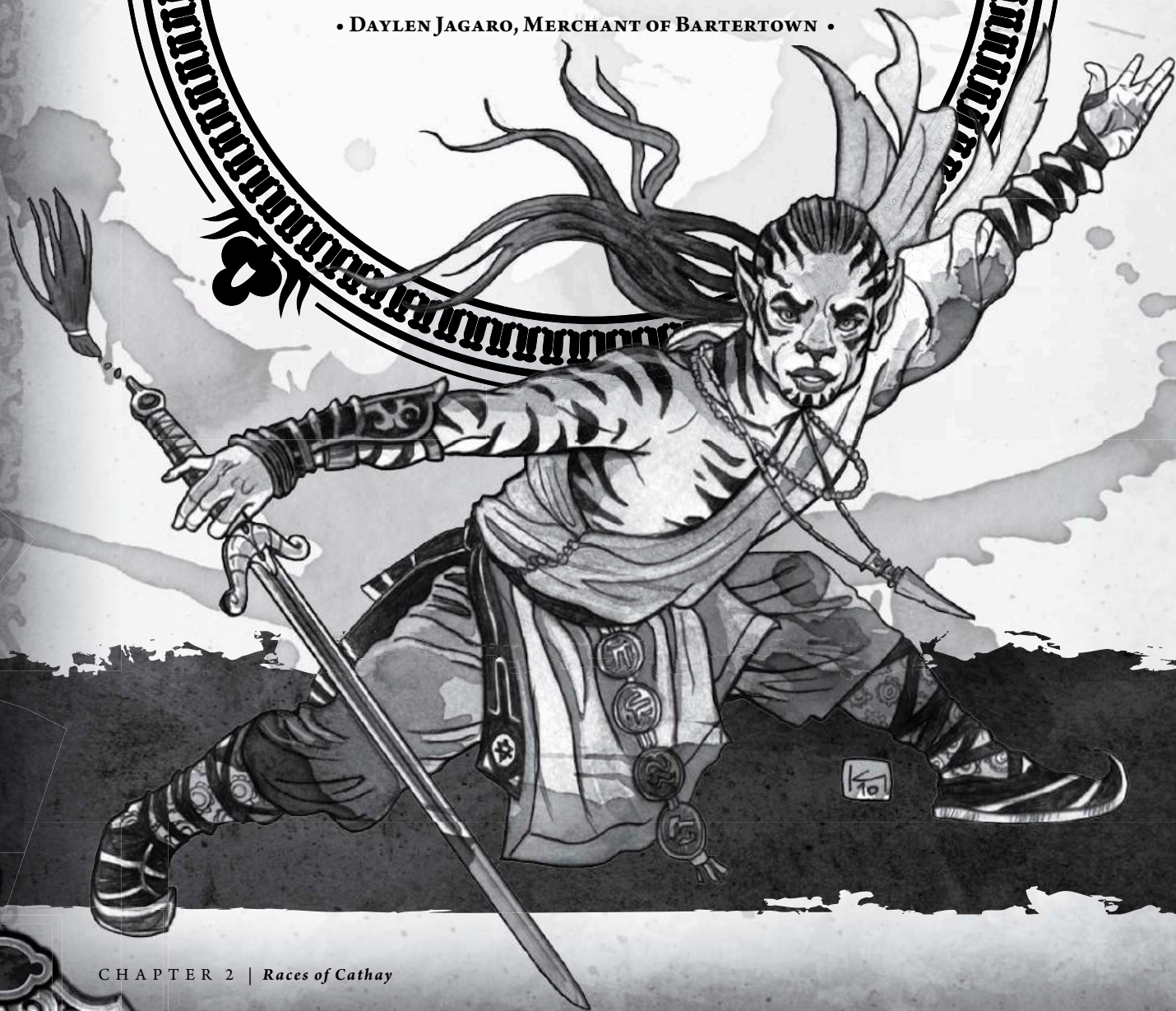


CHAPTER TWO

# RACES OF CATHAY

*In Cathay, if you were to ask a person to identify his race, you would find his reply to always be, "Cathayan."*

• DAYLEN JAGARO, MERCHANT OF BARTERTOWN •



This chapter details how the different races in Cathay live. First, the four new races unique to Cathay are described. After that, notable differences between Barsaive and Cathay are detailed where the other races are concerned, as the culture of these races in Cathay differs from that in Barsaive.

