



TÆRUS EMPIRE REGIONAL PACKET

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The Tærus Empire is the largest civilization in Jhoril. It is also one of the oldest, second only to the Sidhe. Since the foundation of the Empire it has been both progressive and stagnant, creating an odd dichotomy for scholars and politicians alike. The power of the Empire rests upon two great pillars of towering strength: military prowess and bureaucratic government, these are the keystones to the Tærus Empire's long success as a civilization. Yet these two pillars are slowly crumbling and this once proud nation has fallen unto hard times.

THE EMPIRE

The Tærus Empire is comprised of several different regions. These regions are known as the Southern, Eastern and Northern Paxes. The Empire originally began as a small kingdom that slowly spread its influence into its neighboring countries through political and military efforts. In time, the Tæran's superior skills at governing and its strong military capability allowed them to effectively annex their neighbors and become bigger. While this would normally cause many problems and rebellions, the Tærus used an ingenious method to get around that problem. Instead of forcing the conquered countries to adopt the Tæran way of life, they largely left the local governments and laws in place and simply placed a Tærus governor to oversee the territory. The governor was in charge of making sure that local rules did not conflict with Tærus law and that the district would remain pacified. His most important job was to make sure that the territory paid its yearly tribute to the Empire in return for the Empire's guiding hand, trade benefits, and military protection. Over time the territories would often adopt more and more of Tærus customs and laws until they in turn became Tærus to the core and could remember no other way. These Polis, as they became known, became divided up into the three regional Paxes.

Now the Pax Tærus, the lands controlled by the Empire, extend a week's march in every direction from the Imperial capitol of Tær. Its major cities are connected by the best roadways in Jhoril and many of the bigger towns grew up along these passageways. Not only do the Tærus keep the roads, also known as the Valde Platea, in excellent condition; but they are regularly patrolled by the Tærus legions as well. The cities of the Empire are considered some of the most cosmopolitan in the world and people from all over flock to its cities to view marvels not seen elsewhere.

CULTURE

The Tærus Empire is resplendent in its age and tradition. The Tærus are a refined and elegant culture and their values and beliefs reflect the efforts of ages past and their forebears. Clothing, food, entertainment, art and even the naming of children have been studied and propagated to such a point that the customs have spread the length and breadth of the land. These customs are highly traditional and almost everyone in Tærus follows them to some degree.

Tærus clothing is designed for simplicity and comfort. The tunic is the staple garment of any ensemble. On men the tunic comes to knee length and can be with or without sleeves. It is usually worn by itself though legionnaires wear armor over it. Citizens and nobles wear togas over it for formal occasions, and everyone wears pants with it when in cooler regions.

Women's tunics go to the floor and are fairly simple in design. They are sewn up the sides and the top and back are folded down. The whole garment is worn pinned over the shoulders. Citizens and nobles wear them over only one shoulder for formal occasions. Women in the legion stick with the men's tunic and pants. Sandals are the dominant footwear with both sexes in the Empire itself while a closed boot is used in cooler zones just as pants are.

Togas are voluminous garments used primarily to show status and affluence. These lengthy pieces of cloth are folded lengthwise and wrapped around the body rather than sewn or pinned. It is draped over the left side of the body, over the left shoulder, under the right arm, and back over the left arm and shoulder. The left arm is used to help pin the fabric in place. An unwieldy and cumbersome garment, it has lost favor over the years and is now used only on formal occasions and upon the Senate floor.

Food in the empire tends toward simple fare that doesn't spoil in the heat. Vegetables and wheat are a staple of any meal and much of the interior of the Empire is devoted to farmland. Fish is the prevalent protein in most Tærran cuisine and meat is more of a secondary option. Olives are another signature feature in Tærran cooking, especially as an oil. Grapes flourish in the Tærran countryside making wine a common beverage. While not of the caliber of the Melean wines, the Empire's wines are a major export good. Historians speculate that the initial expansionistic tendencies displayed by the kingdom of Tærus were due to poor crop management in the Moenus river valley.

Entertainment for the Tærus is found in many ingenious ways. The Colosseum is host to not only the most famous gladiator pits but also traveling carnivals, theater troupes, and debates. Debates are a more recent addition to the list of spectacles presented at the Colosseum. The *ars philosophia* or art of philosophy has long been a favored pastime of the Empire, though it has only been in the last couple of decades that rhetoric (either forensic, deliberative, or Epideictic) has come to the fore. Various views of philosophy, politics, and art are some of the categories widely explored by these sessions. It is possible for an innovative and lively speaker to make quite a name for himself on the forum even to the extent of developing a significant fan base. On the other hand, it is just as easy to make enemies.

