**Armies of Nemmyrl**

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**1. Norgarde**

**Clothing:** Norgardian warriors wear undergarments of linen covered by a tunic that extends to the knees. Base garments are lighter and shorter sleeved in the warmer months and thicker and longer during the dark of winter. Trousers are simple wool or linen, and can be either loose-fitting or tight. Men also wear leggings or wool wrappings from their knees down to their ankles and feet.

**Armor:** Norgardian warriors wear heavy cloaks and much thicker tunics of sheep's skin or some other hides. A strong leather belt around the waist holds weapons in place. Warriors wear thick, leather body armor, round shields, and metal helmets. Norgardians do not prefer overly heavy clothing or armor, largely because it is a hindrance in battle. In some cases, they may wear chain shirts. They tend to carry light wooden shields and wear steel caps with nasal guards or face plates.

**Weapons:** Norgardian warriors tend to carry short or long swords, battle axes, throwing axes, and short bows.

**Standard Armor and Weapons:**Chain Shirt +5 AC, Light Wooden Shield +1, Throwing Axe 1d6 / x2, Shortbow 1d6 / x3, Steel Cap with Face Plate

Conscript Infantry (well-equipped): (Armor) (Weapons)

Conscript Infantry (poorly-equipped): (Armor) (Weapons)

Professional Infantry (well-equipped): (Armor) (Weapons)

Professional Infantry (poorly-equipped): (Armor) (Weapons)

Archers (well-equipped): (Armor) (Weapons)

Archers (poorly-equipped): (Armor) (Weapons)

Mounted Cavalry (well-equipped): (Armor) (Weapons) (Mount)

Mounted Cavalry (poorly-equipped): (Armor) (Weapons) (Mount)

**Markings and Standards:** Norgardian armies are recognized by the colors and designs on their shields, which match the standard for their jarl or chieftain. All other parts of their clothing and armor are of mundane and varied colors and patterns. They do not typically carry standards or flags.



**2. Northwest Amadar**

The only human settlements north of the Augemere Sea are the ones established by Norgardians along the coast. In every way these settlers maintain the same culture, language, and attire of their kin in Norgarde. This includes their warriors.

**Clothing:** Norgardian warriors wear undergarments of linen covered by a tunic that extends to the knees. Base garments are lighter and shorter sleeved in the warmer months and thicker and longer during the dark of winter. Trousers are simple wool or linen, and can be either loose-fitting or tight. Men also wear leggings or wool wrappings from their knees down to their ankles and feet.

**Armor:** Norgardian warriors wear heavy cloaks and much thicker tunics of sheep's skin or some other hides. A strong leather belt around the waist holds weapons in place. Warriors wear thick, leather body armor, round shields, and metal helmets. Norgardians do not prefer overly heavy clothing or armor, largely because it is a hindrance in battle. In some cases, they may wear chain shirts. They tend to carry light wooden shields and wear steel caps with nasal guards or face plates.

**Weapons:** Norgardian warriors tend to carry short or long swords, battle axes, throwing axes, and short bows.

**Standard Armor and Weapons:**Chain Shirt +5 AC, Light Wooden Shield +1, Throwing Axe 1d6 / x2, Shortbow 1d6 / x3, Steel Cap with Face Plate

Conscript Infantry (well-equipped): (Armor) (Weapons)

Conscript Infantry (poorly-equipped): (Armor) (Weapons)

Professional Infantry (well-equipped): (Armor) (Weapons)

Professional Infantry (poorly-equipped): (Armor) (Weapons)

Archers (well-equipped): (Armor) (Weapons)

Archers (poorly-equipped): (Armor) (Weapons)

Mounted Cavalry (well-equipped): (Armor) (Weapons) (Mount)

Mounted Cavalry (poorly-equipped): (Armor) (Weapons) (Mount)

**Markings and Standards:** Norgardian armies are recognized by the colors and designs on their shields, which match the standard for their jarl or chieftain. All other parts of their clothing and armor are of mundane and varied colors and patterns. They do not typically carry standards or flags.

**3. Plenia**

**Clothing:** The typical soldier of the west, high-born or low, is attired in a mid-length tunic, breeches, belt, and leather boots or shoes. Knights and well-funded soldiers may wear a higher quality cloth, some even silk, decorated in threadwork and high boots of rich leather and shiny buckles.

**Armor:**

Common foot soldiers and archers wear a gambeson (also aketon, padded jack, pourpoint, or arming doublet), which is a padded, quilted defensive jacket constructed of linen or wool. Professional soldiers and knights wear medium to heavy armor over this jacket. Foot soldiers carry kite shields or, in some cases, tower shields. Cavalry carry light shields.

