

GUIDEBOOK : PRELACY OF CAMON

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INTO THE MIRROR

Sharlon Toman stands checking his reflection out of habit more than any real concern. His robes are perfect, crusted in jewels and designs worked in golden thread. His face is serious and the features are those of a man in his prime. As he reaches up to brush off a nearly invisible thread, a figure takes shape behind him.

A small figure with impossibly deep amethyst eyes, wearing rags and covered in dirt slowly comes into focus. She holds a stuffed bear in her hands, yet her expression shows no fear and her eyes narrow dangerously as she sees him. She waits for the man to notice her and, as he starts, waves her fingers.

"I've heard of you. You're dead and gone these many years," he says in a deep, resonant voice.

"Dead? Maybe, but never gone," she says as she walks closer to him in the mirror.

As Sharlon Toman narrows his eyes in turn, he grumbles disbelievingly. "No tricks! We're protected from evil now," and his face smooths to a deep calm.

"That may be true..." the young woman who is now no longer an insubstantial wraith replies, "for now. But the time is coming, and soon, in which your Church will pay for its terrible sins."

She smiles as sparks fly from her hands toward Sharlon Toman. He flinches, turning his head to look behind him. Surprise washes over his face as he sees nothing there.

As he turns to walk out, a soft voice whispers "Strange".

~ *Vision of Archbishop Sharlon Toman, 27th of Dancing Clouds 3125*

PRELACY OF CAMON

Welcome to Camon, the most rigid of the Shaintar kingdoms. This country started out as a monarchy but the Church of Archanon has risen to power and openly rules in the name of a theocratic state. The Grand Archcardinal is the voice of Archanon to his people. Inside this guidebook you'll discover much about this fascinating land and its people. You'll also gain access to some new edges, fighting styles, and even some magic that shows Archanon's favor.

The Prelacy

The Prelacy is ruled by the Church of Archanon. The bulk of the priesthood are fanatic zealots who have a spy network with eyes in almost every household, great or small. It's hard to avoid drawing on both historical and fictional depictions of the Catholic Church from the days of the Inquisition and early Renaissance eras.

Combine that with the fantastic movie style found in both *The Three Musketeers* and *Lady Hawke*, then throw in just a pinch of the Nazi party.

All these things are dressed in beautiful cathedrals, shining armor and amazing liturgy. Add it up and you'll give others that Prelacy of Camon feeling.

FACTS IN BRIEF

This human-only country has some strange practices but the Church's power is absolute. For instance, anyone who wants to own property or a business must be a ranking member of the religion. Priests are everywhere and they keep track of everything and everyone.

Recently, there've been rumors about the Cavaliers of Camon - who were disbanded when the Church took power from the monarchy. They're simply a remnant of the past and a new Crusade has been called. By Archanon's will, Shaintar is destined for humans and humans only!

Capital: Camondel.

Population: Nearly 1.5 million humans, concentrated in the Camon River Valley.

Language: Camonere.

Religion: Church of Archanon.

Political Structure: Theocratic state, ruled by the Church of Archanon and the Grand Archcardinal, his Most Holy Anointed and Exalted Lanier Fareneux.

THE HISTORY OF THE PRELACY

The Prelacy of Camon is more like the Kal-A-Nar Empire than its leaders wish to admit; religious zealotry has driven the leadership to extend the Church's influence as far as possible. The men who control the Prelacy are all too aware of the truth that their role is predicated on a terrible, awful lie that has been perpetuated upon their people for untold years.

THE CHURCH RISES IN POWER

1246 - With the ever-growing Church of Archanon providing support, His Majesty Erik Camon unites most of the noble houses and forms the Kingdom of Camon in the Great Valley of the Wolfhead Mountains.

1252 - As the remaining kingdoms along the Southern Fangs fall to Camon, the Church of Archanon is granted leave to form the Paladins of the Holy Sword, a militant order under direct command of the Archcardinal. Construction begins on their citadel in the Wolf River Pass.

1280 - The Kingdom of Camon outlaws acknowledging the Ascended. The Church's official policy is that the Ascended are merely servants of Archanon, and that anyone with powers claiming to serve them is actually a practicing demon-worshipper.

1287 - A small rebellion, started by Camonere trying to defend their belief in the Ascended, is quickly and ruthlessly stamped out by Church Paladins. The King and his forces do nothing to intercede.

THE PRELACY IS BORN

1285 - The reigning king of Camon, Werrick Tremane, dies with no heir. Rather than allow the traditional Succession, Grand Archcardinal, Mandris Tomain, declares that Archanon has decreed that Camon be ruled by the Church, and the Prelacy of Camon is born. Though the Noble Houses are not disbanded, their roles are reduced to little more than a bureaucratic function.

1288 - The Purification Mandate is issued by the Prelacy - all non-humans are to be removed from Camon or enslaved. All who use magic are deemed "possessed by demonic or dark forces" and are commanded to be handed over to the Cardinal of Judgment's magistrates. Refugees pour into Galea and the Southern Kingdoms, and there are more than a few border skirmishes between the Paladins and their neighbors.

