



DUN DĀRMĀC REGIONAL PACKET

A game resource for the Tales of Valor LARP
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The residents of Dun Darmac are not a culture of warriors. The power of Sight flows in their veins. They are considered deeply superstitious by those who do not know them well, but the truth is they simply listen to things in a different way. The way of the mystic is highly regarded among them. During the few wars they have been engaged in, their warriors would consult with mystics before every battle to assure that they were acting in accord with their wal, their center.

The Darmac idea of the wal is central to their everyday life. Not to say that they feel the need to consult with a mystic on every decision, but rather they feel the flow of their life unfold before them and act in accordance with it. Only in dire circumstances, like a battle, would they perhaps need to consult with another. They are seen as fatalistic by some of the other nations, but in fact, the idea of change is built into their philosophy. The wal is more of a helpful guide rather than the harsh strings of destiny.

The average Darmac is much like any other human, but they are known as slow thinkers, because when they are faced with a dilemma they sit and think on it for a while before deciding, to see if their wal urges them in one direction or the other. Despite this reputation for slowness of thought, they are widely respected for their wisdom when they finally choose to speak. They also tend to be more confident about the courses they choose, as they have an inner guide to help them.

The Darmacs are led by a 'great king' or Ard Ri. The Ard Ri is advised by a group of mystics, or Vates, which changes in size and composition as the individuals follow their wal to new paths.

Darmac Lexicon

The Darmac speak the common tongue, although many words from the ancient tongue of the Darmac exist unto this day. It is a beautiful language both musical and full of life.

- **Airen-** farmers and other laborers
- **Fili-** Bards and traveling minstrels
- **Vates-** Seers, mystic, lawkeepers, judges, advisors
- **Asarlai-** Magicians from the Asarlasgoile
- **Ridire-** Knights
- **MorMaer-** Great stewards or dukes who rule over the major cities and sit on the Ard Ri's council.
- **Maer-** The lesser nobles who serve the MorMaer in ruling each Duchy
- **Fian-** Warriors
- **Prydi-** the painted men of the highlands
- **Ard Ri-** High King
- **Wal-** The mystical inner focus each Darmac strives to follow
- **Annwyn-** Lands of the Dead

NOBILITY

The Darmacs are led by a 'great king' or Ard Ri. The current Ard Ri is Conrad ap Connell. When the Ard Ri dies, from battle or other causes, or resigns the MorMaer gather and with the advice of the Vates the next Ard Ri is chosen from their ranks.

The MorMaer, or dukes, govern the lands of Darmac and advise the Ard Ri on the goings on in each of their lands. There are 7 MorMaer on the Ri's council. Tirthall, Mac Insbury, Alb, Tarnh, Lithiroas, Caterhall and Darmac each have their own MorMaer who reports to the Ard Ri. Each MorMaer has a number of Maer who answer to him each governing a different county of each duchy. There are typically between 3-7 Maer in each duchy. The positions of MorMaer and Maer are hereditary, passed from parent to eldest child. Any case of dispute is resolved by the intervention of the Vates.

The Ri's Council is made up of the 7 MorMaer, a variable number of Vates, a representative from the Firbolg Clan McKini, and a Maer who represents the Prydi from the north.

DUN DARMAC

Welcome to Dun Darmac, one of the Dun kingdoms. Located furthest west and north of any Dun kingdom, it is a land where the chill pervades the damp air, and rolling moors cover vast stretches of land. It is a land of great beauty and great age. Darmac stretches from the city of Tirthall and the river Aisir in the east, along the coast of the Birindal Sea to Lithiroas in the far west. The northern Frontier of Dun Darmac is the Fomor Mountains, where the ancient fomorians of legend are supposed to reside. The foothills of these mountains are home to the nomadic Prydi who travel in family groups occasionally trading with the towns of Dun Darmac. Several hundred miles of almost uninhabitable and nigh impassible mountains separate Dun Darmac from the Goblane Kingdom to the north. The sole exception to this being a few stoic outposts of Firbolg, who guard Dun Darmac and civilization against the wastelands.