**Weapons:** Conscripts carry only a spear and perhaps a short sword or dagger. Militia and professional soldiers carry long swords, battle axes, heavy maces, or some form of polearm. Mounted soldiers carry a heavy lance as well as a longword, light mace, flail, or battle axe.

**Standard Armor and Weapons:**

Conscript Infantry (poorly-equipped): (Armor) Leather +2, Light Wooden Shield +1; (Weapons) Spear 1d8 / x3, Short Sword 1d6 / 19-20

Conscript Infantry (well-equipped): (Armor) Padded Armor +1, Light Wooden Shield +1; (Weapons) Spear 1d8 / x3, Short Sword 1d6 / 19-20

Professional Infantry (poorly-equipped): (Armor) Splint Mail +6 AC, Heavy Steel Shield +2 AC; (Weapons) Longsword 1d8 / 19-20, Spear 1d8 / x3, Mace, light 1d6 / x2

Professional Infantry (well-equipped): (Armor) Splint Mail +6 AC, Heavy Steel Shield +2 AC; (Weapons) Longsword 1d8 / 19-20, Spear 1d8 / x3, Mace, light 1d6 / x2

Archers: (Armor) Scale Mail +4; (Weapons) Long Bow 1d8 /x3

Mounted Cavalry: heavy or medium armor, (Weapons) Long Sword 1d8 / x2, Lance 1d8 / x3, Heavy Metal Shield +2 AC

Conscript Infantry (well-equipped): (Armor) (Weapons)

Conscript Infantry (poorly-equipped): (Armor) (Weapons)

Professional Infantry (well-equipped): (Armor) (Weapons)

Professional Infantry (poorly-equipped): (Armor) (Weapons)

Archers (well-equipped): (Armor) (Weapons)

Archers (poorly-equipped): (Armor) (Weapons)

Mounted Cavalry (well-equipped): (Armor) (Weapons) (Mount)

Mounted Cavalry (poorly-equipped): (Armor) (Weapons) (Mount)

**Markings and Standards:** Western armies prominently display the devices and colors of their local lord or lady on banners, shields, and clothing. Soldiers of the king or queen bear the device and color of the throne. Vassal armies feature a diagonal sash of the kingdom’s color on their shields and banners to show their allegiance. Knights and high-ranking soldiers may wear a tabard, a sleeveless jerkin or loose overgarment, bearing the colors of their lord. Conscripts carry no device on their shields, but may be issued a ribbon of their house or kingdom color to wear on their left arm. In well-funded campaigns, conscripts receive a tabard of coarse cloth.

**4. Treviland**

**Clothing:** The typical soldier of the west, high-born or low, is attired in a mid-length tunic, breeches, belt, and leather boots or shoes. Knights and well-funded soldiers may wear a higher quality cloth, some even silk, decorated in threadwork and high boots of rich leather and shiny buckles.

**Armor:** Common foot soldiers and archers wear a gambeson (also aketon, padded jack, pourpoint, or arming doublet), which is a padded, quilted defensive jacket constructed of linen or wool. Professional soldiers and knights wear medium to heavy armor over this jacket. Foot soldiers carry kite shields or, in some cases, tower shields. Cavalry carry light shields.

**Weapons:** Conscripts carry only a spear and perhaps a short sword or dagger. Militia and professional soldiers carry long swords, battle axes, heavy maces, or some form of polearm. Mounted soldiers carry a heavy lance as well as a longword, light mace, flail, or battle axe.

**Standard Armor and Weapons:**(Infantry) Splint Mail +6 AC, Heavy Steel Shield +2 AC, Longsword 1d8 / 19-20, Spear 1d8 / x3, Mace, light 1d6 / x2; (Archer) Scale Mail +4, Long Bow 1d8; (Conscript) Leather +2, Spear 1d8 / x3, Short Sword 1d6 / 19-20, Light Wooden Shield +1; (Cavalry) heavy or medium armor, long sword 1d8 / x2, lance 1d8 / x3, heavy metal shield +2 AC, Long Sword 1d8 / x2

Conscript Infantry (well-equipped): (Armor) (Weapons)

Conscript Infantry (poorly-equipped): (Armor) (Weapons)

Professional Infantry (well-equipped): (Armor) (Weapons)

Professional Infantry (poorly-equipped): (Armor) (Weapons)

Archers (well-equipped): (Armor) (Weapons)

Archers (poorly-equipped): (Armor) (Weapons)

Mounted Cavalry (well-equipped): (Armor) (Weapons) (Mount)

Mounted Cavalry (poorly-equipped): (Armor) (Weapons) (Mount)

**Markings and Standards:** Western armies prominently display the devices and colors of their local lord or lady on banners, shields, and clothing. Soldiers of the king or queen bear the device and color of the throne. Vassal armies feature a diagonal sash of the kingdom’s color on their shields and banners to show their allegiance. Knights and high-ranking soldiers may wear a tabard, a sleeveless jerkin or loose overgarment, bearing the colors of their lord. Conscripts carry no device on their shields, but may be issued a ribbon of their house or kingdom color to wear on their left arm. In well-funded campaigns, conscripts receive a tabard of coarse cloth.