## UNIQUE CATHAYAN RACES

The East is home to several new races that so far are unheard of in Barsaive. Though rare even in the Five Kingdoms, they are nonetheless encountered in person or found in wondrous tales. With the exception of storm children, none of these races makes its home in the heart of Cathay, and even the storm children are a people shrouded in mystery.

### GAR – THE OUTCASTS

*“The Cathayans drove us from our homes into a land harsh and bleak, where death comes with every moon and women watch as their children starve. They hoped we would die here, forgotten, but it will not be so. We have tamed the land and we have grown strong; we have grown to be many, and soon we will make them remember us...”*

—Naran Khan, Chief of the Seven Moons Tribe

An elven race, the Gar are a tall and lean people with olive-tanned skin and almond-shaped eyes. They reach an average height of 6 feet with the women averaging about 5 feet 10 inches. The Gar have a considerably shorter lifespan than their elven cousins, living only an average of 55 to 60 years. This is primarily due to their violent lifestyles and the high rate of infant mortality. Men tend to grow long, braided facial hair, and almost all Gar prefer long head hair tied into ponytails or braids. Gar women are just as vicious as their male counterparts, though among the Gar, males are considered to be dominant. This is especially true for women who have children, as they are expected to be the primary caretaker. For this reason, slaves—particularly wet nurses—are highly prized by Gar women. Gar women who, for one reason or another, do not have slaves but wish to maintain a warrior status often choose to not have children.

A Gar's primary loyalty is to his tribe, with personal glory a close second. To a Gar, strength, courage, and might are the only attributes worthy of respect; life is not a gift, but rather a prize to be earned by overcoming hardships and adversity. Those who do not continuously face hardships grow soft, and those who live and never have to face danger are not even worthy of a Gar's contempt.

There are very few Gar in the Five Kingdoms; Cathayans view them as simple barbarians and are likely to run them out of town once discovered. Refer to the **History of Cathay** chapter in the *Cathay Gamemaster's Guide* for more information on the separation of the Gar.

#### Roleplaying Hints

The Gar long ago separated themselves from their scholarly roots, and have since become a proud warrior race. To a Gar, every day



is a challenge that must be overcome. Every stranger is met with contempt and with an attitude that he must prove his worth before earning the Gars' respect. However any sign of disrespect towards the Gar, even in the slightest, will not go unchallenged.

The Gar are raised with a strong belief in their superiority over others, and that might always makes right. However, the Gar are raised to respect their elders, in part because in their harsh culture only the strong survive. This respect does not extend to other cultures, which the Gar view in much the same way as a farmer views his cattle.

Family honor and personal honor are as important to the Gar as the air they breathe. They will go to any length to ensure that this honor is protected, and indeed most of the tribal wars are really an endless series of reciprocal retribution for insults to one another's honor.

The Five Kingdoms of Cathay hold a particularly hostile place in the Gars' hearts. To them, the insult to their honor that the Cathayans gave by banishing them from the Empire is a stain that can only be removed with blood, and there is not a single member of any of the tribes who does not yearn for vengeance. Each Gar has been raised on stories of how one day they will ride south like a terrible wave, leaving fire and destruction in their wake.

Though violent, hostile, and aggressive by nature, a Gar is absolutely loyal to those who have earned his respect. Once a Gar gives his hand in friendship, that friendship is to death.

