

BACKGROUND

THEMES

- **Geographical Frontier.** Limentis rests at the edge of an empire. "Civilization" is stretching its reach to encompass this region, but the "Wilderness" proves hard to tame. It was once an outpost of the empire, but shifting political landscapes cause it to be isolated for centuries. Now, the empire once again has its sights set on expanding this part of its borders (though it is still one of countless similar frontiers).
- **Edge of Magic.** Magic is a dangerous force. In "civilized" lands, it has thus been formalized, categorized and generally controlled. Magic-Users are marked with a sigil on their forehead. "Unmarked" Magic-Users are generally shunned or hunted.
- **Clash of Traditions.** The village has existed for centuries as a community of outcasts, being mostly self-sufficient. For those that seek to truly unleash their magic potential, it was a waystation into the deeper Wilds. For those that still seek some connection to others, it is an outpost, to return to every now and then, in between expeditions into the wild.
- **Chaos and Order.** Limentis has a tension between **Chaos** and **Order**. **Chaos** is the wilderness, the untamed forces of nature and magic. **Order** is the encroaching "civilization", with its systems, bureaucracy and control.

CHAOS	ORDER
Freedom	Structure
Creativity	Safety
Ambition	Stability
Individuality	Protection
Passion	Unity
Lawlessness	Conformity
Isolation	Stagnation
Selfishness	Rigidity
	Homogeneity

CLIMATE & GENERAL TERRAIN

The region is inspired by the Gobi desert, with a mighty empire to the east and the desert to the west. The area suffers from extreme temperature variations; blazing hot days and freezing nights. The desert features

- Rocky plateaus and mountains
- Hidden valleys
- Sparse grasslands
- Gravel plains
- Some sand dunes

- Seasonal rivers and oases

The village is located near one of the rare permanent water sources. Rocky terrain provides natural defensive positions.

THE WIDER WORLD

THE DESERT

The people living there are inspired by cultures found natively in the Gobi desert. Nomadic groups, focus on oral traditions, with a deep connection to nature. Expertise in survival, horsemanship and navigation.

Religion. The role of faith in the desert is not formalized as a structured religion, but instead involves numerous spirits; each oasis, rock formation, or seasonal river having its own spirit that must be respected and honored.

LIMENTIS

A mix of permanent structures and seasonal camps. Its social structure is a loose hierarchy based on ability and reputation. Its looks are a mixture between desert- and Imperial influences, while in function and vibe it is very similar to a classic 'Wild West Frontier Town'.

Names. For those who have lived here for multiple generations, their names are likely a weird conjunction or amalgamation of the Imperial name they once had. The name of the village itself is a remnant of its old name, *Limen Orientis*, meaning Threshold of the East.

THE EMPIRE

The Empire has the look and feel of a 'standard' Medieval European Fantasy aesthetic, but to create an interesting twist (and to take more inspiration from the Gobi region) its dynamics and structures will take inspiration from Ancient/Imperial China. It has a bureaucratic system of control and standardization, an emphasis on formal procedures and written records, and clear social hierarchies and roles.

Castes. Imperial society has strict castes. At age 15 someone's caste is determined, and remains the same for the rest of their life.

- **Aurum.** Nobility, governance, leaders, judges, officials.
- **Ferrum.** Soldiers, guards, defenders, military.
- **Lumen.** Scholars, priests, Marked Magic-Users.
- **Manus.** Craft, trade, merchants, artisans, skilled laborers.
- **Terra.** Labor and resources, farmers, miners.

Names. Imperial names are very formal and extensive. Someone's full name has the structure of *[First Name] + [Caste Name] + "val" (of/from) + [Birthplace] + [Family Name]*. In practice, only nobility insists on using full names.

Cities. Some notable cities of the Empire, should they be relevant later:

- **Validras** - The heart of empire, where golden spires rise above marble streets and every third citizen seems to be a bureaucrat with an important scroll.

- **Corvalius** - The Jewel of the Southern Sea, where merchant ships from distant shores crowd the harbors and exotic spices fill the air.
- **Mystralum** - The City of Marked Mages, its towers gleaming with perpetual magical light, home to the Empire's most prestigious schools of controlled magic.
- **Theraxus** - The Breadbasket of the Empire, where vast granaries rise like mountains and irrigation channels form a perfect geometric grid across the plains.
- **Dracavon** - The Forge of the Empire, nestled in mineral-rich hills, its sky perpetually tinted by smoke from countless smithies and foundries.
- **Noveris** - The Gateway to the East, final bastion of imperial power before the untamed desert, its walls higher than any other city's.

Religion. Within the Empire, the Empire itself is seen as divine - the unity of so many, guided by the Emperor. The Emperor isn't a god - it's more that they are a Pope-like figure, in direct communion with the divine 'spirit' of the Empire as a whole. This concept is known as **Imperial Unity**.

Note

A note on cultural inspiration: While this setting draws inspiration from Mongolian and Chinese history and culture, particularly in its depiction of desert nomads and imperial structures, it does so with respect and awareness of the limitations of the author's knowledge. These elements are used as creative inspiration rather than attempting to represent historical accuracy or real cultural practices. The setting intentionally blends and reimagines these influences with other elements like European medieval fantasy and American frontier stories to create something new, rather than trying to depict or simulate any real cultures. Any resemblance to actual cultural practices is intended with respect and appreciation, while acknowledging that this remains a work of fantasy.