**5. Erigoth**

**Clothing:** The typical soldier of the west, high-born or low, is attired in a mid-length tunic, breeches, belt, and leather boots or shoes. Knights and well-funded soldiers may wear a higher quality cloth, some even silk, decorated in threadwork and high boots of rich leather and shiny buckles.

**Armor:** Common foot soldiers and archers wear a gambeson (also aketon, padded jack, pourpoint, or arming doublet), which is a padded, quilted defensive jacket constructed of linen or wool. Professional soldiers and knights wear medium to heavy armor over this jacket. Foot soldiers carry kite shields or, in some cases, tower shields. Cavalry carry light shields.

**Weapons:** Conscripts carry only a spear and perhaps a short sword or dagger. Militia and professional soldiers carry long swords, battle axes, heavy maces, or some form of polearm. Mounted soldiers carry a heavy lance as well as a longword, light mace, flail, or battle axe.

**Standard Armor and Weapons:**(Infantry) Splint Mail +6 AC, Heavy Steel Shield +2 AC, Longsword 1d8 / 19-20, Spear 1d8 / x3, Mace, light 1d6 / x2; (Archer) Scale Mail +4, Long Bow 1d8; (Conscript) Leather +2, Spear 1d8 / x3, Short Sword 1d6 / 19-20, Light Wooden Shield +1; (Cavalry) heavy or medium armor, long sword 1d8 / x2, lance 1d8 / x3, heavy metal shield +2 AC, Long Sword 1d8 / x2

Conscript Infantry (well-equipped): (Armor) (Weapons)

Conscript Infantry (poorly-equipped): (Armor) (Weapons)

Professional Infantry (well-equipped): (Armor) (Weapons)

Professional Infantry (poorly-equipped): (Armor) (Weapons)

Archers (well-equipped): (Armor) (Weapons)

Archers (poorly-equipped): (Armor) (Weapons)

Mounted Cavalry (well-equipped): (Armor) (Weapons) (Mount)

Mounted Cavalry (poorly-equipped): (Armor) (Weapons) (Mount)

**Markings and Standards:** Western armies prominently display the devices and colors of their local lord or lady on banners, shields, and clothing. Soldiers of the king or queen bear the device and color of the throne. Vassal armies feature a diagonal sash of the kingdom’s color on their shields and banners to show their allegiance. Knights and high-ranking soldiers may wear a tabard, a sleeveless jerkin or loose overgarment, bearing the colors of their lord. Conscripts carry no device on their shields, but may be issued a ribbon of their house or kingdom color to wear on their left arm. In well-funded campaigns, conscripts receive a tabard of coarse cloth.

**6. Tirudor**

**Clothing:** The typical soldier of the west, high-born or low, is attired in a mid-length tunic, breeches, belt, and leather boots or shoes. Knights and well-funded soldiers may wear a higher quality cloth, some even silk, decorated in threadwork and high boots of rich leather and shiny buckles.

**Armor:** Common foot soldiers and archers wear a gambeson (also aketon, padded jack, pourpoint, or arming doublet), which is a padded, quilted defensive jacket constructed of linen or wool. Professional soldiers and knights wear medium to heavy armor over this jacket. Foot soldiers carry kite shields or, in some cases, tower shields. Cavalry carry light shields.

**Weapons:** Conscripts carry only a spear and perhaps a short sword or dagger. Militia and professional soldiers carry long swords, battle axes, heavy maces, or some form of polearm. Mounted soldiers carry a heavy lance as well as a longword, light mace, flail, or battle axe.

**Standard Armor and Weapons:**(Infantry) Splint Mail +6 AC, Heavy Steel Shield +2 AC, Longsword 1d8 / 19-20, Spear 1d8 / x3, Mace, light 1d6 / x2; (Archer) Scale Mail +4, Long Bow 1d8; (Conscript) Leather +2, Spear 1d8 / x3, Short Sword 1d6 / 19-20, Light Wooden Shield +1; (Cavalry) heavy or medium armor, long sword 1d8 / x2, lance 1d8 / x3, heavy metal shield +2 AC, Long Sword 1d8 / x2

Conscript Infantry (well-equipped): (Armor) (Weapons)

Conscript Infantry (poorly-equipped): (Armor) (Weapons)

Professional Infantry (well-equipped): (Armor) (Weapons)