Darmac is primarily a land of farmers and herders. The towns and cities are populated by some artisans and merchants but the primary occupation of most Darmacs is working the land in some manner. The typical Darmac airen's domicile is an oval shaped ring of stone with a sod or thatched roof. In the cities the buildings are mostly built of stone. Most homes use dried peat in place of firewood, since quality wood is better used for other things. Darmac exports whiskeys and other strong spirits, wool, peat, raw iron, beer, candles and raw gold. Haventhal and Melean merchants make coin in Darmac by selling wood and finished metal work. Below is a description of the major cities and other places of interest.

Darmac

Darmac itself is located on the Bay of Visions almost midway between Tirthall and Lithiroas. The capital sits atop a hill, called the Baile, overlooking the River Greening. Darmac is home to the Ard Ri, who resides on the top of the hill in the fortress known as the Caislean Tréan. Being a coastal city it is filled with people from across Jhoril and its great open market is full of diverse accents and people hawking wares from the corners of the world.

Tirthall

The easternmost city in Dun Darmac, a major trade center on the river Aisir. This abuts the lands of Dun Haventhal. Most of the trade into Dun Darmac comes through Tirthall, making this city a fairly wealthy and important city in the commerce of the country.

Alb

The town of Alb is northeast of Darmac proper by about three days walk, it is located on the river Aisir at the most northerly navigable point of the river. Alb is known across Jhoril from the fine spirits and beers produced here.

Mac Insbury

The home of the finest craftsmen in all of Darmac, this is the primary wool producing city in Dun Darmac. Located on the shore of Loch Insbury, Mac Insbury is typically shrouded in fog. Mac Insbury knits can command a high price from gentry across Jhoril.

Tarnh

The northernmost city in Dun Darmac is Tarnh, the last outpost of civilization before the highlands and the Fomor Mountains. This city is where the Prydi come to trade in pelts and ores that they have gathered in the highlands, and is also the largest mining city in Darmac. Most of the ore produced here is shipped overland to Tirthall or Darmac and loaded onto ships bound for the south. The smiths of Tarnh produce the finest weapons in Darmac, but are not considered to be the equals of smiths in other lands.

Caterhall

Located on the Moon's Highway west of Darmac proper, halfway to Lithiroas, and home to The Caterhall. The Caterhall is a building of mysterious purpose, empty and abandoned, rumored to be where the legendary weapon Tillaintah once was housed and the supposed resting place of Chilissa Ap Finir. No one can remember anything ever being inside the building except for a few errant sheep or the odd traveler. Caterhall is a sleepy town, although important figures from Darmac history including Gwydion Ap Teagid and Fergus One-Hand hail from that vicinity.

Lithiroas

The westernmost point in Darmac and home to the Lighthouse of Lithiroas. Lithiroas is home to the few Darmac shipwrights and a simple fishing community. The Darmac merchantmen, such as they are, reside in Lithiroas.

Lighthouse of Lithiroas

Built 125 years before the Grand Convocation by King Hallin the Foolish in commemoration of his daughter's 15th birthday. It stands on the westernmost part of the island and towers well over two-hundred feet into the air giving a spectacular view of the ocean. From here watchers keep a vigilant eye for returning Tærus galleys, Fflor reavers, or Pirate ships. It is said that the lighthouse is actually part of a giant geomantic ritual planned by the long dead King, however the Vates and Asarlai of Dun Darmac quickly discount this rumor.

Vates' Holdfast

The home of the Great oracle, it is said that this is where the first Vates were trained in the arts of divination. All Vates must spend some of their training here learning the ways of Darmac law and the interpretations of visions. The insight of the Oracle prevents intruders from gaining access to the Holdfast, and the Vates are quite stern about uninvited guests dropping in. It is said that a portal or gate exists between the Holdfast and Asarlasgoile.

Asarlasgoile

The Collegium Magicas founded in Dun Darmac, dedicated to the practice of Magic by studying the Wal. Asarlasgoile is the smallest of the Collegium Magicas. Years of dedicated study at the Collegium is said to bring one in tune with their Wal, and although the Vates dispute the necessity of the Collegium, the Asarlai of the Collegium are known for their direction and focus.