While the Gar have abandoned their artistic and philosophical background, their elven nature has not been fully denied. Nature still holds a special place in the Gars' hearts. The steppes that make up their land lacks the lush diversity of flora and fauna that most elves find appealing, so the Gar have taken a strong interest in

astronomy and astrology, and many of their myths and legends feature the heavens prominently. Music and dance has slowly crept back into their culture as well, though it lacks the grace of their cousins, instead demonstrating their passion and aggressiveness through pounding drum patterns and low-pitched wind instruments.

Traditions are not respected among the Gar. They do not posture or hide behind custom. To them, strength and fighting prowess are the only true currency in life, and rigid rituals and customs are nothing more than meaningless affectations. As such, the Gar do not spend too much time worrying about their posterity, existing instead in the now.

Reverence of the Passions is common, though above all they revere Maah. Questors of any of the other Passions are rare in their culture.

The other races view the Gar as a race of savage barbarians, and this stereotype is largely justified. To the Gar, anyone not of their tribe is a potential slave, and if deemed not worthy as a slave, then the person is viewed as worthless.

### Common Disciplines

The War Rider is the most common Discipline among the Gar. While mounts are typically viewed as nothing more than tools and symbols of prestige, some Gar grow attached to the beasts and become Cavalrymen. This is very rare, however, since most Gar view such sentiments as a sign of weakness. However, Warriors and Archers are rather common among the tribes.

Shamans (see *Namegivers of Barsaive*) hold an important place in Gar society, and are the one exception to the Gars' rigid adherence to warrior reverence. And while the Gar do not have access to airships, they would make fine Sky Raiders, especially since the skies are such an important aspect of their mythology.

### Game Information

#### Starting Attributes:

DEX 11, STR 11, TOU 11, PER 11, WIL 11, CHA 8

#### Movement Rate: 7

#### Karma Modifier: 4

### Racial Abilities

**Low-Light Vision:** Like elves, gar have the Low-Light Vision ability (*Player's Guide*, p. 20).

## KI MAO — IN THE SHADOWS

*"The jungle is our home. The jungle protects us. The trees are our sentinels; the canopy shields us from the outside world. The outside is filled with war and petty men full of petty desires. They are not welcome in our world, just as most do not accept us in theirs. So be it—the jungle is our home, and you are not welcome here..."*

—Jun Lu, Ki Mao Beastlord

The ki mao are a race of elves that inhabit the Jungle of Endless Wandering. Like most elves, the ki mao are tall and lean with almond-shaped eyes. But there is one distinguishing characteristic that sets the ki mao apart from all other elves, and that is their strange and uncanny resemblance with tigers.

The ki mao have the eyes of a cat as well as a distinct patterning along their bodies resembling that of a tiger's stripes. These markings

are most often black, but some have been born with brown, dark red, or even dark green stripes. Their skin color ranges from a dark olive to a light brown. The irises of their catlike eyes are much larger than those of any other Namegiver, giving the appearance that their eyes lack sclera (i.e., any whites). The iris is most commonly a bright green though some have gold, blue, violet, or even dark red. Their similarity with jungle cats does not end with their appearance; the ki mao are exceptional hunters, with sharp senses and sure hands, showing great skill with both thrown weapons and the bow when hunting.

They average in height around 6' 3" and weigh an average of 190 pounds. They live an average of 300 years, though some have lived considerably longer lives.

*Some Cathayans believe that the ki mao also have fur and tails, though this is a mere myth; there is no evidence of there ever having been ki mao with such characteristics.*

—Tsen Tei

### Roleplaying Hints

In their own tongue, the ki mao call themselves *Karn Maus*, which in their dialect means *Shadow Elves*. This Name probably derives from their reclusive and isolated natures. The ki mao are distrustful in temperament, especially when it comes to outsiders. They prefer to be among their own kind, and if for any reason are separated from their people, they tend to be quiet and withdrawn. Like other races of elves, the ki mao possess an inherent belief in their own superiority, though they tend to keep it to themselves. However, this arrogance compounds their reclusive natures, and many other races find the ki maos' personalities to be cold and distant.