Professional Infantry (poorly-equipped): (Armor) (Weapons)

Archers (well-equipped): (Armor) (Weapons)

Archers (poorly-equipped): (Armor) (Weapons)

Mounted Cavalry (well-equipped): (Armor) (Weapons) (Mount)

Mounted Cavalry (poorly-equipped): (Armor) (Weapons) (Mount)

**Markings and Standards:** Western armies prominently display the devices and colors of their local lord or lady on banners, shields, and clothing. Soldiers of the king or queen bear the device and color of the throne. Vassal armies feature a diagonal sash of the kingdom’s color on their shields and banners to show their allegiance. Knights and high-ranking soldiers may wear a tabard, a sleeveless jerkin or loose overgarment, bearing the colors of their lord. Conscripts carry no device on their shields, but may be issued a ribbon of their house or kingdom color to wear on their left arm. In well-funded campaigns, conscripts receive a tabard of coarse cloth.

**7. Hyderis**

**Clothing:**

**Armor:**

**Weapons:**

**Standard Armor and Weapons:**

Conscript Infantry (well-equipped): (Armor) (Weapons)

Conscript Infantry (poorly-equipped): (Armor) (Weapons)

Professional Infantry (well-equipped): (Armor) (Weapons)

Professional Infantry (poorly-equipped): (Armor) (Weapons)

Archers (well-equipped): (Armor) (Weapons)

Archers (poorly-equipped): (Armor) (Weapons)

Mounted Cavalry (well-equipped): (Armor) (Weapons) (Mount)

Mounted Cavalry (poorly-equipped): (Armor) (Weapons) (Mount)

**Markings and Standards:**

**8. Oberon Lands**

**Clothing:**

**Armor:**

**Weapons:**

**Standard Armor and Weapons:**

Conscript Infantry (well-equipped): (Armor) (Weapons)

Conscript Infantry (poorly-equipped): (Armor) (Weapons)

Professional Infantry (well-equipped): (Armor) (Weapons)

Professional Infantry (poorly-equipped): (Armor) (Weapons)

Archers (well-equipped): (Armor) (Weapons)

Archers (poorly-equipped): (Armor) (Weapons)

Mounted Cavalry (well-equipped): (Armor) (Weapons) (Mount)

Mounted Cavalry (poorly-equipped): (Armor) (Weapons) (Mount)

**Markings and Standards:**

**9. Ongolk**

**Clothing:**

**Armor:**

**Weapons:**

**Standard Armor and Weapons:**

* **Conscript Infantry (well-equipped):**
	+ **Armor**
		- Leather AC +2 (Awqana Kusma)
		- Light Wooden Shield AC +1 (Wallqanqa)
	+ **Weapons**
		- Short Sword 1d6 / 19-20 (Macuahuitl) or Mace, heavy 1d8 / x2 (Chaska chuqui)
		- Spear 1d8 / x3 (Tepoztopilli)
		- Projectile Thrower (add 1d4 dmg) (Atlatl)
		- Bola (entangle)
		- Blowgun
* **Conscript Infantry (poorly-equipped):**
	+ **Armor**
		- Padded Armor AC +1 (Awqana Kusma)
		- Buckler (back) AC +1 (Wallqanqa)
	+ **Weapons**
		- Mace, light 1d6 / x2 (Chambi) or Hand Axe 1d6 / x3 (Itztopilli)
		- Spear 1d8 / x3 (Tepoztopilli)
		- Projectile Thrower (add 1d4 dmg) (Atlatl)
		- Bola (entangle)
		- Blowgun 1d4 + special
* **Professional Infantry** (well-equipped):
	+ **Armor**
		- Breastplate AC +5 (Awqana Kusma)
		- Heavy Wooden Shield AC +2 (Wallqanqa, with apron)
	+ **Weapons**
		- Longsword 1d8 / 19-20 (Macuahuitl)
		- Mace, heavy 1d8 / x2 (Chaska chuqui)
		- Spear 1d8 / x3 (Tepoztopilli)
		- Projectile Thrower (add 1d4 dmg) (Atlatl)
		- Bola (entangle)
		- Blowgun 1d4 + special
* **Professional Infantry** (poorly-equipped):
	+ **Armor**
		- Hide Armor AC +3 (Lamellar)
		- Heavy Wooden Shield AC +2 (Wallqanqa, with apron)
	+ **Weapons**
		- Longsword 1d8 / 19-20 (Macuahuitl)
		- Mace, heavy 1d8 / x2 (Chaska chuqui)
		- Spear 1d8 / x3 (Tepoztopilli)
		- Projectile Thrower (add 1d4 dmg) (Atlatl)
		- Bola (entangle)
		- Blowgun 1d4 + special
* **Archers** (well-equipped):
	+ **Armor**
		- Leather AC +2 (Awqana Kusma)
		- Buckler (back) AC +1 (Wallqanqa)
	+ **Weapons**
		- Dart 1d4 / x2 (multiple)
		- Javelin 1d6 / x2 (multiple)
		- Projectile Thrower (add 1d4 dmg) (Atlatl)
		- Sling 1d4 / x2 (Waraka)
		- Blowgun 1d4 + special
* **Archers** (poorly-equipped):
	+ **Armor**
		- Padded Armor AC +1 (Awqana Kusma)
		- Buckler (back) AC +1 (Wallqanqa)
	+ **Weapons**
		- Dart 1d4 / x2 (multiple)
		- Javelin 1d6 / x2 (multiple)
		- Projectile Thrower (add 1d4 dmg) (Atlatl)
		- Sling 1d4 / x2 (Waraka)
		- Blowgun 1d4 + special
* **Mounted Cavalry** (well-equipped):
	+ **Armor**
		- Breastplate AC +5 (Awqana Kusma)
		- Heavy Wooden Shield AC +2 (Wallqanqa, with apron)
	+ **Weapons**
		- Longsword 1d8 / 19-20 (Macuahuitl)
		- Mace, heavy 1d8 / x2 (Chaska chuqui)
		- Spear 1d8 / x3 (Tepoztopilli)
	+ **Mount:** Dire Jaguar
* **Mounted Cavalry** (poorly-equipped):
	+ **Armor**
		- Hide Armor AC +3 (Lamellar)
		- Heavy Wooden Shield AC +2 (Wallqanqa, with apron)
	+ **Weapons**
		- Longsword 1d8 / 19-20 (Macuahuitl)
		- Mace, heavy 1d8 / x2 (Chaska chuqui)
		- Spear 1d8 / x3 (Tepoztopilli)
	+ **Mount:** Dire Jaguar