1282 - The Second Company of the Silver Unicorn is formed to assist "freedom fighters," including the Cavaliers that serve the deposed Noble Houses in Camon. Their focus is rescuing political prisoners and preventing acts of genocide. They do not, in fact, get called the Second Company until after their return in order to avoid starting a full-scale war.

From whence did the once promised lands that are Camon become so tainted with hatred, fear, corruption and intolerance?--Grand Archcardinal Halivan Allard

THE BETRAYAL WAR

1301 - Halivan Allard and dozens of delegates from all over the Southern Kingdoms are massacred in Rhion, a city in Olara, during the Open Hand Peace Conference. The conference, called by Allard was his idea to make amends to his neighbors and lead his people away from the "falsehoods" of the Church. The Cardinal of Judgment, Mandris Toman, and the Supreme Paladin, Sir Glain Nollan, along with Olaran dissidents, among others, perpetrate the massacre, using newfound "powers of Archanon's wrath."

It's discovered that Mandris, Avatar of Vainar, and Glain, the Avatar of Kolvos (demon son of Ceynara and Lord) have joined Darkness and Flame. After the Seven Great Cauldrons are opened for the third time as part of a powerful ritual that severely reduces magic in the world, the other Ascended, except for Landra, choose Avatars too.

Before the final battle at Og'M Drakar, Vainar betrays his allies and engineers Glain's murder. Ceynara sacrifices all for vengeance, uniting her power with the Ascended. The greatest shock comes when a being calling himself Archanon and representing the Power of Light joins the Ascended, denounces the Church of Archanon in Camon, and grants powers to his "true priests and paladins." This, along with the efforts of the Third and Fourth Companies of the Silver Unicorn, leads to Vainar's ultimate defeat.

The victory is not without cost; three Ascended Avatars; Koress the dregordian, Shaydra the aevekar, Kerf Mindril the dwarf, along with Lord Waverly Avanon and King of Galea, Roderic Argorn, all die to ensure Vainar's final defeat. Worse, all the Ascended, including Archanon, are vastly reduced in power and influence due to the the Covenants enacted millennia ago. It's believed that Ceynara is truly asleep, and the Gates of Hell are shut for a century

THE BLOODY IRON HAND

3023 - Ultra-conservative forces gain control of the Prelacy and begin purging “enemies of the Church,” preying on the fears of the people and promising order. House Baravold and House Rhodes are stripped of their titles when it’s discovered they were heavily involved with the Cavaliers and were operating to overthrow the Church. Dubbing themselves Royalists, they still consider themselves Camonere even though they are under the protection of Galea and the dwarves of the Northern Fangs

3024 - Chrysalia Nollan, a member of the Fourth Company of the Silver Unicorn, and Sir Rohan Doyle found the Church of Light, in the Freelands coastal region near Mindoth’s Tower. Hawk Nollan, Chrysalia’s husband, founds an Adept Order called the Jade Flame, dedicated to protecting priests of the newly formed Order of the Open Hand.

THE WAR OF FLAME

3119 - Rumors spread that Vainar the Fallen, believed to have been destroyed during the Betrayal War, has somehow returned. It’s believed by some that he resides deep within Shaya’Nor, recuperating from the Betrayal War wounds still.

Summer of **3122** - Entire swaths of land between the main Kal army and Olara have been burned and blasted into wastelands. There is military action within the borders of the Prelacy of Camon. There are criminal organizations and mysterious groups engaged in actions in the Southern Kingdoms.

3123 – The War of Flame grinds to a near-halt as civil war erupts within the Empire. Former slave-warrior Jerrik Tul, leading an ever-growing army known as the Unchained, has finally become strong enough to lure many Kal Warlords and nobles to his cause.

THE CRIMSON CRUSADE

3123 and 3124 - The Grand Archcardinal calls for a crusade to rid the land of all non-humans and demon worshipers and the forces of the Prelacy sweep into the Southern Kingdoms intent on capturing vast territory and murdering those they don’t wish to enslave or rule. The Paladins and other armed orders of the Church answer the call and in early spring they attack Olara.

Fighting rages on both sides but after finally being rebuffed, the Church reaches an agreement with Olara called the Crimson Crusade Armistice. Furalor is returned and all forces return to pre-war borders, but resentment simmers on both sides.

GEOGRAPHY

The country is well situated in the Camon River Valley which has some of the richest farmlands found anywhere in Shaintar. So abundant are the lands that the Church has gained great financial freedom through the taxes from the sale and export of their foodstuffs. After they drove out the dwarves and goblins in the mountain, the country was able to profit from logging and mining industries too.

It’s a beautiful country and well able to sustain a larger population - should the powers that be focus less on conquering the rest of Shaintar and more on making the citizens’ lives better.

To the east lies vast oceans and to the north the dark region of Shaya’Nor. To the west lies the Evershade Forest and to the south both Olara and Galea.

DISTRICTS

The original duchies of the Camon River Valley were incorporated into Camon. When the Prelacy took over, the duchies were remade as demesnes though the territories remained unchanged. These demesnes are ruled by Prelates who answer only to the Cardinals and Grand Archcardinal. Supporting the Prelates are Bishops who run the city-states the Prelates do not reside in.

