquility. Some, in fact, deny she exists at all, but that the Sultan and Sangha keep up the pretense to maintain their power.

Whatever the truth of the matter may be, the Earth Maiden is traditionally wed to the Sultan, however he does not consummate the marriage in order to maintain her holy virtue. He instead keeps a harem for his pleasure and purposes of maintaining his bloodline. The youngest daughter he sires becomes the Earth Maiden on the death of the previous one. When a Sultan dies however, it is his eldest son which claims the crown. Members of the Sangha Synod are chosen by a vote of the other members when a position is vacant.

In the east a revolution is brewing and the figurehead of the community espousing the overthrow of the Sultanate is a Savar peasant known as Anita Grey. Her people are simple

farmers and hunter-gatherers who get little from the Sultanate but a monthly invasion of tax collectors. In a particularly bitter twist, most of the tax collectors are not Felid government officials, but Savar loyalists who relish taking from their rebellious brethren who flaunt the Caste System put in place by their betters.

Anita has taken great pains to make sure her people seek a peaceful revolution, but many are starting to clamor for a more decisive action and an extremist group known as the Crimson Claw is plotting violence.

In the southern mountainous region of Savatoga around in the fortress town of Varanasi the Ox'Gar general known as Blackhorn maintains a private army. Those under his command are the Savar known as the Shattered Band. How he maintains this army of berserk animalistic warriors is unknown. As is whether or not he is an enemy of the Sultanate or a convenient scapegoat for them. Blackhorn deals in slaves, mostly Humans and Flynd, with the Orcs of Vulkura. Whether these slaves go to the palaces of the Sultanate (where slavery is allegedly forbidden), or they are sent to slavers overseas is thus far unknown.

**History:** In the years after the Shadow War when darkness ruled and the Undying Lords and Rotters stalked the land, the a tribe of Savar known to history now as the Lightning Pride came to what was in times past the Wolven Myst Highlands. Here they hid along with their Felid kin attempting to avoid the dark and necromantic menaces which threatened their existence.

After three generations of roaming the land and coming near to extinction, a human came into their midst. He was wise and powerful, offering to cure the plague placed upon them in ages past by the old god Maligant. All he asked in return was their help in gaining him passage to the Stormlands. The Pride agreed and the mysterious man did as he promised, removing the Plague from those gathered at the time. All of the Felid were cured and became immune to the plague. The Savar however were a different story, the plague rescinded for several generations, but as the god Daemos gained more power the plague returned to those of all the prides.

These events caused the beginning of the entrenched Caste System which is in place today in Savatoga. Those without the plague multiplied and gained power, especially the cured Felids, while those with the plague were relegated to the lower rungs of society. From these beginnings the Sultanate and ruling classes coalesced

**Government:** The Sultan rules absolutely in the name of the Earth Maiden, he is advised by the Sangha Synod who represent the various religions of Savatoga. They enforce the Caste System in addition to the basic laws of the land.

While loyalists view opulence of the Government as regal and source of pride, the Revolutionaries see it as terminally decadent and oppressive. The Sultanate's gilded

palaces in the cities of Calvita, Agra, Petria and Lavis are known far and wide as the epitome of wealth and extravagance.

Ruling in western Savatoga is very much a show and spectacle with one noble attempting to outdo another in terms of expensive gifts and lavish parties thrown. Those who fail to impress will often find their powers lessened, their voices quieted and themselves shunned.

In contrast those who rule over the Savar and their fellows in the eastern portion of the country are the opposite. They have adopted humility and a utilitarian lifestyle focused on bettering the condition of their populace. This stance has left them destitute and powerless to reign in the spending of their western kin. These Savar rulers have taken to eschewing noble titles in favor of elected positions such as chancellor and governor.