THE VILLAGE OF LIMENTIS

HISTORY

The Empire has existed in some form for as long as recorded history shows - though what exactly constitutes "The Empire" has shifted like sand in the desert winds. It expands and contracts in a centuries-long cycle: periods of aggressive expansion are followed by decades of internal strife, only for several powerful houses to eventually band together and begin the cycle anew.

The water source at present-day Limentis has been a waystation for desert nomads since time immemorial. Roughly 500 years ago, the Empire established a formal outpost here - Limen Orientis, the Threshold of the East. The outpost was meant to be the first step in a greater expansion into the desert regions.

These ambitions were cut short when, a century later, the Empire's attention turned inward. The roads leading to Limen Orientis fell into disrepair, patrols became infrequent, and eventually ceased altogether. The outpost's inhabitants were faced with a choice: return to the Empire's heartland or remain. Many chose to stay, having formed bonds with the local nomadic peoples and grown accustomed to the harsh but free life on the frontier.

Over time, Limen Orientis became Limentis, and the settlement developed its own unique identity - a haven for those seeking to escape Imperial oversight, particularly magic-users unwilling to submit to the Empire's strict controls. The village became known as a place where the Empire's rigid structures began to dissolve into the chaos of the untamed desert.

Now, after centuries of relative isolation, Imperial interest in Limentis has rekindled. A successful military campaign in the Western regions has secured those territories, and the Empire's ever-hungry gaze turns toward the desert once more. The old roads are being cleared, patrols have resumed, and Imperial merchants arrive with increasing frequency. The question on everyone's minds: Will Limentis maintain its independence, or will it once again become the Empire's Threshold of the East?

RELIGION

The village maintains a small shrine to Imperial Unity where merchants can make offerings and villagers can participate in ceremonies marking important civic matters. However, the harsh realities of desert life mean that local spirit beliefs hold equal importance. Most villagers see no contradiction in burning incense at the Unity shrine before a trade negotiation, then consulting a spirit-talker about the best time to dig a new well.

In daily life, this manifests as:

- The village's three **Voices** make major decisions at the **Circle of Voices**, a stone circle that serves as both a formal Imperial meeting place and a sacred site where desert spirits are said to gather to witness important discussions
- While Imperial merchants bring their own scribes to record trade deals, these agreements are only considered fully binding after both parties have poured a water offering at the village spring, acknowledging the water spirit's role as witness
- Village marriages require both an Imperial Unity blessing (usually from a retired priest who maintains the shrine) and the approval of spirit-talkers who consult the local spirits about the match's harmony with the natural world
- The village calendar marks both Imperial holy days (celebrated with formal ceremonies at the Unity shrine) and local spiritual observances (like the desert spirit festivals that coincide with seasonal changes)

TRADITIONS

THE SALT CIRCLE

The Salt Circle is a sacred space for serious negotiations, such as disputes over water, trade, or other vital matters. A ring of salt is made, large enough to hold all participants, symbolizing the preciousness of the issue and marking a boundary from the ordinary world.

Within the Salt Circle, strict customs apply:

- Weapons are left outside.
- No one may enter or leave until talks conclude.
- Positions must be stated truthfully and clearly.
- Raising voices or making threats invalidates the circle.

Desert nomads believe ancestral spirits witness these negotiations, making truthfulness essential. Violating the circle's customs is not only dishonorable but damages the community's connection to the spirits.

MEMORY KEEPERS

When Imperial record-keepers left Limentis centuries ago, they took their scrolls and books - but the village adapted by developing "Living Records." Certain villagers, known as Memory-Keepers, are chosen to memorize specific domains of knowledge: trade histories, water rights, boundary stones, debt records, and so forth. Each Memory-Keeper has at least one apprentice learning their particular archive. Rather than dry recitation, these records are kept alive through songs, stories, and ritualized conversations.

However, Memory-Keepers often require something in return: a new story for their archive, help with a current problem, or the promise to remember and recount a particular tale they find important.

SUPERSTITIONS

- Never make a deal or promise at exactly noon - the harsh desert sun banishes all spirits who could witness it, making such agreements cursed to fail. This has evolved into a practical custom of taking a brief rest during the hottest part of the day.
- If you hear someone call your name in the desert but see no one when you turn around, don't answer - it's a spirit trying to steal your voice. Instead, whistle a tune. Desert nomads say this is why experienced guides are always humming or whistling while traveling.
- When entering someone's home, always touch the right doorpost first. This stems from an old Imperial custom (marking the house as under Imperial protection), but has evolved into a general gesture of respect. Failing to do so, especially as a guest, is considered deeply rude and unlucky.

LEADERSHIP

The village isn't led by a single person but rather a loose council of three "Voices" - traditionally one representing the permanent residents, one representing the wandering magic-users who use it as a waystation, and one representing trade interests.

Current council setup:

- **Voice of Hearth:** Marika val-Limentis (her family has been here for generations)
- **Voice of Winds:** Currently disputed/empty after previous Voice disappeared into the desert
- **Voice of Trade:** Dorian Manus-val-Noveris, an Imperial merchant who sees opportunity here

The council meets at each full moon at the Circle of Voices, a simple stone circle on a hill overlooking the village.