The Five Kingdoms of Cathay are viewed as violent and barbaric by the ki mao, and it is a widely held belief that all Cathayans are greedy, duplicitous, and generally inferior. The ki mao believe that Cathayans have no true sense of honor, and are driven by avarice and their desire to control land.

When in a comfortable atmosphere, the ki mao are quite extroverted and friendly. Among their own kind, they enjoy socializing, telling stories, singing songs, and watching the children play. The ki mao are actually quite open amongst one another, and while they have a standard family nucleus, in fact the entire tribe is considered to be one large family, with a shared responsibility amongst all of the adults to care for the young. Violence generally isn't a large part of a ki mao's life, though this wasn't always so.

Their historical enemies are their neighbors—the only other Namegiver race who shares the jungle with them—the po na. Though there has been a tentative peace between the two peoples since the end of the Scourge, the ki mao still hold an unreasonable hatred of their ancestral enemies.

Very few ki mao ever leave the safety of the Jungle of Endless Wandering, but there are some who do. Reasons vary, but an increasingly common excuse is the War of Wu Xing. So far, the ki mao have managed to avoid any part of the great civil war which is ravaging Cathay, but the growing conflict worries them. As a result, many of the younger and more adventurous ki mao have volunteered to explore the once-mighty empire to determine if the war will one day spread to their little corner of the world.

### Common Disciplines

Beastmasters, Beastlords, Elementalists, Scouts, and Shamans are the most common Disciplines found within the ki mao com-

munities. Some ki mao pursue the path of the Warrior, but Archers are more common, and make up most of the tribes' hunters. A few ki mao even carry on the tradition of the Woodsman as well in their hunting and protecting.

If given the opportunity, ki mao would make exceptional Scholars. Though theft is practically unheard of in ki mao communities, the ki mao would also make excellent Thieves.

### Game Information

**Starting Attributes:**

DEX 12, STR 9, TOU 8, PER 12, WIL 10, CHA 11

**Movement Rate:** 7

**Karma Modifier:** 4

### Racial Abilities

**Low-Light Vision:** Like elves, ki mao have the racial Low-Light Vision ability (*Player's Guide*, p. 20).



## PO NA – THE CURIOUS

*“The jungle is our jungle. The ki mao may believe it is their jungle, but we are merely being polite and sharing it. We can kick them out anytime we like. Maybe one day we will.”*

**—Lang Hi, Po Na Warrior**

**F**ound in the Jungle of Endless Wandering, the po na are a humanoid race, on average standing roughly 6' tall and weighing 175 pounds. Their bodies are covered in a light fur varying in color from a light tan to jet black. They have long, prehensile tails and faces that resemble a cross between a human's and a monkey's. Their average lifespan is 75 years, though individuals have been known to live 100 years or longer.

The po na are a race compelled by curiosity, a trait that most often takes individuals beyond the borders of their jungle home. To this inquisitive race, a sharp wit and clever mind are the attributes worthy of the most esteem.

### Roleplaying Hints

The po na are a generally peaceful race, intrigued by the unknown and impressed with intellect. The po na admire quick wit and wordplay, engaging in verbal jousts as a type of sport. Their sense of humor ranges from playful to downright acerbic.

Because of their curious natures, the po na are quick to invite strangers into their homes, and are even quicker to leave their homes to explore the world. Those who return to the jungle after years of adventure are hounded for their stories, which are often the finest examples of exaggeration and artistic license.

Though violence is discouraged among the po na, this has not always been the case. Once long ago the po na and the ki mao were at war; it was a bloody conflict, which lasted for centuries. While the two races have not engaged in bloodshed since before the Scourge, old hatreds die hard, and there is still a strong mistrust for their neighbors. The po na do not necessarily hold any ill-will towards the ki mao, but they avoid them as a matter of practice.