**Markings and Standards:**

**10. Haka’Na**

**Clothing:**

**Armor:**

**Weapons:**

**Standard Armor and Weapons:**

Conscript Infantry (well-equipped): (Armor) (Weapons)

Conscript Infantry (poorly-equipped): (Armor) (Weapons)

Professional Infantry (well-equipped): (Armor) (Weapons)

Professional Infantry (poorly-equipped): (Armor) (Weapons)

Archers (well-equipped): (Armor) (Weapons)

Archers (poorly-equipped): (Armor) (Weapons)

Mounted Cavalry (well-equipped): (Armor) (Weapons) (Mount)

Mounted Cavalry (poorly-equipped): (Armor) (Weapons) (Mount)

**Markings and Standards:**

**11. Sadara**

**Clothing:**

**Armor:**

**Weapons:**

**Standard Armor and Weapons:**

Conscript Infantry (well-equipped): (Armor) (Weapons)

Conscript Infantry (poorly-equipped): (Armor) (Weapons)

Professional Infantry (well-equipped): (Armor) (Weapons)

Professional Infantry (poorly-equipped): (Armor) (Weapons)

Archers (well-equipped): (Armor) (Weapons)

Archers (poorly-equipped): (Armor) (Weapons)

Mounted Cavalry (well-equipped): (Armor) (Weapons) (Mount)

Mounted Cavalry (poorly-equipped): (Armor) (Weapons) (Mount)

**Markings and Standards:**

**12. Celedon**

**Clothing:**

**Armor:**

**Weapons:**

**Standard Armor and Weapons:**

Conscript Infantry (well-equipped): (Armor) (Weapons)

Conscript Infantry (poorly-equipped): (Armor) (Weapons)

Professional Infantry (well-equipped): (Armor) (Weapons)

Professional Infantry (poorly-equipped): (Armor) (Weapons)

Archers (well-equipped): (Armor) (Weapons)

Archers (poorly-equipped): (Armor) (Weapons)

Mounted Cavalry (well-equipped): (Armor) (Weapons) (Mount)

Mounted Cavalry (poorly-equipped): (Armor) (Weapons) (Mount)

**Markings and Standards:**

**13. Tarbia**

**Clothing:**

**Armor:**

**Weapons:**

**Standard Armor and Weapons:**

Conscript Infantry (well-equipped): (Armor) (Weapons)

Conscript Infantry (poorly-equipped): (Armor) (Weapons)

Professional Infantry (well-equipped): (Armor) (Weapons)

Professional Infantry (poorly-equipped): (Armor) (Weapons)

Archers (well-equipped): (Armor) (Weapons)

Archers (poorly-equipped): (Armor) (Weapons)

Mounted Cavalry (well-equipped): (Armor) (Weapons) (Mount)

Mounted Cavalry (poorly-equipped): (Armor) (Weapons) (Mount)