VOICE OF HEARTH

Marika val Limentis represents the practical, day-to-day concerns of running a frontier settlement. She's adaptable and mediating, focused on keeping the village functional. Deals with immediate issues like water distribution, housing and local disputes.

VOICE OF WINDS

A currently disputed/empty position. Traditionally represents the wandering magic-users, spiritual traditions, and connection to the desert. Tends to advocate for preserving the village's role as a sanctuary for Unmarked magic-users. The previous Voice disappeared into the desert recently.

VOICE OF TRADE

Dorian Manus val Noveris represents Imperial structure and commercial interests. Pushes for more formalized trade agreements, proper documentation and Imperial standards. Sees great potential in "legitimizing" Limentis as a proper Imperial trading post. Dorian is currently working on establishing more regular caravan schedules and proper tariffs.

ECONOMY

RESOURCES

- The village's main resource is its **permanent water source**, making it a vital stopping point
- Unique **desert crystals** form in nearby caves - these are valued by magic-users and Imperial scholars alike
- **Desert herbs** that only grow in this harsh climate are gathered and processed into medicines
- The village processes **hides** and **meat** from desert creatures hunted by nomadic groups
- A small number of hardy **goats** are kept for **milk** and **cheese**

TRADE DYNAMICS

- **Import.** Imperial caravans come through about once a month, bringing:
 - Grains & produce
 - Textiles
 - Tools and weapons
 - Imperial bureaucratic document and missives
- **Export.** They leave with:
 - Desert crystals
 - Processed herbs & medicines
 - Information about the frontier
- **Scarcity.** Fresh produce, refined goods, Imperial currency, formal education
- **Abundance.** Water (relatively), desert herbs, crystals, local knowledge
- **Training.** The villagers of Limentis can offer desert survival skills, in exchange for needed resources
- **Monthly Supplies.** Weapons, gear and armor are available once per month (1 every 4 weeks). This is also the time to offload valuable treasure.

PEOPLE

CHARACTER TRAITS

When encountering someone, pick or roll (1d3) to see what philosophy a character belongs to, and roll for their traits.

POSITIVE TRAIT (1D6)	ORDER	NEUTRAL	CHAOS
1	Disciplined	Practical	Free-spirited
2	Diplomatic	Adaptable	Traditional
3	Reliable	Curious	Intuitive
4	Dutiful	Mediating	Creative
5	Progressive	Independent	Passionate
6	Protective	Observant	Mystical
NEGATIVE TRAIT (1D6)	ORDER	NEUTRAL	CHAOS
1	Rigid	Opportunistic	Reckless

NEGATIVE TRAIT (1D6)	ORDER	NEUTRAL	CHAOS
2	Controlling	Cynical	Xenophobic
3	Judgmental	Apathetic	Volatile
4	Bureaucratic	Greedy	Superstitious
5	Arrogant	Wavering	Rude
6	Oppressive	Deceptive	Disobedient

CORVUS THE STAR-READER

- **Stats:** 3 HP, STR 8, DEX 8, WIL 14. Staff (d6).
- Rail-thin elderly man, layers of tattered robes covered in astronomical symbols. Wild white hair styled to mimic constellations, with tiny crystals woven in.
- Constantly mutters predictions about celestial alignments and their effects on local events. Surprisingly accurate about mundane matters while his grand prophecies remain cryptic.
- **Chaos:** Intuitive but superstitious.
- **Goal:** Needs rare crystals from deep in the desert for his "predictive array."
- **Agenda:** Believes he's discovered patterns in the stars warning of an imminent Imperial "absorption" of Limentis.

JASPER THREE-PURSES

- **Stats:** 3 HP, STR 10, DEX 10, WIL 12. Dagger (d6).
- Rotund, well-dressed man with multiple coin purses prominently displayed. Smile as golden as his rings, maintains a perfectly trimmed mustache.
- Known for buying anything of value, no questions asked. His prices are unfair but consistent, his word surprisingly reliable once gold changes hands.
- **Order:** Diplomatic but judgemental.
- **Goal:** Seeks to establish a permanent trading post with Imperial approval.
- **Agenda:** Building a network of indebted locals before Imperial commerce laws arrive.

HELENA "SANDSTORM" VAL-LIMENTIS

- **Stats:** 9 HP, 2 Armor, STR 14, DEX 12, WIL 12. *Block, Fight Back*. Longsword (d8).
- Weathered woman in her forties wearing a mix of Imperial armor pieces and local garments. Face bears a scar from desert cat claws.
- Trains local youths in basic defense and leads the militia when threats arise. Respected for treating desert raiders and Imperial patrols with equal suspicion.
- **Neutral:** Adaptable but opportunistic

- **Goal:** Needs better weapons and armor for militia training.
- **Agenda:** Creating a force strong enough to resist both Imperial control and desert raiders.

"SHADOW" MALIK

- **Stats:** 6 HP, STR 10, DEX 14, WIL 12. Two daggers (d6).
- Lean, quick-moving man who seems to blend into crowds. Wears simple clothes but with hidden pockets everywhere.
- Runs a "second-hand goods" shop that's really a front for moving items that "fell off a caravan."
- **Chaos:** Creative but xenophobic
- **Goal:** Looking for partners to expand his operation as trade increases.
- **Agenda:** Building a smuggling network before Imperial customs agents arrive.