Music in the Empire tends towards the large scale. Flutes, strings and drums make up the primary backbone for compositional music. Choirs are quite popular in the Empire

and most gear towards large vocal compositions. The music favors the melodic and often uses repeating themes to convey its message.

Pillars are common architectural features along with arches. Statues are the most common form of decoration and Tærus sculptors are famed for their perfection of form in a realist style. Fountains and statues adorn most of the major cities and towns in the Empire. Pottery is the other favored form of artistic expression, though to a lesser extent than sculpting.

The Tærus have formalized naming conventions that are followed by all residents of the empire. All Tærus have three names, they are designated as: Prænomen Nomen Cognomen. Prænomen is the First name, or given name of a person, Nomen is the family name, it is almost always the same as the father, and Cognomen is the private name or nickname. The Prænomen and Nomen together are the common form of address when in public, at formal occasions, or by strangers. A person is called by the Cognomen by family and close friends. For example, the current Emperor is Severus Justus Calenus. Most chronicles will use the full name for the first sentence and then revert to simply the Prænomen and Nomen (Severus Justus).

THE PEOPLE

The Tærus people are split into several classes. Tærus is ruled by an Emperor. The title is hereditary and passes to the eldest child in the family line with the approval of the Auguries. The Auguries are a school of diviners that advise the Senate and confirm the worthiness of the heir to the throne, amid other duties. They swear binding oaths of loyalty and service to the Empire and forswear their own lives and ambition to live solely for the good of Tærus. The Emperor is advised by a Senate comprised of the citizens and nobles. These two classes are the only ones who can sit on the Senate.

Nobility is also hereditary. Nobles are titled landowners and enjoy some of the greatest freedoms in Jhoril. Exemplary service to the Empire is often rewarded with the endowment of a noble title and land. A noble does not have to be a citizen. Being a citizen of Tærus is a separate distinction. The citizens of the Empire are men and women who have served a year in the military. They are entitled to own land, hold political office, and may travel freely around Tærran land.

Freemen are the next class of Tærans. The majority of merchants and artisans are freemen and they make up the bulk of the populace. The big difference between a freeman and a citizen is that a freeman may not own land or hold office and may only travel about the Empire with permission from the local Polis council. It is important to note that members of important guilds are considered freemen for all intents and purposes, including foreigners when traveling to the Tærus Empire.

The lowest class is that of slave. Do not be misled by the term though. A slave's lot is often far better than even a freeman's. Slaves in the Tærus Empire are the common laborers, teacher, and farmers. Gladiators are also slaves. A slave is considered property and may only be owned by a noble or citizen. They must obey their owner in all things, yet despite this there are few cases of abuse in the Empire. An owner who does not treat their slaves with respect and dignity often finds themselves without slaves. It is every slave's right in the Tærus Empire to be able to petition the Polis council for justice should

they be abused by their masters. It is also the job of every citizen and noble to report occurrences of abuse if they happen to witness them. This has led to a far happier and more stable class of workers and servants than most of the world realizes.

GLADIATORS

Some of the most famous Tærans are gladiators. A gladiator is a bond warrior who fights prearranged battles in a public arena. Though technically slaves, many a freeman has sold himself into slavery to become a gladiator in hopes of winning riches and fame, for fighting as a gladiator is a lucrative business. Gladiators fight in arenas for the acclaim of the viewers. The largest and most popular arena, the Colosseum is in Tær. Gladiators are well treated and many of the best fight only 3 or 4 times a year. They most often fight against each other, rarely to the death, for gladiators are far too expensive to waste by killing them. Skilled in single and paired combat they are trained to fight in a grandiose manner. A gladiator who cannot please the crowd will not go far and many are clever actors as well. A skilled gladiator can often win his or her freedom in as little as two years if they are successful enough, and usually make enough money to settle into a comfortable life thereafter. Some choose not to and make careers out of it. Gladiators are often more famous than senators and nobles and many of the common folk have a favorite or two. They usually take on or are given a performance name. The current gladiatorial favorites in Taer are Sleight, Quicksilver, and Inevitable.

LEGIONS

The Legions of the Empire are considered one of the deadliest forces in Jhoril. While their warriors singly cannot compare to the savagery of the Drakkon or the sheer brute force of the Fflor, their military training and discipline is second to none. The Tærus Empire boasts some of the world's finest tacticians and generals. Boasting the largest population in Jhoril they can field more armed men than any other. The organization of the Imperial Legions is superb even compared with all the other aspects of Imperial life.