**Markings and Standards:**

**14. Mythenia**

**Clothing:**

**Armor:**

**Weapons:**

**Standard Armor and Weapons:**

Conscript Infantry (well-equipped): (Armor) (Weapons)

Conscript Infantry (poorly-equipped): (Armor) (Weapons)

Professional Infantry (well-equipped): (Armor) (Weapons)

Professional Infantry (poorly-equipped): (Armor) (Weapons)

Archers (well-equipped): (Armor) (Weapons)

Archers (poorly-equipped): (Armor) (Weapons)

Mounted Cavalry (well-equipped): (Armor) (Weapons) (Mount)

Mounted Cavalry (poorly-equipped): (Armor) (Weapons) (Mount)

**Markings and Standards:**

**15. Kyre**

**Clothing:** The typical soldier of the west, high-born or low, is attired in a mid-length tunic, breeches, belt, and leather boots or shoes. Knights and well-funded soldiers may wear a higher quality cloth, some even silk, decorated in threadwork and high boots of rich leather and shiny buckles.

**Armor:** Common foot soldiers and archers wear a gambeson (also aketon, padded jack, pourpoint, or arming doublet), which is a padded, quilted defensive jacket constructed of linen or wool. Professional soldiers and knights wear medium to heavy armor over this jacket. Foot soldiers carry kite shields or, in some cases, tower shields. Cavalry carry light shields.

**Weapons:** Conscripts carry only a spear and perhaps a short sword or dagger. Militia and professional soldiers carry long swords, battle axes, heavy maces, or some form of polearm. Mounted soldiers carry a heavy lance as well as a longword, light mace, flail, or battle axe.

**Standard Armor and Weapons:**(Infantry) Splint Mail +6 AC, Heavy Steel Shield +2 AC, Longsword 1d8 / 19-20, Spear 1d8 / x3, Mace, light 1d6 / x2; (Archer) Scale Mail +4, Long Bow 1d8; (Conscript) Leather +2, Spear 1d8 / x3, Short Sword 1d6 / 19-20, Light Wooden Shield +1; (Cavalry) heavy or medium armor, long sword 1d8 / x2, lance 1d8 / x3, heavy metal shield +2 AC, Long Sword 1d8 / x2

Conscript Infantry (well-equipped): (Armor) (Weapons)

Conscript Infantry (poorly-equipped): (Armor) (Weapons)

Professional Infantry (well-equipped): (Armor) (Weapons)

Professional Infantry (poorly-equipped): (Armor) (Weapons)

Archers (well-equipped): (Armor) (Weapons)

Archers (poorly-equipped): (Armor) (Weapons)

Mounted Cavalry (well-equipped): (Armor) (Weapons) (Mount)

Mounted Cavalry (poorly-equipped): (Armor) (Weapons) (Mount)

**Markings and Standards:** Western armies prominently display the devices and colors of their local lord or lady on banners, shields, and clothing. Soldiers of the king or queen bear the device and color of the throne. Vassal armies feature a diagonal sash of the kingdom’s color on their shields and banners to show their allegiance. Knights and high-ranking soldiers may wear a tabard, a sleeveless jerkin or loose overgarment, bearing the colors of their lord. Conscripts carry no device on their shields, but may be issued a ribbon of their house or kingdom color to wear on their left arm. In well-funded campaigns, conscripts receive a tabard of coarse cloth.

**16. Adhanar**

**Clothing:**

**Armor:**

**Weapons:**

**Standard Armor and Weapons:**

Conscript Infantry (well-equipped): (Armor) (Weapons)

Conscript Infantry (poorly-equipped): (Armor) (Weapons)

Professional Infantry (well-equipped): (Armor) (Weapons)

Professional Infantry (poorly-equipped): (Armor) (Weapons)

Archers (well-equipped): (Armor) (Weapons)

Archers (poorly-equipped): (Armor) (Weapons)

Mounted Cavalry (well-equipped): (Armor) (Weapons) (Mount)

Mounted Cavalry (poorly-equipped): (Armor) (Weapons) (Mount)

**Markings and Standards:**

**17. Barter Bay, Vigil**

**Clothing:**

**Armor:**

**Weapons:**

**Standard Armor and Weapons:**

Conscript Infantry (well-equipped): (Armor) (Weapons)

Conscript Infantry (poorly-equipped): (Armor) (Weapons)

Professional Infantry (well-equipped): (Armor) (Weapons)

Professional Infantry (poorly-equipped): (Armor) (Weapons)

Archers (well-equipped): (Armor) (Weapons)

Archers (poorly-equipped): (Armor) (Weapons)

Mounted Cavalry (well-equipped): (Armor) (Weapons) (Mount)

