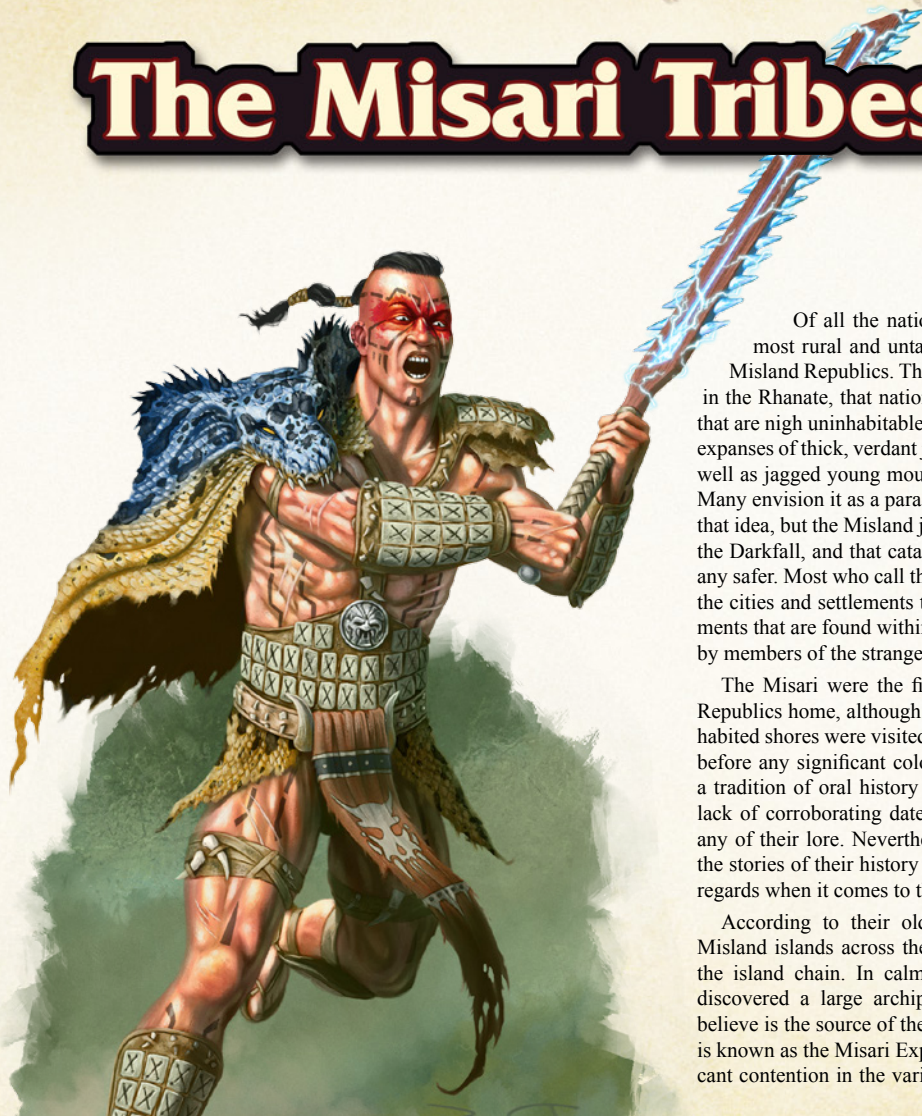


The Misari Tribesmen



Of all the nations in the Known Lands, perhaps the most rural and untamed is the island chain known as the Misland Republics. Though there is less open wilderness than in the Rhanate, that nation is filled with endless, rolling deserts that are nigh uninhabitable. The Mislands, by contrast, have large expanses of thick, verdant jungles teeming with life of all sorts, as well as jagged young mountains and pristine, glittering beaches. Many envision it as a paradise of sorts, and there is some truth to that idea, but the Misland jungles were full of danger even before the Darkfall, and that cataclysm has done nothing to make them any safer. Most who call the Mislands home live out their lives in the cities and settlements that dot the coastlines. Of those settlements that are found within the wild interior, most are dominated by members of the strange tribal culture known as the Misari.

The Misari were the first to call the islands of the Misland Republics home, although some evidence suggests that the uninhabited shores were visited by elven explorers from the mainland before any significant colonization took place. The Misari have a tradition of oral history and storytelling, so there is a distinct lack of corroborating dates and a complete inability to confirm any of their lore. Nevertheless, the Misari believe adamantly in the stories of their history and are remarkably consistent in most regards when it comes to the history of their people.

According to their oldest stories, the Misari came to the Misland islands across the ocean from somewhere southeast of the island chain. In calmer times, the Cartographer's Society discovered a large archipelago far to the southeast that they believe is the source of these stories, and as such the archipelago is known as the Misari Expanse. One of the few points of significant contention in the various Misari oral histories is the reason

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that the original Misari founders left the Expanse in the first place. Some believe that the tribes who settled in the Mislands were driven out by some sort of conflict with other tribes, while others believe that there was some sort of natural disaster that struck and forced them to leave their ancestral homeland. Regardless, the stories all agree that the first Misari tribesmen arrived in the Misland Republics from the Misari Expanse untold centuries ago, long before the start of the Great War.