An otherwise powerless nobility is generously allowed to help oversee their once traditional lands.

CAMONDEL

Prelate: Grand ArchCardinal, His Eminence, Lanier Fareneux

Camondel is the capital and is dominated by The Citadel, a huge complex of buildings where the decisions are made for the Church of Archanon. In addition to the Grand Archcardinal’s palace and the administrative complex where the bureaucracy required to run a nation issues orders in the name of His Excellency. There’re offices for those in power



and areas for analysts to pore over their enemies' secrets, both within and without the country. Deep inside are the offices and conference rooms of the Cardinals who make the larger policy decisions and always at the pleasure of their leader. As the seat of power, there are always pilgrims making their way to the capital along with those seeking trade opportunities or hoping the Grand Archcardinal will dispense justice.

Given the recent upswing of conservative element in the Church, things may be getting rougher for the merchant and poor classes. That's been heightened by an inward or isolationist attitude about those outside the Prelacy. Given Camondel is the seat of the Grand Archcardinal, most of the former ruling class maintain homes here.

TYRENE

Prelate: Archbishop of Tirene, His Excellency, Edwin Branard

Cities: Tirene, Purity

Situated in the southwest, Tirene lies on the Camon River and Purity lies on the Crystal River at the base of the Copper Mountains. The district controls some of the best farmlands anywhere. There're excellent opportunities for fishing and apothecaries find the plants along the rivers to help in making medicines. Purity has some minor mining concerns, but the bulk of both cities' economies is the river trade. There are merchants here who help export Camonere goods to the rest of the south and import the finest the rest of the world has to the wealthy and the priesthood.

LANIER

Prelate: Archbishop of Lanier, His Excellency, Sharlon Toman

Cities: Lanier, Hart

Lanier is called the most beautiful place in Camon. Situated on Deer Lake in the northwest of Camon, it does well as a destination for those wealthy enough to afford travel. The hunting in the Hart Wood is sublime and the lake affords opportunities for enterprising fishermen. There are some denizens of the lake that are best avoided and stories abound of the 2nd cousin of someone the next town over getting it by a monster. Artisans come here to work with wood or stone sent down from the quarry in the Gorgons. Hart is a perfect midpoint between Lannier and Centerpoint, allowing for caravans and dispatches to easily travel the middle of Camon. Farming is the largest portion of Hart's economy, though there is a growing warehouse district to cover the need for goods being shipped through to other locations.

FURALOR

Prelate: Archbishop of Furalor, His Excellency, Stephan Corlion

Cities: Furalor, Aladel

Furalor is in the southernmost part of Camon, just over the border from Thuls in Olara. With the southern part of the Southern Range to its back, it's well protected with roads connecting it to the other southern cities. It has been attacked more than once in wars with Olara, yet it's a key location in the defense of Camon. It has heavy defenses and a permanent army barracks and Paladin cavalry support. Most of the townsfolk are the wives and children and support systems for the military.

Aladel is further south and east of Furalor and the tie between the Furalor district and the Krinura district. Situated near the estuary of the Howling River, the city helps administer and oversee the farms. Aladel is large enough that many of the goods headed south go through here. There is a large church complex here. Their task is to keep an eye on the borders with Olara and Galea. Aladel has heavy fortifications and the river is patrolled regularly to prevent surprise incursions.

CENTERPORT

Prelate: Archbishop of Centerport, His Excellency, Randolph Evans

Cities: Centerport, Deloman and Rampart

Centerport, Deloman and Rampart form a triangle in the center of Camon. Each lies within, or borders, the Great Valley Forest. Centerport lies just west of the place where the Camon splits into the Copper, Spirit and Bronze rivers, giving it good trade routes with cities in other Districts. The center of the economy is logging ventures, though Rampart has some potential mining or rock quarries to work with. Along with logging are crafters who build furniture and craft household items from the wood. The furniture and art has become popular throughout the south and even in the capital for its quality and simple beauty.

KRINURA

Prelate: Archbishop of Krinura, His Excellency, Uric Nollan

Cities: Krinura, Branis and High Port

The Krinura district takes up the entire southeast of Camon from the Southern Range to the Galean border and with Branis as the most western point of the area. Branis is at the southmost point of the Southern Range and has good mining options. In addition, stonemasons and smiths have come here to work directly with these mountain products to make weapons, and craft furniture.

High Port is on the sea and is the larger of the two Camonere seaports. The city has three focuses driving its economy. First, there is a great deal of shipping trade that comes to High Port. It's a way to get goods and gossip from other countries so there are merchants and spies everywhere gathering information. Another focus is the fishing to be had between Camon and Cae'Lasis. There are a number of families who've created a guild to run their shipping industry. Finally, High Port is one of two locations where the Camon shipyards are located and they turn out all the navy and merchant ships for this nation.

Krinura sits on the Krin Wood and only an hour's travel from the Galean Border. Krinura is part of the defence of Camon and has a large Paladin presence