The War of Wu Xing is frightfully violent, and the po na, when out exploring the Five Kingdoms, do their best to avoid involvement,

though this is not always possible. Even though naturally averse to such conflict, centuries of war with the ki mao taught the po na how to be fierce, and, once unleashed, they can be terrifying foes.

The curiosity of the po na can get them into trouble while in strange lands. In their own culture, they subscribe mainly to a “what belongs to me belongs to you” philosophy, and sharing is a common practice. Although they are warned before leaving home that the Cathayans don't agree with this view, many find the habit hard to break.

### Common Disciplines

The most highly valued Discipline among the po na is Troubadour, and talented storytellers hold a prestigious position in their communities. Some follow the Archer and Warrior Disciplines, while spiritual leaders are Shamans (see *Namegivers of Barsaive*). Because they are driven by curiosity, po na would make excellent Scholars. And while not among their culture currently, those that travel in the Five Kingdoms at large could learn the Tail Dancer Discipline (see *Namegivers of Barsaive*), although they cannot learn the *skora* school due to the relative weakness of their tails.

### Game Information

**Starting Attributes:**

DEX 11, STR 11, TOU 10, PER 10, WIL 10, CHA 8

**Movement Rate:** 6

**Karma Modifier:** 5

### Racial Abilities

**Prehensile Tail:** A po na's tail is thin and flexible, allowing him to grasp objects as if with a third hand. It also includes all abilities of the t'skrang Tail Combat ability (*Player's Guide*, p. 24), enabling



a po na to become a Taildancer (*Namegivers of Barsaive*, p. 189) and learn skills or use items that are restricted to t'skrang because they require a tail (like the Tail Dance skill or *ch'tard* weapons). However, a po na's tail is relatively weak. It has a separate Strength Value and Step that is used for all purposes involving the tail only (for example lifting objects with the tail, attacking with the tail, or determining if the character meets the Minimum Strength to wield a weapon with it). The tail's Strength Value is 6 lower than the normal Strength Value (on-the-fly, Strength-based tests for the tail can be made at a -2 penalty to simulate this). It can hold weapons up to Size 2. Tail-worn armor can be used, but its Initiative Penalties are doubled.

## STORM CHILDREN – THE MYSTERY

“Ours is the way of the storm. Our heart beats with the thunder above. Our tears are the lashing rain, our laugh the howling winds. The storm rages within us; we must keep it contained lest it lash out to strike those too near.

—Fey, Storm Child

**T**he storm children are a curiosity even among the Cathayans. Sometimes, during a particularly terrible storm, a bolt of lightning will strike the Earth, leaving behind a fully-grown humanoid, either male or female. Naked and shivering in the rain, the storm child is at first groggy but soon gains full awareness. Storm children are born resembling adult humans, and can speak fluent Cathayan. Their only distinguishing features are that their

natural hair is always a solid black, their skin is always pale, and their eyes are a solid bluish white without sign of a pupil.

The storm children have no greater understanding of where they come from than anyone else. They are driven by a ravenous hunger for knowledge, but for the most part they are subject to the same merits and vices as every other Namegiver.

After being born, a storm child lives an average lifespan of 130 years. Some storm children choose to mate, though they cannot bear children.

Because of the nature of their births, storm children are without a culture or home. Therefore they can be found everywhere, throughout all walks of life. They often seek each other out, finding a strange comfort in one another's company, though they tend to eventually go their separate ways.

Although rare, enough storm children exist in Cathay for most people to accept them as just another, albeit mysterious, Namegiver race.

### Roleplaying Hints

Stoic and curious are the best ways to describe the storm children. Driven by the need to learn and explore, storm children are not at all troubled by the lack of knowledge of how they came into being, though it is a curiosity that they explore at their leisure. There are some Namegivers who mistrust the storm children, while others view them with an almost religious superstition.