The core group of the Legion is the phalanx. A phalanx consists of eight soldiers and ten phalanxes make up a centuriæ. A cohort consists of six centuriæ, a total of four hundred and eighty soldiers, not including officers. The 1st Cohort of any legion is comprised of ten centuriæ instead of six. Ten cohorts make up a legion. A legion also boasts a unit of alae, which consists of the scouts, messengers, healers, and mages of the legion. Cohorts often take on names for themselves to associate with and there is fierce competition among them to be the best. Such as the First Fighting Lightning for example.

In the army a legionnaire is called a milites while a non-combatant is a discens. No one outside the Tærus bothers to differentiate and simply calls all members legionnaires. Centuriæ are commanded by centurions who rule the day to day life of the milites. The next level up the chain of command are the tribune, who command the cohorts. The legion is commanded by the Imperator who is the overall general. An Imperator is appointed by the Emperor himself and almost always comes from the ranks

of the tribunes. The Emperor is also empowered to serve as provisional governor when necessary.

Legionnaire fighting is unique due to their training and tactics. The strength of the Legion is in precision drill fighting. A legionnaire is trained to fight as a unit with his or her comrades. Armed with a short sword known as a gladius and a large square shield known as a scutum, they form the first rank of a Tærran formation. The second rank is usually a combination of archers and offensive mages. When approached the first line falls on one knee while the second line devastates the front line of the enemy. The first line, if equipped with javelins, will use those first before taking a knee to soften up the front line before the archers and mages come into play. It is not uncommon for some legionnaires to have dabbled in protective or healing magic. They tend to be interspersed among the centuriæ where they'll do the most good and are almost never in the front line.

The training period for a legionnaire is extensive. They are trained to fight with the legion as a whole, then as each of the smaller units down to the phalanx. They rarely train in groups smaller than four. The alae are integrated into the legions as their various services dictate. There are currently five Legions active in total. The Realm War led to the loss of two full Legions, including the Kingslayer's Legion. Of the other legions, only two are at full strength, Legio I Tæra and Legio XIII Acies.

Each legion has its own number and name, giving the units a sense of individuality. Legio I Tæra or the First Tærran legion is based out of the capital itself and is the legion devoted to the Emperor's defense. It is also known as the Emperor's Legion and has a particular hatred of the Betrayer's Legion for the Kingslayer's acts and their desertion with him. The Tenth Iron Legion or Legio X Ferrum is based in the Northern Pax. The Legio IV Messor (Imperial Reapers) also saw heavy fighting on the northern front during the Realm War under the leadership of Imperator Spurius Lusius Ligur after the Betrayer's Legion moved to the Dáhn front. The Eighth Keen Legion, Legio XIII Acies is currently stationed in the Southern Pax. The Legio VII Fulmeninis, otherwise known as the Lightning Legion, is the last active legion. The Legio XV Cuspis (The Fifteenth Spear Legion) was nearly wiped out during the Itan offensive in the Realm war and its members were reassigned to other legions to account for the casualties that they had sustained.

HISTORY

The history of the Tærus Empire is one built upon the Tærus desire to expand. Some say it is due to a lust for power and greed. The more charitable say it is due to the Tærrans desire to improve the world. Historians speculate that the initial expansionistic tendencies displayed by the kingdom of Tærus were due to poor crop management in the Moenus river valley. Regardless of reasons why, most view the Tærran's expansionistic tendencies with wariness for it has brought much grief in recent years.

Founded four centuries before the New Era; the Tærus Kingdom, as it was then known, was established by Decius Varius Comes. It is said that he and his followers fled a cruel overlord to the north and sought a land on which to make a new beginning. He was quite successful and, five hundred years later, the flourishing kingdom began its inexorable expansion outward. The First Expansion War lasted fourteen years and is known to be the bloodiest. The Kingdom successfully conquered the small kingdoms and tribes in the areas now known as the Southern Pax and became known as the Tærus Empire. Despite its occupation the Southern Pax would remain a morass of rebellion and guerilla warfare centered around the city of Sarini for the next two hundred years until Emperor Gaius Pelonus Tulus managed to placate and assimilate the area with the techniques now famous today for their tolerance and understanding. Peoples of the Southern Pax will sometimes refer to themselves as Sarinii as a sort of slight against the Tærus at large.