BRIEF HISTORY AND CULTURAL NOTES

The Vates

The Vates are Dun Darmac's guides through life: they are the lorekeepers, teachers, seers, mystics, lawkeepers, judges, advisors and confessors. These mysterious men and women are sought out for their sage advice and their knowledge of the laws of Dun Darmac. Final authority rests with them in legal matters in Dun Darmac and they have proven time and again over the ages to be incorruptible. They are responsible for defending the Oracle, as well as being responsible for the spiritual well being of every Darmac.

It takes years of study to become a Vates, and the road is not one that many in Dun Darmac seek to undergo. In Darmac to strike a Vates carries a death sentence, and visitors are not excepted from this. As such, Vates typically go unarmed unless traveling through the lands of the Prydi, where monsters are known to lair.

It is rare to see a Vates outside of Dun Darmac, however it is said to be a portent of important things if one is present.

Fili

Music is so important to the people of Dun Darmac that a Fili is never turned away from any door. Families will sleep on the floor for having the privilege of an evening's entertainment. As such the Fili behave themselves with a bizarre code of conduct. The Fili in Darmac never need fear the hand of violence to settle upon them, and are required to return none. They must accept the hospitality offered to them and always pay with a tale or a song, never in coin. The Fili carry messages within Darmac, and are often sources of news for outlying communities. It is a great honor for the Fili to perform before the MorMaer, however it is customary for the MorMaer to allow the Fili to perform and entertain the household before the MorMaer attends the performance for the evening.

Dress

The Darmac are a simple people, preferring to dress comfortably and in serviceable clothing. The amount of wool produced in Dun Darmac means that most people wear wool of varying thicknesses during different times of the year. Darmacs produce dye from local herbs and berries so Dun Darmac fashion can be quite jarring to look at as purples, yellows and reds can all be found in some articles of clothing.

Typically Darmac men wear loose pants called braes and short tunics. Women typically wear simple skirts and similar tunics. On high holidays the men sometimes wear the traditional kilt complete with sporran and Sgin Dubh. Although it is not commonplace for daily wear.

The Dun Wars

~ -321 NE, the wars between the Dun kingdoms begins. Darmac quickly falls to the control of Haventhal. Haventhal nobles are continually appointed to the throne of Dun Darmac, leading it in prosperity and settling the major towns of the realm. During this time the Lighthouse of Lithiroas is raised. This lasts until the Fergus One-Hand's Revolt.

Fergus One-Hand's Revolt and the establishment of the Dun kingdom

In 1 NE, Fergus Ap Cormac led a peasant uprising against the rule of Dun Haventhal, and succeeded in throwing off the Depleted armies of Prince Devenor and founding Dun Darmac as its own kingdom. The River Aisir is where the border of Dun Darmac was established, as the army of Darmac could not cross the border into Haventhal proper.

Peace of Byrthin Bog and the Prydi

~-527 NE, the wars between marauding bands of Prydi and the inhabitants of Dun Darmac is ended by the battle of Byrthin Bog, where the Prydi forces were surrounded by the better organized Darmac warriors. For seven days the Darmac warriors, aided by the Asarlai battled the Prydi. Finally the Darmac forces were able to overwhelm the Prydi defenders with a daring predawn raid. Ard Ri Chilissa Ap Finir, bearing the Tillaintah, brought the Prydi clan chiefs to their knees before her and brokered a peace. The peace is known as the Rights of Wandering or the Peace of Byrthin Bog. This grants the Prydi rights to live according to their traditions in the foothills of the Fomor Mountains. Only the Firbolg of Clan McKini, Fili and the Vates are granted safe passage through the lands of the Prydi.

During the Haventhal imposed rule on Darmac the nobles of Haventhal attempted to renegotiate the Peace of Byrthin Bog unsuccessfully with the Prydi and were continually confounded by the Prydi's ability to disappear into the mists and hills of their highland homes.