DARIUS VAL-LIMENTIS

- **Stats:** 6 HP, STR 14, DEX 10, WIL 12. Club (d6).
- Broad-shouldered man with neatly trimmed beard and calloused hands. Wears stained apron over desert-style clothing.
- Runs *The Desert Rose*, Limentis's main tavern. Known for watering down Imperial wines but serving excellent local spirits.
- **Neutral:** Curious but apathetic
- **Goal:** Needs help dealing with Imperial merchants demanding "protection" payments.
- **Agenda:** Maintaining the tavern as a neutral ground for all factions.

KESTREL

- **Stats:** 6 HP, 2 Armor. STR 14, DEX 12, WIL 10. Armor Expert. Hammer (d8 bludgeoning).
- Trained armor- and weaponsmith. Muscular woman in her late thirties, distinctive Imperial forge-mark tattooed on her right forearm, marking her as a trained Imperial smith.
- **Neutral:** Mediating but cynical.
- **Goal:** Seeks a stable influx of ore from the desert.
- **Agenda:** Become a renowned smith by combining Imperial techniques with desert materials.

YARA THE HERB-WITCH

- **Stats:** 3 HP, STR 8, DEX 10, WIL 14. Staff (d6).
- Elderly woman with sharp eyes who wears practical robes covered in herb-stained pouches.
- Combines Imperial medical knowledge with desert healing traditions. Treats everyone but charges based on attitude.
- **Chaos:** Mystical but superstitious
- **Goal:** Seeking rare desert herbs and someone to apprentice to.

- **Agenda:** Preserving traditional healing knowledge before Imperial medicine takes over.

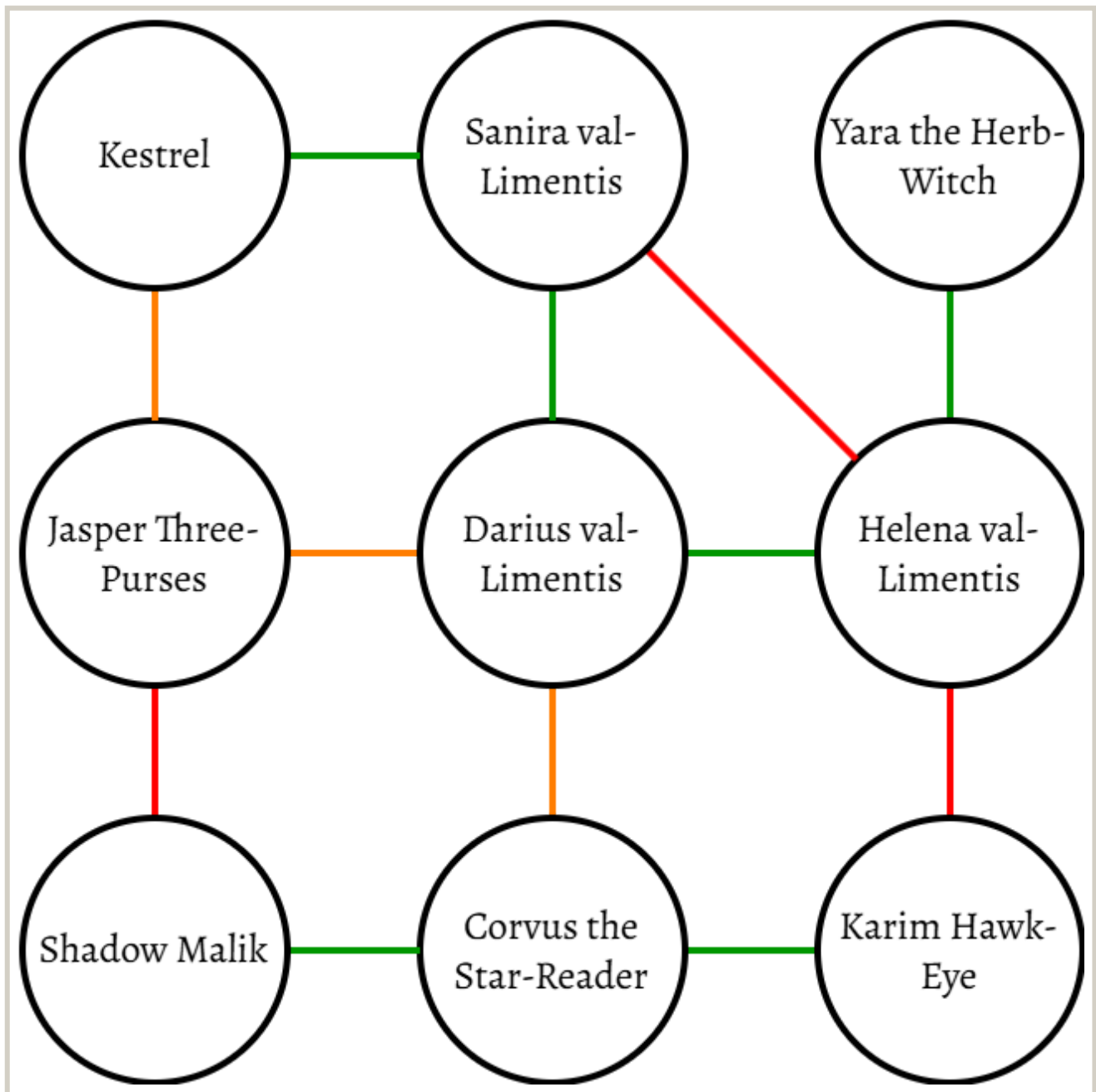
KARIM "HAWK-EYE"