Mounted Cavalry (poorly-equipped): (Armor) (Weapons) (Mount)

**Markings and Standards:**

**18. Kazeldun**

**Clothing:**

**Armor:**

**Weapons:**

**Standard Armor and Weapons:**

Conscript Infantry (well-equipped): (Armor) (Weapons)

Conscript Infantry (poorly-equipped): (Armor) (Weapons)

Professional Infantry (well-equipped): (Armor) (Weapons)

Professional Infantry (poorly-equipped): (Armor) (Weapons)

Archers (well-equipped): (Armor) (Weapons)

Archers (poorly-equipped): (Armor) (Weapons)

Mounted Cavalry (well-equipped): (Armor) (Weapons) (Mount)

Mounted Cavalry (poorly-equipped): (Armor) (Weapons) (Mount)

**Markings and Standards:**

**19. Xiandai**

**Clothing:**

**Armor:**

**Weapons:**

**Standard Armor and Weapons:**

Conscript Infantry (well-equipped): (Armor) (Weapons)

Conscript Infantry (poorly-equipped): (Armor) (Weapons)

Professional Infantry (well-equipped): (Armor) (Weapons)

Professional Infantry (poorly-equipped): (Armor) (Weapons)

Archers (well-equipped): (Armor) (Weapons)

Archers (poorly-equipped): (Armor) (Weapons)

Mounted Cavalry (well-equipped): (Armor) (Weapons) (Mount)

Mounted Cavalry (poorly-equipped): (Armor) (Weapons) (Mount)

**Markings and Standards:**

**20. Moghun Lands**

**Clothing:**

**Armor:**

**Weapons:**

**Standard Armor and Weapons:**

Conscript Infantry (well-equipped): (Armor) (Weapons)

Conscript Infantry (poorly-equipped): (Armor) (Weapons)

Professional Infantry (well-equipped): (Armor) (Weapons)

Professional Infantry (poorly-equipped): (Armor) (Weapons)

Archers (well-equipped): (Armor) (Weapons)

Archers (poorly-equipped): (Armor) (Weapons)

Mounted Cavalry (well-equipped): (Armor) (Weapons) (Mount)

Mounted Cavalry (poorly-equipped): (Armor) (Weapons) (Mount)

**Markings and Standards:**

**21. Sakura**

**Clothing:**

**Armor:**

**Weapons:**

**Standard Armor and Weapons:**

Conscript Infantry (well-equipped): (Armor) (Weapons)

Conscript Infantry (poorly-equipped): (Armor) (Weapons)

Professional Infantry (well-equipped): (Armor) (Weapons)

Professional Infantry (poorly-equipped): (Armor) (Weapons)

Archers (well-equipped): (Armor) (Weapons)

Archers (poorly-equipped): (Armor) (Weapons)

Mounted Cavalry (well-equipped): (Armor) (Weapons) (Mount)

Mounted Cavalry (poorly-equipped): (Armor) (Weapons) (Mount)

**Markings and Standards:**

**22. Mahabar**

**Clothing:**

**Armor:**

**Weapons:**

**Standard Armor and Weapons:**

Conscript Infantry (well-equipped): (Armor) (Weapons)

Conscript Infantry (poorly-equipped): (Armor) (Weapons)

Professional Infantry (well-equipped): (Armor) (Weapons)

Professional Infantry (poorly-equipped): (Armor) (Weapons)

Archers (well-equipped): (Armor) (Weapons)

Archers (poorly-equipped): (Armor) (Weapons)

Mounted Cavalry (well-equipped): (Armor) (Weapons) (Mount)

Mounted Cavalry (poorly-equipped): (Armor) (Weapons) (Mount)

**Markings and Standards:**

**23. Kondabo**

**Clothing:** Kondabo soldiers tend to wear minimal clothing compared to armies from other lands. This is in part due to the heat of the region, but also owes to a preference for mobility and freedom of movement. Warriors tend to wear light, sleeveless tops and baggy knee-length pants. Sandals are worn for footwear. Feathers, animal skins, and beads are worn for decoration.

**Armor:** Conscripts carry a small oval-shaped **Ihubelo** shield. When armor is called for, they

Infantry carry a large oval-shaped **Umbumbuluzo** shield.

Archers carry a small oval-shaped **Ihawu** buckler.

Mounted Cavalry carry a large oval-shaped **Umbumbuluzo** shield.

Leather vambraces and greaves are worn to protect the forearms and lower legs.

**Weapons:**

Conscripts carry an **Assegai** spear, a **Seme** short sword, and an **Onzil** punching dagger.

Infantry carry an **Assegai** spear, an **Akrafena** scimitar, an **Iklwa** short spear, and a **Mambele** throwing axe.