For centuries, the Misari were largely alone in the Mislands, as there were few who wished to make their home in the dangerous jungles. A handful of trading posts cropped up along the northern coastline, but most of that region was of no little interest to the tribes, and they largely ignored their new neighbors. It was not until the Great War had been underway for many years that refugees from the mainland began arriving in greater numbers, and a handful of inland settlements began to appear. This was a point of great consternation for the most traditional among the Misari tribes, and a great debate arose as to how to handle the situation. A conclave was held among the most respected tribal elders from across the island chain. A strong case was made for making war against the refugees and forcing them to leave if not outright wiping them out. Ultimately this option was rejected because a greater majority of the elders feared it might lead to the Great War spreading to the islands. A small number of tribes would not accept this decision, however, and planned to depart the Mislands to return to their ancestral homeland, which no living tribesman had ever seen. This departure is known among the tribes of the Misland Republics as the Second Exodus, which of course caused their departure from the archipelago centuries earlier to retroactively become known as the First Exodus.

The long years since the beginning of Aden's Golden Age have been a period of relative calm for the Misari. Despite the steadily increasing population of the Misland Republics and the establishment of several true city-states that have beliefs particularly antithetical to the Misari way of life, the technologically advanced city-state of Strangemont in particular, most of the "new" denizens of the Mislands have been content to allow the Misari to pursue their own lifestyle with whatever degree of privacy they choose. There are many settlements between the coastline and the innermost regions that have populations of both pureblood Misari as well as outsiders, and the inevitable intermarriages between the two. (Ironically for a culture that values their traditions so highly, the Misari have no problem accepting those who have outsider blood into their ranks so long as they can prove they do have Misari blood and are genuine in their embrace of the Misari traditions.) Those tribes that prefer isolation dwell in the innermost regions of the islands, which are almost completely inaccessible to outsiders. Because the Mislands are one of the few places in all the Known Lands where a reasonable population of giants still exist, few non-Misari brave the interior of the islands because they are not familiar with the giants' traditions or the location of their territory, and no one wants to risk angering them.

PHYSICAL DESCRIPTION



Misari are indistinguishable from their fellow humans in virtually all ways. They have a variety of builds, tending toward either very muscular or trim and athletic. They are slightly taller than normal humans, although there is obvious variation; still, the average Misari tribesman is six to eight inches taller than the average human. Misari tend to have dark complexions and almost invariably have black or brown hair and eyes; blonde and red hair are exceptionally rare among true Misari bloodlines and are typically an indicator of a strong talent for magic-use. Due to their cultural emphases, Misari tend to be in extremely good shape, and it is rare to find one that is obese unless they suffer from some kind of ailment or injury that prevents physical activity.

Misari make their homes almost exclusively in the Misland Republics and other island chains of the southern seas, with very few ever

making a permanent home on the mainland. Because of their exclusivity for tropical climates, Misari favor minimal clothing and, culturally speaking, have no concept of shame concerning their bodies; in true Misari communities, nudity in public is not particularly uncommon and is rarely if ever remarked upon.

SOCIETY



To the Misari, there is little social group more important than the tribe. Most tribes are little more than a collection of extended families who have been allied and intermarried for generations. Tribes are led by a council of the eldest and most respectable members of each family. However, the council cannot lead alone, and typically the strongest and wisest warrior in the tribe is considered the leader, advised by the council in all matters. The name of this position varies from tribe to tribe, but chieftain is not an uncommon moniker. The loyalty of a Misari to his tribe, his elders, and his chieftain is only trumped by close family ties, and even then there are many Misari who regard their tribe as the most important relation in their lives, even greater than their obligations to their immediate family.

There have been multiple instances in Misari history when tribes have been at war with one another, and there have been just as many when different tribes formed coalitions to work toward mutual gain in some manner. These coalitions operate much like the individual tribes, with each tribe contributing one member to a council just like families do in the smaller units. Coalitions rarely if ever have one leader, however; the spirit of cooperation simply does not extend that far with even the most cooperative Misari.

RELATIONS



Members of an individual Misari tribe are ferociously loyal to one another in the face of outsiders, even if they have had significant difference of their own in the past. They are inherently distrustful of outsiders but do rarely use this as an excuse to judge them prematurely as they believe that everyone deserves an opportunity to prove their character. The Misari place significance on their bloodlines and what they refer to as 'true-blood Misari.' Despite this, however, they welcome those who choose to embrace their traditions and lifestyle into their ranks as long as they make some manner of demonstration of their devotion. This most frequently takes the form of marrying into the tribe and casing aside all trappings of their former life. Even non-humans have been accepted into the Misari in this manner, and although there is some kernel of truth to their reputation as being a xenophobic people, this is based on generations of experience with other races being unwilling to accept their cultures. While an isolated Misari tribe is overwhelmingly human, is it not unheard of to find elves, dwarves, half-elves or other races among them in extremely small numbers. Ferrans in particular have proven to be very receptive to Misari culture and adapt quickly to their relatively primitive lifestyle.

