

Continent: Nurahln**City/Town: Na’ar****Town Name**

Na’ar

Location

North of the Sunset Mountains on the continent of Nurahln. Na’ar is situated south of the Crimson Sea on a small oasis lake in the southeastern portion of the Aesner Desert.

General Information**Town Description**

Na’ar is the home to the Kunduri Lizard Clan and has been since its founding over four generations ago. While there are permanent structures within the town itself, many structures – such as the ones used for lodging the clansfolk – are quickly movable, leading itself to the inherent nomadic tendencies of these people. The town itself is very much a small frontier village; it has sprung up around the Chieftain’s living area. Many of the activities take place around this area, since the clan feels safe living next to this permanent structure.

The town itself is wooded and green, due to a small creek that flows from the oasis lake and waters much of the Kunduri farming lands. The woods also provide a natural barrier around this town as protection from attacks from the wilderness. The clan will fish in the oasis lake, known to the clan as Zapa Hoghan or “Black Fish Lake”.

A short walk from the Chieftain’s Longhouse is an abandoned stone structure which looks to be a once grand castle. Few of the clan will speak of this building, as it is built of stone and mortar – items that the Kunduri feel that is “unnatural”. Many of the clan swear that the place is haunted and should be avoided at all costs.

Population

Na’ar is made up of approximately 500-600 Barbarians. The Kunduri Lizard Clan is the most prominent representation, but there are a few clans also represented, the Spotted Horse Clan being the next most numerous of these Barbarians, but they only number in the dozens and are not very visible.

Government

The Kunduri Lizard Clan is ruled by four Chieftains:

Peace Chieftain Eriik (I-rick) the Fair

Landsinger Thyra (Eriik’s wife)

War Chieftain Yamni Pahin

Spirit Guide Zisa Sungila

The War Chieftain is in charge of defense of the Clan. In times of war or violent conflicts, the War Chieftain has the final say. The Peace Chieftain is in charge of presiding over disputes and the daily minutiae of running the Clan. In times of peace, the Peace Chieftain has final say,

especially in matters of law and punishment. In times of conflict, the War Chieftain can and will defer to the Peace Chieftain regarding daily Clan life. However, the Peace Chieftain always defers to the War Chieftain regarding matters of military and safety. The Landsinger keeps the oral history of the Clan and teaches magic and Clan history to the children. The Spirit Guide speaks to the ancestors or totem creatures and oversees ceremonies of life and death. The Spirit Guide also provides counseling in the form of rune and bone readings to help a Barbarian make a difficult decision in an unclear situation.

Military

The Kunduri Lizard Clan keeps a standing army as they are always prepared to defend their lands. The War Chieftain Yamni Pahin is always training and keeping his troops ready, whether they are front line troops or scouting parties. Of the total population of the Clan, almost 95% of these individuals can wield a weapon with a fair amount of skill.

Known Problems

Woodland creature attacks, Desert creature attacks, Water creatures attacks, Nomadic bandits

Local Laws

- Valara comes first, then Barbarians, then everyone else.
- Never steal from the Clan. All is provided for those in need.
- Do not waste any parts of a kill. If the kill does not go to seek resurrection, collect all meats, skin, and bones and either bring them to the Clan to be used, or use it yourself.

If caught, punishment for these crimes depends on how often the rule has been broken, and can range from verbal scolding to public beating to exile to execution. Common punishments for theft in the Clans are canings or beatings and repeat theft is punished by losing fingers and eventually the entire hand. At no time will both hands be removed since then the offending Barbarian would be unable to contribute meaningful work to the Clan. Barbarians sentenced to banishment are declared dead to the Clan. The dishonor is so great that the Barbarian’s name is scrubbed from the Clan’s oral history and he or she is forgotten. In cases of banishment, the person sentenced may request death at the hands of the War Chief instead.

Criminal and Civil Court

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Taxes

The Kunduri Lizard Clan imposes no taxes. The Clan members do what is good and right for the Clan.

Religions Practiced

Barbarians typically worship nature spirits, totem animals and ancestor spirits. Some Clans even worship an aspect of Anima as a nature-goddess that they often refer to as the First Mother. These varying beliefs often lead to small-scale wars between the various Clans. Many Barbarians believe in divination and a predestined future and often use runes, bone-reading or some form of divination to shape their path. These methods are particularly useful when a Barbarian is faced with a decision and is unsure what choice to make.

The Kundari Lizard Clan worships the Rock Lizards that are native to the area as their spirit totem animal.

Notable Events

These festivals are held to celebrate and prepare for those Clan families for their times of nomadic movements. Not all Kunduri actually leave, but these festivals signify the times of celebration.

- “Leaving Festival” – Ketmoq Festival – First full week in April
- “Returning Festival” – Kelishi Festival – Last full week in September

Notable Guilds and Leaders

The Kunduri Lizard Barbarian Clan does not have organized guilds since the Clan sells wares in markets among other Clans or trades with outsiders.

Areas

- Chieftains’ Longhouse – This area is where all the elders of the village are housed. This is a permanent structure in which Chieftains, the Landsinger and the Spirit Guide all reside here with their families. This structure also has rooms for ceremonies and meetings and can house a good many of the Clan, should it fall under attack. Around the Chieftains’ Longhouse are many moveable housing structures that the majority of the villagers call home.
- Wiswin – Rundown castle on the outskirts of the main village. All outsiders are to stay in this area of the village.

Available Shops and Resources

- Brewers (2)
- Butcher (2)
- Bakers (2)
- Furriers (2)
- Smiths (2)

Crafters for Hire

Each and every crafter may or may not take additional jobs crafting specific items. This is a decision left up to the crafter. Business is done by barter system, rather than outsider coin.

Tavern

The Feasting Hall

This is a large hall with a straw roof, which makes it appear as if it were made out of gold when seen from far off. Its walls are richly decorated with tapestries depicting the history and legends of the tribes. It was first constructed on the elevation of the tribe's first Peace Chief, many generations ago. While it has undergone several reconstructions over the years, it is still believed to be blessed by the spirits of the Chiefs of days gone by. Do not ask about the continual smell of "roast camel". You may not enjoy the answer.

The feast hall is usually only open for tribe use. However it has been opened up for use by outsiders on only the rarest of occasions, as approved by the tribe shamans. It will, however, be ritualistically cleansed of bad luck once the outsiders have departed.