- **Stats:** 6 HP, 1 Armor, STR 12, DEX 14, WIL 12. Bow (d6).
- Lean, sun-weathered man missing two fingers. Moves with deliberate grace despite age.
- Former desert scout who now trains others in survival skills. Knows every dune and rock formation for miles.
- **Neutral:** Observant but wavering.
- **Goal:** Needs someone to map new Imperial patrol routes.
- **Agenda:** Maintaining escape routes for Unmarked magic-users.

SANIRA VAL-LIMENTIS

- **Stats:** 3 HP, 0 Armor. STR 12, DEX 10, WIL 14. Staff (d6).
- Short, muscular woman with ritual scars on her arms marking years of service to the well spirits.
- Maintains the village's main well through both physical labor and traditional ceremonies.
- **Chaos:** Intuitive but superstitious.
- **Goal:** Seeks help investigating water level changes.
- **Agenda:** Protecting ancient water spirits from Imperial "rationalization."

RELATIONS & TENSIONS



- **Kestrel / Sanira.** Partnership: Good weapons need blessed water.
- **Kestrel / Jasper.** Competitors: Metal prices spark heated debates.
- **Sanira / Darius.** Mutual Support: Spirits bless the watering hole.
- **Sanira / Helena.** Ideological Conflict: Militias disturb water spirits.
- **Jasper / Darius.** Power Play: Debts leverage tavern secrets.
- **Jasper / Malik.** Trade War: Legitimate business versus shadow markets.
- **Darius / Helena.** Intelligence Network: Information flows over quiet drinks.
- **Helena / Yara.** Alliance: Medicine for militia, protection promised.
- **Darius / Corvus.** Reluctant Tolerance: Prophecies drive customers away.
- **Malik / Corvus.** Conspiracy: Desert secrets stay between friends.
- **Corvus / Karim.** Guidance: Stars guide desert paths.

- **Helena / Karim.** Authority Dispute: Desert routes need proper patrols.

PLACES

THE FORT

Architecture: Thick stone walls, Imperial defensive architecture from 500 years ago. Much has crumbled but what remains is imposing. Buildings feature high ceilings, sturdy archways, and deep cellars. Old Imperial symbols are still visible in the stonework.

Vibe: Dignified, ancient authority. The Old Families maintain an air of quiet nobility without Imperial pomp. There's a sense of weight and history here - decisions that affect the whole village are made in these halls.

Points of Interest:

- Circle of Voices: Ancient courtyard where the three Voices meet
- Old Watchtower: Partially crumbling but still offers the best view of approaching travelers
- Family Compounds: Ancient rooms converted into separate living quarters
- Hidden Archives: Cellars where the Memory-Keepers maintain their records
- Original Garrison Chapel: Now used for both Unity worship and spirit ceremonies

OLD TOWN

Architecture: A fascinating blend of Imperial and desert construction. Buildings are made of local stone but follow modified Imperial designs - thick walls for insulation, but with desert-style courtyards and wind catchers. Multiple levels connected by worn stone stairs.

Vibe: The true heart of Limentis. Busy but not chaotic, where different cultures and traditions have naturally mixed over centuries. Everyone knows everyone, and life follows old rhythms.

Points of Interest:

- The Desert Rose: Multi-level tavern built into the hillside
- Temple of Unity: Largest non-military building from the original settlement
- Watering Guild Hall: Built around the main well access
- Memory-Keeper's Square: Where oral histories are shared
- The Steps: Ancient stone stairways connecting different levels
- Hidden shrines: Small spirit-worship sites tucked away in alleys

IMPERIAL QUARTER

Architecture: Rigid Imperial style - geometric layouts, standardized building heights, proper stone-paved streets. Everything is new and tries to look exactly like it would in the Empire's heartland, despite using local materials.

Vibe: Artificially ordered. Merchants and officials trying to recreate Imperial city life in the desert. There's wealth here, but also a sense of forced civilization.

Points of Interest:

- Eastern Trade League Office: The grandest new building
- Merchant Court: Where official trade agreements are made
- New Market Hall: Built to Imperial standards
- Customs House: Where goods are taxed and registered
- The New Wall: Separating "civilization" from the desert

NOMADTOWN

Architecture: Primarily tents and yurts, but also clever semi-permanent structures that can be easily repaired after sandstorms. Everything is built to be either moved or abandoned if needed.

Vibe: Vibrant and ever-changing. A mix of permanent desert dwellers and temporary visitors. The atmosphere shifts between quiet and bustling depending on which tribes are visiting.

Points of Interest:

- The Open Market: Where desert goods are traded
- Communal Cooking Pits: Center of social life
- Caravan Grounds: Where visiting traders camp
- Water-Blessing Pool: Where water offerings are made
- The Story-Fire: Where nomads share news and tales
- Red Sand Meeting Tent: Where nomad leaders gather

TEMPLE OF UNITY

The Temple of Unity serves as Limentis's main healing center. The building follows Imperial architectural principles but incorporates local materials and desert building techniques. Its main healing hall features both an Imperial Unity shrine and spaces for desert spirit ceremonies.

