

Kingdom of Qi'al

General Information

Type of Government:	Theocracy
Ruler:	Ensi Ashurban
Status:	Independent Kingdom
Integrated Nations:	Tavesh (gnomish nation)

Government Information

Head of Government:	The God-King
Military Leader:	Tigla Esar, Fist of the God-King
Legislative Body:	The Archonarcy
Judicial Body:	Judication Ministry
Military:	The Immortals, The Holy Brigades, Iron Caste
Intel Service:	The Ordinancy

Societal Information

Capitol:	Qi'al (city)
Languages:	Dwarvish, Gnomish
Demonym:	Qi'alan
Religions:	Cult of Qi'al (Ensiism)

Geography:

Climate:

The city of Qi'al is set deep within the Scorchpeak Mountains. Most of the environment surrounding these mountains are desolate dunes and mesas. The exception being the land surrounding the Kadash River, which flows from the underground lakes, rivers and hot springs beneath the mountain range.

Society:

Religion:

The people of Qi'al are monotheistic, worshipping their immortal God-King, Ensi Ashurban. He is their omniscient and powerful protector from The Infestation and provider of order and prosperity. All Qi'alans are required by the state to revere the God-King and thank him for all that they have. It is believed that the God-King gives boons to those who are most faithful making the lucky, fortunate and wealthy appear as the most pious members of society. The poor, unlucky or disabled are seen as those cursed by the God-King for past, present and even future unfaithfulness.

Stratification:

The social structure of Qi'al almost completely revolves around the God-King Ensi Ashurban. Citizens within the upper echelons of society are often seen as those who are most holy and devout. In a sense, this is true, as those who gain the God-King's favor and do his bidding are often rewarded with station, wealth and extra rations of Black Sand. This has led to the noble families, made up of the descendents of the immortal God-King's closest friends and allies, dominating the social hierarchy. This environment has led to little to no upward social mobility and fostered a system of bribes, extortion and nepotism.

Culture:

Food:

Qi'alan food is renowned for its richness and flavorful spiciness. Many of their dishes revolve around rice,

mushrooms, chevon and vegetables such as eggplants, okra and spinach, and are flavored by hot peppers and spices as well as goat cheese and butter.

Customs & Traditions:

Like many aspects of Qi'alan culture, their customs and traditions revolve around the God-King. All that a Qi'alan citizen does is in glory of the God-King and his kingdom. Daily work is done in his name and he is thanked for each and every meal. To utter anything other than respect and veneration to the God-King will lead to social ostracization and sometimes arrest or even death.

Economy and Trade:

The economy of Qi'al revolves around the mining of metals, minerals and precious gems. This includes their mastery of smithing, metallurgy and jewelry making. They also boast their husbandry of goats, expertise in alchemy as well as their highly sought after mushrooms and peppers. Their trade routes, which connect to various western coastal trade colonies, are often heavily guarded to deter or fight off Mazonan raids or Black Sand smugglers.

Military:

Qi'alan military has three major bodies. The Holy Brigades, the Iron Caste, and the Immortals. The Holy Brigades are made up of everyday Qi'alan citizens who volunteer to receive various benefits, such as farm land, extra Black Sand rations, and the promise of upward mobility through martial prowess. Many members of the Holy Brigades are required to be on active duty only for a portion of the year, so they may contribute to society through their normal craft. As a whole, this means the Holy Brigades are less trained and efficient as other Qi'alan military bodies.

The Qi'alans of the Iron Caste are career soldiers bred for war. They are trained for battle since youth and are conditioned to be emotionless and loyal to the God-King. The state takes complete care of the Iron Caste, providing them with hearty food, housing, equipment, training, and even mates. However, this means the freedom of the Iron Caste is limited compared to other Qi'alan citizens. For example, the reproduction of members in the Iron Caste is highly regulated and they are not allowed to

choose their own mates.

The Immortals are a group of 500 elite soldiers who supposedly do not age. They are honor bound to forever guard the Kish Vitol, the God-King's royal palace. Their immortality and combat magic is said to be granted by the God-King himself. It is theorized the ranks of the Immortals are made up of former Iron Caste members but little is known of the recruitment process.

Politics:

The God-King bestows many to those who please him. He will often let his wishes be known and reward those who fulfil those wishes. Of course, to first please the God-King, the nobles must know his wishes. This means knowledge of the God-King's wishes is of the highest value. Having connections in the most inner circles are of utmost importance if a noble wishes to further their career or gain wealth and power. This essentially sets up a rat race within the lower nobility to gain favor and information about the inner circles. The God-King is well aware of the nobles' attempts to gain his favor and takes advantage of this with the Ordinancy.