The next epoch in the history of the Empire took place after a prolonged period of peace. A massive upheaval took place around two thousand and five hundred years before the New Era when the Emperor died suddenly of illness, leaving no heirs. The War of Thirty Heirs that followed tore up the nation for a full year before Imperator Caius Novius Broccus took the mantle of Emperor. The next hundred years were turbulent ones as the mantle was contested again and again.

Around -1100 NE Citizen Reilius Gnaeus Lorican founded the Bringers of Life the oldest Guild in Jhoril. Six hundred years later, a small militant kingdom named Docletia from the East began a series of attacks on the eastern borders of the Tæran Empire and managed to push all the way to the city of Tær itself, which at the time was located more to the north than its present location. They were finally defeated and destroyed by the Tæran legions and the Docletians and their allies were overrun, but not before they sacked Tær. The Eastern Pax joined the Empire and the city of Tær was rebuilt in a more advantageous location on the Moenus River.

Less than a hundred years before the New Era Emperor Galerius Metilius Orosius began the War of Northern Enlightenment. It lasted five years and when it was finally through the area known now as the Northern Pax became part of the Tærus Empire, expanding the Empire's borders to the largest they would ever be. At that time the Tærus Empire stretched from the Vast in the East to the Deep in the West and from the Boundless to the South to the very edge of the Dun and Sidhe lands.

Twenty years before the New Era the Shadow War began. For three years the Tærus were able to ignore the Shadow Prince and his army of Darkened and Elementals. Finally the Shadow Prince turned his attention south and began eating away at the border between the Sidhe and the Empire. Town after town fell. The legions valiantly stood

against the growing tide of darkness and were consumed. Finally after destroying nearly half of the Northern Pax the Shadow Prince turned his attention elsewhere. The Tærus eagerly joined the Alliance of Light when it formed, fifteen years before the New Era. That eagerness died and was replaced by sheer tenacity, ground away by fifteen years of brutal warfare against the Shadow Prince's armies. The remaining legions provided the backbone of the Alliance's army. It wasn't until one year before the New Era that the Alliance met the Shadow Prince's army on the field and he was defeated.

After the Grand Convocation a period of peace and rebuilding occupied the Tærus Empire for two hundred long years. The lands conquered by the Shadow Prince were changed, a dark feral presence that resisted all efforts to reclaim its territory. The Sidhe had lost the most land, though the Tærus were not far behind. The Firbolg patrolled the borders of the Wasteland, as it came to be called, and the towns at the Empire's edge were grateful for their presence and welcomed them with open arms. For a while the world was quiet and peace ruled after so long a period of distress and terror. Yet like all things it would not last.

In the year 203 NE Emperor Marcus Herius Linus was assassinated by his cousin Quintis Herius Ziolus. Quintis and his compatriots then kidnapped Marcus Herius' elder son and put his younger son, who they had controlled, on the throne. His plan would have succeeded if not for the efforts of Nicia Atrius, the Court Diviner. His magic exposed the new Emperor for the puppet he was, and the puppeteers were soon apprehended. His magic also found the elder son Gallio Herius Caldus and found him to be good of heart and fit to rule. Soon after, the newly appointed Emperor formed the Auguries; the group of diviners who to this very day advise the Senate and make sure the heir is worthy of becoming Emperor.

The Tærus Slave Revolt, also known as the People's Freedom movement occurred in 602 NE. Loremasters attribute the revolt to the moral decay of the Empire in the preceding year. Under the heavy hand of Emperor Oppius Julius Crito, hundreds of nobles and citizens were killed. The situation came to a head when the Emperor fell to a mob as he attempted to flee Deva. His son hastily ascended the throne and ordered the legions in to deal with the problem. Yet his wisdom became apparent soon after when he instituted the Lex Legius Libertus, which stated that all slaves had a right to respect and dignity. Anyone found mistreating a slave was brought before the Polis Legislate and punished. In fact the Legius Libertas made it a requirement that citizens and nobles report any occurrences of abuse to the Polis. Two hundred and fifty years later the Colosseum was built and joining slavery as a gladiator became a popular way of gaining fame and fortune, even to this day.

THE REALM WAR

The most important part of Tærus history has been the most recent. Like the Shadow Wars of a millennia ago the Realm War has shaped the very world in its passing. In 1000 NE the Emperor was Caius Justus Ingennus. He was well-known as a stern but fair ruler who truly believed in the ideal of the Empire. Under his reign many improvements were made to the Tærran lands, and the Tærus have long thought that all lands would benefit from their way of life. And so in the year 1000 the Tærus began a series of lightning fast attacks on the nearby kingdom of Dun Melea. Despite the capabilities of the Melean condottiere there was little they could do to hold their mainland against the Legions.