The temple's healers combine Imperial medical knowledge with desert healing traditions. Imperial theory sees illness as disorder in the body's unity, requiring carefully documented procedures to restore balance. Desert healing views sickness as disharmony with the spirits, requiring ritual and natural remedies.

Sister **Mei Terra-val-Mystralum**, a former Imperial healer drawn to desert healing traditions, leads the temple with her two apprentices. She maintains enough Imperial documentation to satisfy occasional inspectors while incorporating local healing wisdom that official Imperial medicine might reject.

For treatment, the temple provides comfortable rest facilities and allows for treating wounds and diseases.

RUMORS

D6+D6	RUMOR	
11	"The water level in the main well drops faster every week - and it's not even dry season yet."	True
12	"That Imperial trade inspector keeps asking strange questions about who owns which buildings."	True
13	"Three different caravans have reported seeing strange lights in the deep desert recently."	True
14	"Some of Helena's militia trainees went missing during their desert patrol exercise last week."	True
15	"The Old Families have been meeting more frequently at the Circle of Voices lately."	True
16	"Corvus the Star-Reader seems more worried than usual - says he's seen something troubling in the stars."	True
21	"Shadow Malik's shop has more Imperial goods than usual, but no caravan's been through in weeks."	True
22	"The Watering Guild added new marks to their water-sharing tablets - something about 'emergency measures'."	True
23	"Those desert crystals the Empire's been buying? Word is they're using them for some kind of magical detection."	True
24	"The last Voice of Winds was seen walking into the desert at midnight, following something only they could see."	True
25	"The Empire's planning to build a proper stone road all the way to Limentis by next spring."	False
26	"The desert nomads have found a huge new water source and won't need our wells anymore."	False
31	"Jasper Three-Purses is secretly an Imperial spy collecting names of Unmarked magic users."	False
32	"The Old Families are selling their water rights to the Empire for a fortune in gold."	False
33	"There's a secret Imperial prison being built in those caves where the crystal miners work."	False
34	"The Memory-Keepers have forgotten half their histories due to a curse from angry spirits."	False
35	"Helena's militia is actually training to fight against Imperial forces when they arrive."	False
36	"The desert spirits have abandoned Limentis because of all the Imperial Unity ceremonies."	False
41	"The Eastern Trade League is planning to build their own wells, bypassing the Watering Guild completely."	False

D6+D6	RUMOR	
42	"The previous Voice of Winds didn't disappear - they're hiding in the fort's cellars plotting something."	False
43	"At night, you can hear chanting in two voices from the healing halls - one Imperial prayer, one spirit song."	True
44	"Sister Mei keeps two sets of medical records - one in Imperial script for inspectors, another in desert symbols."	True
45	"Deep in the temple cellars, there's an old shrine room where the floor has worn smooth from countless ceremonies."	True
46	"The temple's central fountain never freezes, even in winter - must be some kind of Imperial magic."	False
51	"If you sneak in at midnight during a full moon, you can see the spirits of past healers still tending to patients."	False
52	"Sister Mei has a secret room full of forbidden Imperial medical texts she stole before fleeing to Limentis."	False
53	"Corvus's predictions start coming true with suspicious accuracy"	True
54	"Jasper receives Imperial trade documents with hidden messages"	True
55	"Helena has discovered Imperial army equipment in Malik's shop"	True
56	"Yara's apprentice disappeared while gathering herbs"	True
61	"Strange lights appear at Sanira's well during midnight ceremonies"	True
62	"Karim spotted unknown riders using his secret routes"	True
63	"Darius's tavern has become a meeting point for anti-Imperial plotters"	True
64	"Kestrel heard rumors of surface-level iron ore out in the desert"	True
65	"There's an old Imperial treasury caravan that got lost in a sandstorm fifty years ago - still out there somewhere, completely preserved."	True
66	"The nomads say there's a valley where the morning dew forms perfect spheres of water that never evaporate - the Empire would pay handsomely for those."	True

FACTIONS

The following factions are active in and around Limentis.

- Common knowledge lists knowledge that anyone living in the region would know about the faction. Hidden information requires players to ask questions and pay a fictional cost, usually time or another resource. Secret information also requires questions and cost, but includes a chance of failure - this information requires dedicated effort and investigation, and might still fail.
- Goals exist in the same levels of knowledge. With each goal, the primary opposing faction is listed.
- Advantages are resources that the faction has at its disposal, and would deploy to achieve their goal.
- Obstacles list further seeds for possible conflict, favors and adventure.

THE OLD FAMILIES

Settler Nobility, Tenacious & Pragmatic, wielding Lineage & Position

COMMON KNOWLEDGE

Several extended families have lived in Limentis for generations. Their compounds occupy the oldest part of the village, where they hold key positions in governance. The Old Families maintain both Imperial and desert traditions, serving as a bridge between these cultures. Their council meetings are held in traditional stone circles, though some now incorporate Imperial ceremony as well.