Just because storm children are naturally stoic and driven by the pursuit of knowledge, this does not mean that they do not fall prey to base desires. Some storm children give in to temptations of the flesh, or pursue the accumulation of wealth. This is because, like other Namegivers, storm children are just as capable of pride, with all of the downfalls that may come from that.

Storm children are born with not only the knowledge of the Cathayan language, but also knowledge of life in general. They understand that they must eat and seek shelter; they recognize towns and cities when they see them; they understand the concepts of right and wrong, and good and evil. One of their first acts is usually to seek out civilization and find food, clothing, and shelter.

If a storm child makes himself a permanent resident of a village, town, or city, it's usually to learn something new, such as the running of a tavern or shop, to learn to farm, or something similar. After the storm child has learned everything he can, he moves on. The longest any storm child has stayed in place has been by Sen Ma, the current king of Feng Dei.

Lacking a family and typical background might prove challenging to all but the most experienced of roleplayers. Typically, a new storm child should be at least a few years old in order to facilitate a proper back story. However, it might be interesting to allow a player to begin his storm child straight from his mysterious birth.

### Common Disciplines

Nearly all storm children are adepts, and it is highly uncommon to find a storm child who does not follow any Discipline, unless the storm child is still very young. Because storm children are curious, nearly all Disciplines hold a certain appeal to them, whether it is the intricacies of the Sword Dancer or the arcane mysteries of the Wizard. Some storm children, born into this world without a social network, fall into Thievery. Others are found by Scholars or Daughters of Heaven and sent to the Tower of Secrets, and indeed the storm children are the only race of Namegivers that is regularly allowed to train there as an adult, because while they appear as adults from the moment of their births, their minds are still young in the beginning, and a storm child has great capacity for learning in the first years of his life.

**Game Information**

**Starting Attributes:**

DEX 10, STR 10, TOU 10, PER 10, WIL 10, CHA 10

**Movement Rate:** 6

**Karma Modifier:** 5

**Racial Abilities**

**Lightning Born:** All storm children have access to the special racial talent Lightning Born (p. 88). This talent allows them to learn abilities stemming from the storms that gave them birth by mimicking certain spells. Storm child adepts starting play with no Ranks assigned to their Lightning Born talent know it at Rank 0. Storm children may purchase Ranks for Lightning Born during play at any time, treating it as a Ninth Circle talent to determine any Legend Point Costs.



**FAMILIAR RACES OF CATHAY**

**U**nlike Namegivers in Barsaive, the different races of Cathay do not usually form separated communities, with a few exceptions. Ki mao and po na remain largely isolated in the Jungle of Endless Wandering, and obsidimen still feel the need to gather at their Liferocks and have elders caring to their Liferocks' needs. As they do in Barsaive, the t'skrang of Cathay prefer to live in or near bodies of water and rivers.

Much like in the Theran Empire, there is not much sense of racial identity in Cathay. For centuries past, Cathayans have not seen themselves as elves or dwarfs primarily, but as citizens of the Empire. Only the recent War of Wu Xing has disrupted their unity, but even while their kings may be fighting each other, citizens of two different kingdoms can still come together in trade and consider themselves to be of the same nation. Differences in race are merely regarded as different gifts from the Passions.

The races long known to Barsaivians are detailed below, sorted by the number of Namegivers they contribute to the Cathayan population.

**CATHAYAN HUMANS**

\* \* \*

*"What do you mean by 'so this place is run by humans,' eh?"*

— Cathayan Official to a Human Merchant on his First Day in Cathay

\* \* \*

**B**ecause of the lack of almost all traces of racial culture, humans seem ubiquitous in Cathay. In Barsaive, there are humans living in almost any community. In Cathay humans make up almost half the population, and they are nearly everywhere, because there are few communities that would not take a fellow Cathayan in because of his race.