The Legions spread out in a three front war against the Dun Kingdoms, the Dáhn, and the Itan Empire. The northern front was commanded by Emperor Maelius Justus Aurelius, son to Ingennus. Emperor Spurius Lusius and the Legio IV Messor ventured into the Dhán lands securing some minor oases and fighting no real engagements against the desert nomads. The Tenth Iron Legion (Legio X Ferrum) was assigned to assault the Firbolg holdfasts during the war and saw bloody campaigns in unfriendly terrain against the tenacious Firbolg.

The Itan campaign was commanded by Emperor Vibius Tablinuis Velox and under his generalship the Legio XV Cuspis (The Fifteenth Spear Legion) suffered horrendous casualties. The naval campaign ran afoul of poor weather and the lack of perfection in nautical combat. Vibius Tablinuis was killed at sea during the initial attempt to land troops onto the Itan territories. The Itan response was swift and savage, capturing a portion of the Tæran mainland and establishing an out post against further assaults there. Now the Legio XIII Acies maintains a peaceful border with the Itan forces who have begun settling into “their” territory and sending trade and political missions to Tær.

Under the gifted command of Emperor Maelius Justus Aurelius, the Legio II Pango Honoratus (The Honored Hammers Legion) drove ever northward. The forces of Haventhal, Sidhe, and Fflor nevertheless forced the forward momentum of the Legions to a halt some 10 miles outside the city of Haventhal. At that time, for an unknown reason, General Aurelius was recalled to the southeastern flank of the war against the Dáhn and the Fourth Legion of Imperial Reapers (Legio IV Messor) took over the northern front under Emperor Spurius Lusius. Emperor Spurius was nowhere near as competent as his predecessor and not only lost the Tærran salient, but was beaten well back into Tærran lands.

It is known now that this was part of Maelius Justus’ ploy to take over the Tærus Empire. As second child to Ingennus, whose first son was Calenus Justus Severus, Maelius Justus never stood a chance at the throne. He was the major impetus behind the war movement. After 24 years of war he went to the capital and, impatient at waiting for Ingennus to die, murdered the Emperor. Fortunately, Severus discovered his brother in the act and forced Aurelius to flee. Declared kinslayer and branded a traitor, Aurelius fled. His legion the Legio II Pango Honoratus, which remained loyal to him, defected and became known as the Betrayer’s Legion.

Severus ascended to the throne under the approval of the Auguries and sued for peace with the Dun Kingdoms. Charisma and bureaucratic maneuvering allowed Severus

to form a non-aggression pact with his neighbors bringing a peace of sorts to the land. Out of that peace came a mercantile endeavor: a colony to be founded inside the Wastelands. The first step was taken towards reclaiming the lands lost to the Darkened. Despite the actions of the politicians, the people of Jhoril have a long memory and they will not soon forget the incident that precipitated this new “peace.” With the rumors of Darkened activities increasing some question the wisdom of challenging the Wastelands by forming the Brightwater Colony. Unease and distrust grow and not even the Auguries can say what the future will hold.

LEGENDS AND THE LAND

Dioges the Black Fox and Titus Drusus

Legend states that five hundred years before the New Era the Tærus Empire was plagued by the atrocities of an outcast known only as Dioges the Black Fox. His men would pillage and destroy towns all across the country. The Black Fox and his men were notorious for their speed, stealth and brutality. The legions were helpless against his knowledge of the country and his seemingly magical ability to move swiftly from place to place. He was eventually defeated by the Tæran hero Titus Drusus. Rumored to stand seven feet tall, he was a foreigner who had moved to the area to farm in quiet and peace. The farmer gathered the people of his village having heard that the Black Fox was coming to their village next. He laid a trap for the arrogant bandit and the village welcomed the Black Fox with open arms and smiling faces.

Suspicious, but willing, the Black Fox and his men became lulled by the accommodations and feasting that took place that night. While no one had ever welcomed them before, the legions were far distant and Dioges was confident in his prowess. During the feast Titus Drusus and the able men of his village disarmed and captured the Black Fox’s sentries. They then attacked the surprised bandits. The fighting was savage but no side had an advantage. Hoping to sway the battle in his favor, Titus Drusus sought to defeat Dioges in single combat. The two met as a dark storm split the sky. Dioges fought fiercely with his magical black longsword, Spite, but was unable overcome the simple farmer with his staff whirling staff. Titus Drusus repelled blow after blow, tiring Dioges. Then Titus struck out once, twice, and a third time. And each blow dealt the Bandit Lord a grievous blow. Bleeding from his wounds, aware he would succumb to death, the Black Fox pulled his final trick and a bright flash of light filled the villagers’ eyes. When it cleared the Dioges was gone, and his men were quickly defeated. The Black Fox was never seen or heard from again though it is said that his vengeful spirit still haunts the village of Burocum.