After the Grand Convocation the Prydi were approached by a group of emissaries from the Sidhe, Firbolg and Darmacs who waited in vigil for seven days at the Byrthin Bog for the Prydi to approach. It is unsure of what transpired at that meeting, however some accord was reached, and the Peace of Byrthin Bog continues since that time unmolested.

The Current Ard Ri is Conrad Ap Connel

LEGENDS

Riastarthaë

It is said that some Darmac warriors can achieve the Riastarthaë through focus, training and listening to their Wal. These warriors fight by pure instinct, heedless of the harm their bodies come to. The Prydi practice something similar, but more derived from the magical markings they bear into battle

Gwydion Ap Tegid

A simple airen boy who grew up near Caterhall and lived through great adversity; to become one of the great fian of history and destroy Alejandro assuming one of the mantles of Death.

Fergus One-Hand

The Son of Cormac Ap Llwyar. The MorMaer of Caterhall, who uncharacteristically led a peasant revolt against the Puppet kings of Haventhal, and instituted the return of the Ard Ri in 1 NE.

Ard Ri Chilissa Ap Finir

One of the most famous of the ancient Darmac Ard Ri, she was known for her bravery on the battlefield and her tenacity in matters of court. Chilissa was a fian before being granted the title Maer of the Duchy of Caterhall. From there she rose to MorMaer and eventually to Ard Ri of Dun Darmac. She is responsible for expanding Darmac to roughly its current size and neutralizing the threat of the Prydi with her victory at Byrthin Bog. She was also the warrior to bear the Tillaintah into battle. Her death was well documented at the hands of a stag, however the Vates removed her body before it could be laid to rest, although it is said that she was placed in state at Caterhall for a seven day.

The Tillaintah

The spear of Chilissa Ap Finir, lost some 1100 years ago. The weapon was said to transfix men and beasts alike, and strike dead any of the Ancient fomorians that it struck.

The Brenin Llwyd

It was the Grey King who led his undead armies against the warriors of Darmac in 775 NE. Legends have it that the Brenin Llwyd was a fallen knight who, in his insanity wished to merge the Annwyn, or lands of the Dead, with Dun Darmac. Forever binding the land and those beings known as Death together. Darmac was seized by a man calling himself the Brenin Llwyd, or Grey King, this mysterious figure was driven into the highlands by the O'Connal Clan, of which the current Ard Ri is a member. No One ever heard from the Brenin Llwyd again. Mothers sometimes tell stories of this person to scare their children at night, although the Prydi do not find it funny, and hint at more sinister things.

THE DARMAC REGION

Firbolg

Firbolg from Dun Darmac are typically members of the Clan McKini, a Firbolg Clan living near Tarnh. They are noted not only for their skill as smiths but also for sending their young northward to hunt in the Fomor Mountains as a rite of passage. The Ri of Clan McKini is Durbin the Strong known for his prodigious strength and kind nature. These Firbolg are known for their introspective natures and their dedication to finding their inner selves. They can be found among young bands of Fian and the ranks of the Ard Ri's Ridire.

Sidhe

Sidhe from Darmac are typically mystics, drawing upon the inherent magical nature of the Sidhe, but expanding the focus of the Darmac training to further their own Arcane studies. Many of them are found studying at Asarlasgoile, although some are known to instruct at Vates Holdfast as an opposite. Typically the sidhe found here are the Daonie Sidhe, the Kierda, or Dryads although members of any Tuatha or Tuan line can be found in Darmac. It is also common for a Far Darrig to be found living among the nomadic Prydi.

Freilan

The wanderers are rarely raised outside of their own families, but occasionally they are found here. Typically among the ranks of the Vates due to their affinity to matters of intellect.

Drakkon

Some few Drakkon are found raised among the traditions of the Darmac. Those that are typically are interesting creatures whose bestial appearance belies an inner understanding that is keen. Nomadic Drakkon are also found wandering the highlands with adopted clans of Prydi as well. Many Drakkon from Darmac are masters of the Riastarthae, combining their general strength with understanding and applying it to warfare.