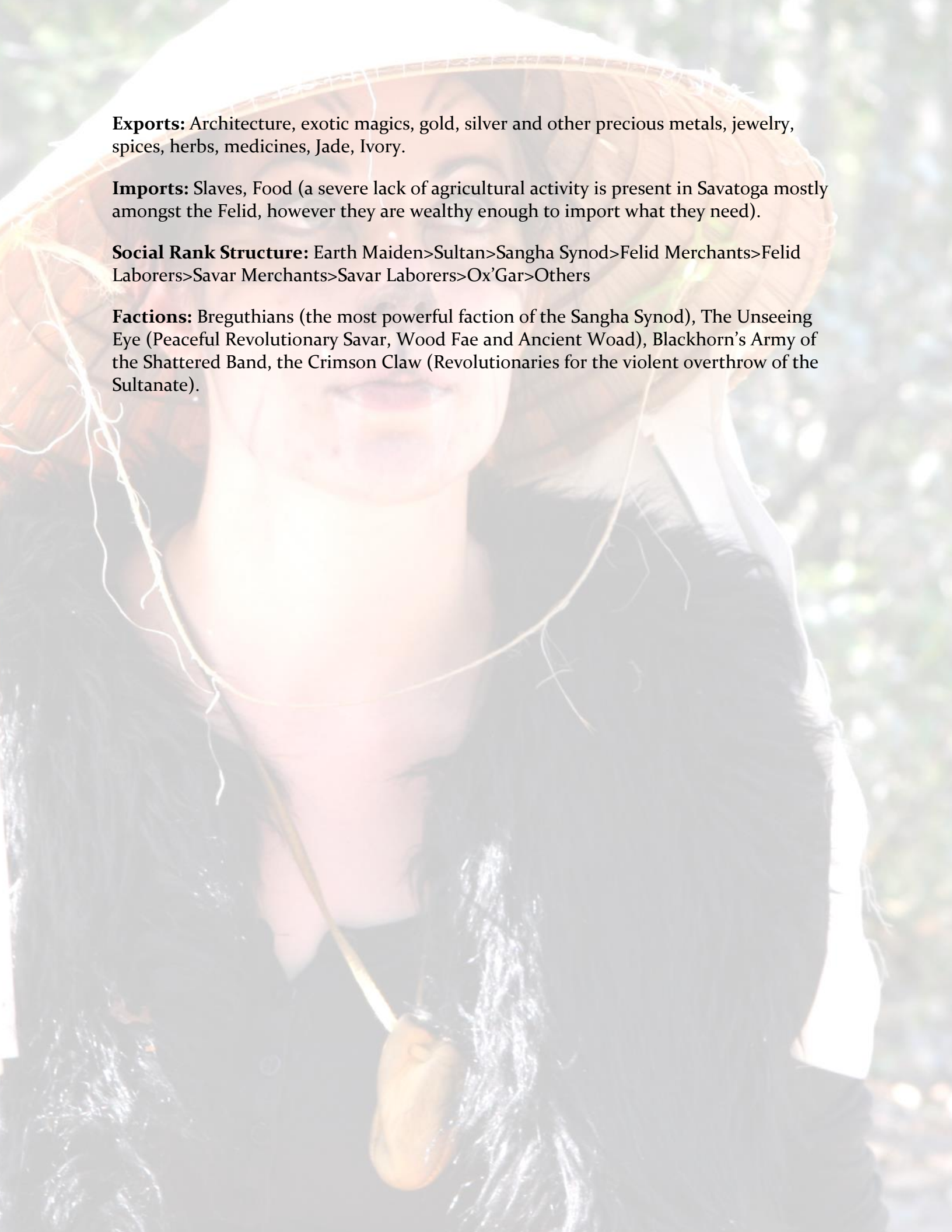
These two disparate groups of nobles and people have bickered back and forth for decades, but due to the Caste System the wealthy western Felid nobles always prevail. It has even led to rumor mongering. The most notorious and damning rumor is a tale that the Sultan hosts a dinner club wherein the noble members meet a sentient being (an Elf, a Human, a Dwarf or an Ox'Gar depending on who tells the tale) in a social setting. The club members entertain the poor creature with all the finest food, drink and sexual company that coin can buy. The club then sends the unwilling dupe to the kitchens to be slaughtered and made into a meal for them.

**Religion:** The Sangha Synod officially grants religious status to the followers of the following deities: Oalvanus, Breyguth, Mytos, Leos, Arktiss, Elora, Lilliandra, Daemos, Melisandre, Alsemis, Satha, Noctria, Raukous, Vex, and Athum. For the Ox'Gar who serve in the Sultan's Royal Guard, Praetus, Cruxus and Arvaxis are considered suitable for worship. Many of the Savar in the Eastern portion of the realm are misotheists, seeing the gods as worthless and interested only in gain, much like their felid oppressors.

**Societal Views:** The dichotomy of beliefs in Savatoga can be expressed quite simply: The Felid ruling class believe their position exists to provide them with an abundance of wealth, prosperity and happiness and provide proper social structure to all; the underclass of Savar believe those in charge should exist to provide prosperity and happiness to the people while ensuring that all are treated equally.

It's also worth noting that things which are considered taboo in most cultures on the Isle of Kalidor, such as Necromancy and Dragon Worship are simply considered eccentric among the Felids in Savatoga, but more traditional views are held by the Savar who abhor both practices.

While the Felid nearly always bear their claws which they paint and decorate, the Savar consider de-clawing a mark of the civilized. The Felid abhor manual labor and exertion, while the Savar pride themselves in it.



**Exports:** Architecture, exotic magics, gold, silver and other precious metals, jewelry, spices, herbs, medicines, Jade, Ivory.

**Imports:** Slaves, Food (a severe lack of agricultural activity is present in Savatoga mostly amongst the Felid, however they are wealthy enough to import what they need).

**Social Rank Structure:** Earth Maiden>Sultan>Sangha Synod>Felid Merchants>Felid Laborers>Savar Merchants>Savar Laborers>Ox'Gar>Others

**Factions:** Breguthians (the most powerful faction of the Sangha Synod), The Unseeing Eye (Peaceful Revolutionary Savar, Wood Fae and Ancient Woad), Blackhorn's Army of the Shattered Band, the Crimson Claw (Revolutionaries for the violent overthrow of the Sultanate).