Burocum

This mid-sized town is famous in the Empire for being the location where the legend of the Black Fox and the hero Titus Drusus occurred. A quiet little spot, it is said that on stormy nights a howling spirit stalks the streets of Burocum and the wise tightly bar their doors. Those caught outside during the night often disappear and those who survive such an ordeal speak with a trembling voice of utter darkness and glowing eyes. It is said that only a prayer to the Titus Drusus can save the spirit’s victims once they are

caught. Others claim that such prayers merely anger the vengeful shade. None who have hunted the entity have succeeded in laying it to rest and many brave souls have died trying.

Tær

The capital city of the Empire is as spectacular in its own way as Caer Meranthala and Haventhal. A marvel of modern building, the first impression most visitors get is of greatness, for there is nothing small about Tær. Razor straight streets pass between pillared stone buildings. Fountains and statues adorn every plaza. The Emperor himself has recently commissioned a statue of his father to be put in Broccus' Venalicium. An enormous road runs through the capital and across the Moenus River over Varius' Shoulders, an enormous arched bridge that spans the Moenus' wide width. Known as the Great Way, the main Imperial road leads past the First Legion's permanent barracks, and through Broccus' Venalicium, home to the grandest marketplace in all of Jhoril. Seated at the heart of the Valde Platea everyone goes to Tær eventually, and some choose to stay giving the city a cosmopolitan atmosphere. The Imperial Palace is in the southwest quarter of the city and is heavily guarded by the Emperor's Legion.

The Kingslayer and the Betrayer's Legion

Second son to Caius Justus, Maelius Justus murdered his father in Dawning 1024 NE. Severus Justus caught him in the act and called the First Legion. The cowardly traitor fled and was declared anathema. His legion the Legio II Pango Honoratus, now known as the Betrayer's Legion, defected with him. His whereabouts are currently unknown. Some rumors place him in the countryside of the Empire waiting for a chance to strike at his brother, others say that he is recruiting in the Pirate Isles in a plan to begin conquering all of Jhoril, and still others maintain he has retreated to the Wastelands to garner the aid of Darkened and the fell creatures that dwell there. Severus has placed a sizeable bounty on the Kingslayer's head; one large enough to make him wanted in most of the kingdoms of Jhoril.

The Legio Aeternitas

The Immortal Legion is a legend maintained by the legions of the Empire. In times of great need and greater desperation a legion of the greatest warriors of the Empire is said to march out of an unearthly mist and come to aid those true of heart in their darkest hours. Supposedly seen during the Shadow Wars and more recently during the Realm wars those reporting the sightings remain adamant about what they saw, but no proof of the existence of this legion has ever been found.

Aqueducts

The aqueducts of the Empire are one of the most marvelous of the civil inventions the Tærus have utilized to improve their quality of life. The aqueducts serve as a means to transport water to otherwise arid regions of the Empire. They allow water from the hills to be drawn along for tremendous distances to lower towns and fields. Most of the water travels along underground pipes, though the raised arches that traverse valleys are what are normally thought of when aqueducts are spoken of. This progressive feat of

engineering provides running water to most towns and cities. Similar principles are used to power the famous fountains of Tær and waterwheel driven mills.

The Academy

This enormous building is home to the Secta Formalis the branch of the Collegium Magicas known as the School of Form. Serious robe and tunic clad magi and scholars walk its halls and it boasts the largest attendance in all the Collegium. Practitioners of other Schools argue that this is simply due to the fact that Tær is the largest city in Jhoril. The Secta Formalis has the most relaxed set of criteria governing admissions. The curriculum, being bold and formulaic, is easier to grasp by most than the denser, more convoluted methods taught by other Schools. The majority of the alae mages have received Academy instruction, and even some Auguries have studied in its halls.

THE TÆRUS REGION FOR NON-HUMANS

It is possible to find beings from all races and walks of life in the Tærus Empire. The Empire oversees the predominant overland trade route, so it is not uncommon to find Freilan wandering along the roads in caravans, Drakkon serving in the legion, and Sidhe arguing art in Tær. As long as the laws of the Empire are obeyed all are welcome.