Because of their ability to adapt to a situation quickly, humans often fill the roles of the middlemen in Cathay. Their knack for handling a new situation from one moment to the next makes them the Empire's premier merchants, diplomats, and officials. Every role that demands diverse negotiation is likely filled with a human.

Still, reaching the highest peaks demands single-minded dedication, and while humans make up the most part of Cathay's middle-ranked officials, the higher positions are often filled by members of another race better predisposed to the task. For example, on a ship the bulk of the officers are often human, while the captain is likely a t'skrang. In a temple of Jee, humans might form the clergy, while the head of the temple might be an obsidiman. In a merchant guild, most of the members will be humans, but a dwarf building his economic empire may lead them. This is not to say that humans never make up the ruling elite, as many nobles are human.

**RACIAL COMPOSITION OF CATHAY**

Race	Percent of Population
Human	46
Elf	18
Dwarf	12
T'skrang	10
Ork	6
Troll	6
Obsidiman	1
Ki Mao	Less than 1
Po Na	Less than 1
Storm Child	Less than 1

## CATHAYAN ELVES

It is said in Cathay that elves possess a high capability to focus, an eye for detail, and the patience for carefully putting things into action, and so they are renowned as craftsmen in the Five Kingdoms. Indeed, an elven craftsman does not need to be better at his job than a craftsman of another race; the mere fact that he is elven is enough for customers to turn up at his workbench first. In short, elves have a very good reputation but do not always live up to it in reality, a fact that most elves would arrogantly refute. Some elves have a hard time living up to the demands made on them, though.

While elves live anywhere in the Empire, some develop a tendency to remove themselves from general society in the second half of their lives, living together with other elves in remote areas. The War of Wu Xing has made this difficult for them in some regions, however.

Some claim that elves are not entirely trustworthy, partly because of their kinship with the gar, and partly because of leaving the greater Cathayan society behind when they grow old. It seems these are rumors spread by the envious or concerns of those who do not understand the elves, because if someone has lived a life that long, he cannot but behave differently towards people with fewer years on their backs.

*"Or perhaps they have taken a lesson from their Theran friends and want to take over?"*

—Eye of the Sphinx

## CATHAYAN DWARFS

Stubborn as his Barsaivian cousins, a Cathayan dwarf can work on a single task for his whole life. Depending on a dwarf's chosen task, he is just as likely to remain a lowly sergeant in Feng Dei's army for a few decades as to build a successful trading house out of nothing over the course of his life. While in Barsaive the dwarfs' chosen areas of interest seem somewhat limited; the vastness of Cathay and its culture sees dwarfs succeed in all aspects of life, not just trade, the military, and craftsmanship.

Dwarf single-mindedness and dedication mean they produce more than their share of questors and Monks. For the same reason, dwarf craftsmen have become less common since the War of Wu Xing, especially when it comes to crafting arms and armor. The demand for low-cost, low-quality equipment has driven many a young dwarf out of the workshop to take on apprenticeship elsewhere. The few dwarfs that remain in the forges are those that produce exceptional items for those that can afford them.

*"To me it would seem that when a dwarf walks away from hammer and pliers or hammer and chisel, the society he lives in is in decline. But perhaps I am assuming too much of what is true for Barsaive's dwarfs to be true for Cathayan ones as well?"*

—Jelarus, Dwarf Troubadour

## CATHAYAN T'SKRANG

*"Ships propelled by fire, you say? Won't that set the sails aflame?"*

—Ken Gei, Cathayan T'skrang

Cathayan t'skrang are the most reclusive race by Cathayan standards, bypassing large towns to live in or near large bodies of water. The choice of their place of living is the main reason for their separation, not an urge to distance themselves from the rest of Cathayan society. Still, they have developed cultural nuances in their waterside homes; nuances that are often shared by other races in these communities, particularly the many contests and games Cathayan t'skrang play. And many Cathayans, particularly those living far away from any water, have the feeling that t'skrang are just a bit different from other citizens.