- **Goal:** Maintain traditional village governance structures while accommodating minimal Imperial oversight
 - **Opposing Faction:** Eastern Trade League (pushes for Imperial oversight)

HIDDEN KNOWLEDGE

The Old Families maintain a complex web of marriages and alliances, holding ancient land deeds from Imperial times. Each family compound contains private shrines that blend Imperial Unity worship with desert spirit traditions. They preserve detailed oral histories of the region, passed down through designated Memory-Keepers in each family.

- **Goal:** Create alliances with both Imperial and nomadic powers to ensure village independence
 - **Opposing Faction:** Market Circle (prefers choosing Imperial side)

SECRET KNOWLEDGE

Through generations of desert life, the Old Families have accumulated **knowledge of hidden water sources** in the deep desert.

They maintain **secret pacts with desert spirits** dating back to the village's founding and keep evidence of past conflicts with the Empire hidden away. Throughout the village, they maintain hidden caches of emergency supplies, known only to trusted family members.

- **Goal:** Establish Limentis as a recognized autonomous region within the Empire
 - **Opposing Faction:** Eastern Trade League (wants economic control)

ADVANTAGES

- Deep local knowledge and respected authority
- Control over traditional decision-making processes
- Strong ties to both Imperial and desert cultures

OBSTACLES

- Young villagers drawn to Imperial opportunities
- Growing Imperial influence threatens traditional authority
- Internal disagreements about adapting to change

AGENT: ASHA VAL-LIMENTIS - COUNCIL REPRESENTATIVE

A dignified woman in her 50s who serves as the primary voice for the Old Families in village governance. Uses social connections and historical precedent to maintain traditional power. Primarily operates through formal channels and carefully worded proposals, masking traditional power plays in Imperial bureaucratic language.

THE WATERING GUILD

Workers of Infrastructure, Meticulous & Disciplined, wielding Specialization and their Apparatus

COMMON KNOWLEDGE

The Watering Guild manages Limentis's water infrastructure, maintaining wells, cisterns, and distribution systems. Their members wear distinctive **blue sashes** and can often be seen inspecting waterworks throughout the village. They keep detailed records of water usage and maintain the ancient water-sharing agreements between different village sections.

- **Goal:** Keep water distribution fair and traditional
 - **Opposing Faction:** Red Sand Nomads (competing water claims)

HIDDEN KNOWLEDGE

The Guild uses a **complex system of markers and signs** to track water flow and quality. They maintain secret maps of underground water channels and know how to redirect water in emergencies. Guild members undergo extensive training in both technical skills and traditional water ceremonies.

- **Goal:** Expand water infrastructure without drawing Imperial attention
 - **Opposing Faction:** Eastern Trade League (wants to regulate/tax water)

SECRET KNOWLEDGE

The Guild knows **ancient techniques for finding and protecting water sources** that blend engineering with spirit-magic. They maintain **secret agreements with water spirits** and keep records of past droughts and how they were survived. Some say they know of underground reservoirs that could sustain the village for years in crisis.

- **Goal:** Use water control as leverage to make Limentis too valuable for the Empire to directly control
 - **Opposing Faction:** Market Circle (would trade water control for profit)

ADVANTAGES

- Control of vital infrastructure
- Deep technical knowledge of water systems
- Authority in water-related disputes

OBSTACLES

- Imperial pressure to formalize/tax water access
- Increasing water demands from growing trade
- Competition from nomadic groups

AGENT: KARIM THE WELLKEEPER

Master of the village's largest well and trainer of new guild members. Uses his extensive knowledge of both technical water management and traditional water ceremonies to maintain the Guild's importance. Operates by building personal relationships with both villagers and visiting officials.

THE MARKET CIRCLE

Opportunistic Merchants, Shrewd & Cunning, wielding Information & Wealth

COMMON KNOWLEDGE

The Market Circle consists of local traders, craftspeople, and innkeepers who manage Limentis's day-to-day commerce. They maintain the marketplace and organize the monthly trading fairs when Imperial caravans arrive. Their members can be identified by the bronze tokens they wear, indicating their trading rights.

- **Goal:** Increase trade while preserving local merchant autonomy
 - **Opposing Faction:** Eastern Trade League (wants monopoly)

HIDDEN KNOWLEDGE

The Circle maintains private ledgers tracking debts and favors throughout the village. They have developed their own system of hand signals for negotiating prices and a network of runners who carry messages between members. Each member specializes in specific goods or services, with strict rules about competition.

- **Goal:** Build a merchant network independent of the Eastern Trade League
 - **Opposing Faction:** Old Families (controls traditional trade rights)

SECRET KNOWLEDGE

The Circle maintains hidden storage spaces throughout the village and knows secret routes for moving goods quickly. They keep detailed information about Imperial trade patterns and pricing that could be valuable to competitors. Some members maintain secret connections with desert smugglers.

- **Goal:** Position Limentis as an essential trade hub that even the Empire can't afford to disrupt
 - **Opposing Faction:** Red Sand Nomads (offers alternative trade routes)

ADVANTAGES

- Control of day-to-day commerce
- Network of trade connections
- Knowledge of regional markets

OBSTACLES

- Imperial merchants undercutting local business
- Tension with traditional village practices
- Dependency on Eastern Trade League

AGENT: SERRA THREE-COINS

Owner of the largest inn in Limentis and unofficial information broker. Maintains appearance of a simple innkeeper while gathering intelligence from travelers. Uses information and hospitality to influence both local politics and Imperial trade relationships.