Archers carry a longbow along with twenty arrows dipped in the paralytic poison curare. They also carry a **Seme** short sword as a sidearm.

Mounted Cavalry carry an **Assegai** spear, an **Akrafena** scimitar, and a large **Nzappa** battle axe.

**Standard Armor and Weapons:**

Conscript Infantry (well-equipped): (Armor) (Weapons)

Conscript Infantry (poorly-equipped): (Armor) (Weapons)

Professional Infantry (well-equipped): (Armor) (Weapons)

Professional Infantry (poorly-equipped): (Armor) (Weapons)

Archers (well-equipped): (Armor) (Weapons)

Archers (poorly-equipped): (Armor) (Weapons)

Mounted Cavalry (well-equipped): (Armor) (Weapons) (Mount)

Mounted Cavalry (poorly-equipped): (Armor) (Weapons) (Mount)

**Markings and Standards:** Armies of Kaduru sometimes wear the Bashogo. The Bashogo are lengths of brightly dyed and painted Uzuri cloth that feature colors and symbols to represent their tribe or kingdom. The Bashogo is worn as a sash or draped over one shoulder.



**24. Oraba**

**Clothing:**

**Armor:**

**Weapons:**

**Standard Armor and Weapons:**

Conscript Infantry (well-equipped): (Armor) (Weapons)

Conscript Infantry (poorly-equipped): (Armor) (Weapons)

Professional Infantry (well-equipped): (Armor) (Weapons)

Professional Infantry (poorly-equipped): (Armor) (Weapons)

Archers (well-equipped): (Armor) (Weapons)

Archers (poorly-equipped): (Armor) (Weapons)

Mounted Cavalry (well-equipped): (Armor) (Weapons) (Mount)

Mounted Cavalry (poorly-equipped): (Armor) (Weapons) (Mount)

**Markings and Standards:**

**25. Rokari**

**Clothing:**

**Armor:**

**Weapons:**

**Standard Armor and Weapons:**

Conscript Infantry (well-equipped): (Armor) (Weapons)

Conscript Infantry (poorly-equipped): (Armor) (Weapons)

Professional Infantry (well-equipped): (Armor) (Weapons)

Professional Infantry (poorly-equipped): (Armor) (Weapons)

Archers (well-equipped): (Armor) (Weapons)

Archers (poorly-equipped): (Armor) (Weapons)

Mounted Cavalry (well-equipped): (Armor) (Weapons) (Mount)

Mounted Cavalry (poorly-equipped): (Armor) (Weapons) (Mount)

**Markings and Standards:**

**26. Mthunzi**

**Clothing:**

**Armor:**

**Weapons:**

**Standard Armor and Weapons:**

Conscript Infantry (well-equipped): (Armor) (Weapons)

Conscript Infantry (poorly-equipped): (Armor) (Weapons)

Professional Infantry (well-equipped): (Armor) (Weapons)

Professional Infantry (poorly-equipped): (Armor) (Weapons)

Archers (well-equipped): (Armor) (Weapons)

Archers (poorly-equipped): (Armor) (Weapons)

Mounted Cavalry (well-equipped): (Armor) (Weapons) (Mount)

Mounted Cavalry (poorly-equipped): (Armor) (Weapons) (Mount)

**Markings and Standards:**

**27. Kaduru Lost Lands**

**Clothing:**

**Armor:**

**Weapons:**

**Standard Armor and Weapons:**

Conscript Infantry (well-equipped): (Armor) (Weapons)

Conscript Infantry (poorly-equipped): (Armor) (Weapons)

Professional Infantry (well-equipped): (Armor) (Weapons)

Professional Infantry (poorly-equipped): (Armor) (Weapons)

Archers (well-equipped): (Armor) (Weapons)

Archers (poorly-equipped): (Armor) (Weapons)

Mounted Cavalry (well-equipped): (Armor) (Weapons) (Mount)

Mounted Cavalry (poorly-equipped): (Armor) (Weapons) (Mount)

**Markings and Standards:**

**28. Isles of the Maelstrom**

**Clothing:**

**Armor:**

**Weapons:**

**Standard Armor and Weapons:**

Conscript Infantry (well-equipped): (Armor) (Weapons)

Conscript Infantry (poorly-equipped): (Armor) (Weapons)

Professional Infantry (well-equipped): (Armor) (Weapons)

Professional Infantry (poorly-equipped): (Armor) (Weapons)

Archers (well-equipped): (Armor) (Weapons)

Archers (poorly-equipped): (Armor) (Weapons)

Mounted Cavalry (well-equipped): (Armor) (Weapons) (Mount)

Mounted Cavalry (poorly-equipped): (Armor) (Weapons) (Mount)

**Markings and Standards:**