Cathayan t'skrang do not build towers and underwater domes, although many live on boats on the Emerald Coast. T'skrang living on the banks of the many rivers are likewise often working on boats, but are less often merchants than ferrymen and shipping agents to passing traders.

## CATHAYAN ORKS

There are few orks in Cathay compared to Barsaive, and that they do not form into tribes seems to change them beyond recognition. Cathayan orks are similar to humans in daily habits and family life, but with an added note of passion: an ork carpenter will put much more into building a house than a human carpenter would.

Indeed, the close connection to the Passions above that so many Barsaivian scholars cite is true for Cathayan orks as well, and for many of them this is also true for passion of a mortal nature. An exceptional percentage of Cathay's orks are renowned artisans and artists, similar to their fellow citizens of elven ancestry. Elves and orks have no need to compete for being the prime race of artists in Cathay, as they fill different niches.

*"If we read between the lines, we see here a typical Barsaivian's view on orks. But Barsaivians only know Barsaive's orks, and Barsaive's orks are what the other Barsaivians made them through centuries of oppression. Even now they hire them as mercenaries—and badly paid ones at that—to fight against the Theran Empire, the next best place where orks are not regarded as a brutal, uncouth underclass."*

—Grask of Zanjan, Captain of the Highest Duty

## CATHAYAN TROLLS

*"You are talking in riddles, friend. Does one not speak one's mind openly where you are from?"*

—Cathayan Troll to a Barsaivian Air Sailor



**V**ery much unlike Barsaivian trolls, Cathayan trolls do not have any other concept of honor than that held by all Cathayans. The main thing they have in common is the tendency to express themselves physically; Cathayan trolls often gesture wildly while speaking, at least by Cathayan standards.

Cathayan trolls separate themselves from their fellow Cathayans for some occasions, but these are mainly contests where their strong physique would not allow the more fragile races to keep up, be it in drinking or wrestling. For other occasions, one is as likely to see a troll at a social event as an ork or t'skrang.

Cathayan trolls are in demand for military service, where they are prized as elite crossbowmen and heavy infantry. Many a troll has joined the military, as good pay is promised. Much to the relief of their respective enemies on the battlefield, there are not enough trolls to make such units a common occurrence in the War of Wu Xing.

## CATHAYAN OBSIDIMEN

**R**are as they are in Barsaive, obsidimen in Cathay have a unique perspective on the War of Wu Xing. To them, it is really only the Great Trial, something that might pass through history quickly over the course of a life of nearly a millennium. Cathayan obsidimen do not concern themselves with the war as much as other Cathayans and set their goals far into the future. This does not mean they do not act to solve the problems of the moment that the war might bring with it, but they do not seek to play a role in it.

Just as calm as any obsidimen, the brotherhoods of Cathay often serve their nation in unique ways, like the famed Jade Brotherhood (see *Places of Legend and Peril* in the *Cathay Gamemaster's Guide*). Some even now prepare for the next emperor to sit on the Jade Throne, even if it may take another century or two.

“It seems Cathayan obsidimen are very much like Barsaivian ones. Even with a war tearing the Empire apart for a century, things do not change much in Cathay.”

—Omeyras

## ON THE ABSENCE OF WINDLINGS

**M**any Barsaivians who have fallen victim to one too many of their pranks might not miss windlings when traveling in Cathay. Then again, if a windling travels to Cathay, he will cause a whole new sort of trouble there and receive attention that is beyond what he would receive in Barsaive or Thera. Only a small percentage of Cathayans have even heard of windlings, let alone seen one, and many might not even consider them Namegivers upon first sight, but rather wondrous creatures or the result of some magical spell.

“That in all of Cathay’s history, tales, and legends no evidence of a race so curious and filled with wanderlust—if what I am told is true—is found, seems indeed strange to me. The only evidence is of Theran windlings who were present during their last attempt at invasion. I wonder if we knew them by any other Name.”

—Tsen Tei