ALIGNMENT & RELIGION



The nature of Misari society is one that does not place overt emphasis on an extensive series of rigid laws. Each tribe has its own laws, but they tend to be extremely pragmatic and relevant to ongoing, daily survival and traditions. When in the presence of non-Misari societies, such as the various city-states within the Misland Republics, Misari understand the laws and expectations placed upon them by those societies, but follow

Misari Names

MALE NAMES: Nikau, Wiremu, Kahurangi, Kauri, Nikora, Tane, Tamati, Rawiri, Anaru, Tai, Manaia, Tama, Mikaere, Teariki, Ariki, Tekoha, Hoani, Manawa, Tiare, Hemi

FEMALE NAMES: Aria, Maia, Ariana, Anahera, Anika, Aroha, Kora, Tia, Kaia, Ana, Ria, Tiare, Mereana, Nia, Tui, Wikitoria, Hinewai, Mahi, Terina, Mareikura

only due to the desire to avoid conflict or at the very least incarceration by outsiders; the Misari do not have any particular regard for laws that do not serve an immediate and obvious pragmatic function. Because of this rather isolationist outlook, it is rare for any but the most hidebound and outward-looking Misari to have a lawful alignment. However, it is also true that Misari are an inherently group-focused culture, with tremendous emphasis placed upon the good of the tribe and the family over the individual. For that reason, it is also uncommon for a Misari to be truly evil. Chaotic good and chaotic neutral are the most common alignments, with neutral good also being common among many tribes.

Religion is not a concept that the Misari truly embrace. They are familiar with the various faiths from the Known Lands, and Radiant Path missionaries have made their appearance in the interior regions of the Misland Republics just as they have in so many other corners of the Known Lands, but the Misari find little value in outsider paths. Of the mainland faiths, only the Church of All Saints has any resonance with Misari culture, because the Misari place tremendous value on guidance offered from the spirits of their ancestors. For this reason, they see the Church as the closest to true wisdom exhibited by outsiders, and tend to treat obvious practitioners of that faith with respect as a result. Because of the nature of their particular belief system, Misari tend to hold thaumaturges in very high regard and they typically occupy positions of great respect within the tribe whenever a member manifests such an ability. Thaumaturges almost always hold a position on a tribal council as a result.

ADVENTURERS

Most Misari are adventurers almost from birth, at least in the most traditional sense of the word. From childhood they idolize the heroes of their tribe, who are invariably warriors or shamans, and are raised on a diet of grand stories of dozens of their tribe's greatest figures throughout history. It is not uncommon for Misari children to venture out into the wilderness and test themselves against the dangerous wildlife that makes its home in the jungle. This has become exponentially more dangerous since the Darkfall, and while it has reduced the instances of children doing this, it has not eliminated it. Most children have grand dreams of leaving the tribal lands and finding great glory for their tribe in the outside world, though this is strongly discouraged by most responsible parents.

Adult Misari are less no less bold and martially inclined than their younger generations, but do have less desire to venture outside their tribal territory, but it is occasionally necessary and a handful of Misari find themselves traveling abroad for a variety of reasons from each tribe. Most do not leave the Mislands, furthering their tribe's interests in the greater island chain, and occasionally into the mainland. Some seek ancient lost artifacts, removed from the islands by outsiders, others look for the lost descendants of their tribe, and any number of other different reasons.

MISARI TRIBESMEN RACIAL TRAITS

+2 Constitution, +2 Wisdom, -2 Intelligence: Misari tribesmen are incredibly hardy and well acquainted with the natural world, having been taught all manner of wisdom from their tribal elders. They are not unintelligent, but their culture has very little emphasis on academic learning and thus their abilities in that area are somewhat atrophied.

Misari: Misari tribesmen are human, but have the Misari subtype.

Medium: Misari Tribesmen are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Misari Tribesmen have a base speed of 30.

Healthy: The Misari are an exceptionally robust people. They gain a +4 racial bonus on Fortitude saves to resist the effects of poison and disease, including magical diseases.

Low-light Vision: Generations of hunting in the dim conditions beneath a thick jungle canopy have allowed the Misari to see twice as far in such conditions as other races without the same ability.

Lifebound: The Misari are in tune with the natural world as a result of their lifestyle existing within the deepest recesses of the rural jungle. As a result, they gain a +2 racial bonus on all saving throws made to resist death effects, saving throws against negative energy effects, Fortitude saves made to remove negative levels, and Constitution checks made to stabilize if reduced to negative hit points.

Languages: Misari Tribesmen begin play speaking Eastern Common and Giant. As natives of the Misland Republics, Misari Tribesmen with sufficient Intelligence scores can choose bonus languages from the following: Kyall, Vanoran, Western Common



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