THE UNMARKED CIRCLE

Arcane Exiles, Enigmatic & Secretive, wielding Magic & Subterfuge

COMMON KNOWLEDGE

The Unmarked are magic-users who refuse Imperial regulation and magical marking. They use Limentis as a **waystation** and gathering point, recognizable by their covered foreheads and tendency to travel at night. They often trade **magical services** for supplies and shelter.

- **Goal:** Maintain safe passage through Limentis
 - **Opposing Faction:** Eastern Trade League (reports unlicensed magic)

HIDDEN KNOWLEDGE

The Unmarked maintain a **network of safe houses and secret meeting spots** throughout the region. They use a system of magical signs to communicate with each other and mark safe locations. Many have developed unique magical techniques blending Imperial and desert traditions.

- **Goal:** Transform Limentis into a permanent sanctuary for Unmarked magic-users
 - **Opposing Faction:** Old Families (fears Imperial attention)

SECRET KNOWLEDGE

The Unmarked know **secret routes through the desert** that avoid Imperial patrols. They maintain hidden caches of magical supplies and forbidden knowledge throughout the region. Some say they know how to temporarily suppress or disguise magical markings. The Unmarked are coordinating secret expeditions to ancient ruins, said to hold powerful magical artifacts.

- **Goal:** Discover/create a way to permanently resist Imperial magical control
 - **Opposing Factions:** Market Circle (profits from Imperial cooperation), the Eastern Trade League (agents of the Empire's reach)

ADVANTAGES

- Powerful but dangerous uncontrolled magic
- Network of secret locations and routes
- Unique magical knowledge

OBSTACLES

- Imperial magical oversight
- Need for secrecy limits influence
- Internal conflicts over using magic

AGENT: "WINTER"

Seemingly a traveling herbalist, actually coordinates safe passage for Unmarked magic-users. Operates through a network of subtle signals and codes. Uses healing skills as cover for magical activities.

THE RED SAND NOMADS

Nomadic Tribes, Fierce & Tenacious, wielding Large Numbers & Force

COMMON KNOWLEDGE

The Red Sand Nomads are desert dwellers who follow traditional migration patterns through the region. They are known for their distinctive red-dyed clothing and superior desert survival skills. They regularly trade with Limentis, bringing unique desert goods.

- **Goal:** Preserve traditional access to water and trade
 - **Opposing Faction:** Watering Guild (controls water)

HIDDEN KNOWLEDGE

The Nomads maintain complex social structures based on family groups and seasonal gatherings. They have developed sophisticated techniques for finding water and navigating the desert. Their traders use a complex system of gestures and tokens to indicate good faith in trading.

- **Goal:** Unite desert tribes against Imperial expansion
 - **Opposing Faction:** Market Circle (divides tribes through trade)

SECRET KNOWLEDGE

The Nomads know the locations of valuable resources deep in the desert, including crystal deposits and rare herbs. They maintain ancient agreements with desert spirits and know secret ways to communicate with them. Some say they know of hidden oases that don't appear on any Imperial maps.

- **Goal:** Find/create new water sources to reduce dependency on settlements
 - **Opposing Faction:** Eastern Trade League (claims all water rights)

ADVANTAGES

- Superior desert survival skills
- High mobility
- Deep desert knowledge

OBSTACLES

- Need for trade goods from settlements
- Increasing Imperial presence
- Competition for water rights

AGENT: ARANUK

Chief trader for his band, known for his fierce negotiating style. Outwardly pleasant but ruthless in pursuing his people's interests. Combines traditional desert knowledge with sharp trading instincts.

THE EASTERN TRADE LEAGUE

Imperial Merchants, Connected & Manipulative, wielding Resources & Position

COMMON KNOWLEDGE

The Eastern Trade League represents Imperial commercial interests in the region. They organize regular caravans to Limentis and maintain trading posts along the route. Their members wear distinctive purple-trimmed robes and carry official Imperial trade permits.

- **Goal:** Establish regular, profitable trade routes
 - **Opposing Faction:** Red Sand Nomads (disrupts routes)

HIDDEN KNOWLEDGE

The League maintains detailed records of all transactions and keeps close watch on local resources and prices. They have developed an efficient system for moving goods through the desert and maintain their own network of informants throughout the region.

- **Goal:** Gradually increase Imperial economic control over Limentis
 - **Opposing Faction:** Old Families (maintains independence)

SECRET KNOWLEDGE

The League has secret plans for expanding Imperial influence in the region through economic means. They maintain detailed intelligence about local politics and resources that they share with Imperial authorities. Some say they have already begun buying up water rights through proxies.

- **Goal:** Make Limentis completely dependent on Imperial trade through debt and obligation
 - **Opposing Factions:** Old Families, Market Circle, Watering Guild

ADVANTAGES

- Imperial backing
- Substantial resources
- Extensive trade network

OBSTACLES

- Local resistance to Imperial practices
- Desert environment challenges
- Complex local politics

AGENT: LUCIUS MANUS-VAL-NOVERIS

Official Imperial trade representative, unofficial intelligence gatherer. Presents as a bureaucratic merchant while building network of informants. Uses combination of Imperial authority and personal charm to expand League influence.