

# MARNISH

(Lower Brunswickians & Bolvians)

## Peoples of Marnom

One of the smallest lands in Eilind but one of the most powerful. No-one knows when, but the Peoples of Marnom at some point in history re-discovered gunpowder. Originally divided into three Dukedoms, one was annexed in the 1<sup>st</sup> Inquisition attacks on Marnom. A second Duke was uncovered to be an Inquisition conspirator leaving the house of Ardette in control of the remaining duchy. At some point in time, the second duchy vanished from Eilind though since it was then being controlled by Inquisition forces few noticed until much later.

After the fall of the Choristas and the end of peace in Elind, the forces of Marnom were largely coerced into helping the Gil through Roderick, Red Earl of Marnom. The 7<sup>th</sup> Duke had been declared MIA along with four other nobles a year before the destruction of Choristas Keep leaving Marnom without its ruler. The Red Earl became a Lieutenant of the Gil under Mikael Errolfini, and helped the Gil and Akadai forces attack and massacre free Darkendari forces. He also led the forces of Marnom along with allied Gil forces in lightning attacks to take the neighbouring countries of both Kleet and Aradain.

Following the death of Roderick, Red Earl of Marnom, the title passed to Genevieve Renard, an unknowing distant relative. The people who engineered her inheritance were no doubt disappointed when Genevieve failed to follow her predecessors' allegiance to the Gil cause. Already a respected member of the adventuring community, Genevieve rallied her allies to fight for a free Marnom.

Marnom has always been a nation of people divided by class. The Bolvians are almost permanently at the bottom of the pecking order and, until the investiture of the current Duchess Katrina, had long plotted and rebelled to install their own leader 'El Presidente'. They were also hunted for sport under the excuse of criminal justice. Both stopped thanks to the efforts of the Red Countess Genevieve Renard to unite the factions within Marnom and rescue the rightful Duchess from the forces of the Gil under Cardinal Rochelle. The Bolvians were persuaded to help and named the Duchess 'El Presidente', effectively uniting the position and ending the plots. The Duchess immediately outlawing the hunting of Bolvians didn't hurt either! In between the two opposite ends of the social spectrum are the Lower Brunswickians. These hard working people are who really keep Marnom functioning, and their skill in manufacturing superbly fine fashionable hats and shirts, among other goods, are famed throughout the known world. This leaves the Marnish who generally sit at the top with their lands, titles and wealth. They are known for taking the best of everything, and always chose quality over quantity. The resultant bored young fops make up a large portion of the musketeer companies which protect Marnom. Denied the sport of Bolvian hunting any longer they often invent outrageous and dangerous games to play and duels are common.

Since the re-instatement of the current Duchess, religion has become a rather touchy subject for most in Marnom. Cardinal Rochelle was the second such senior churchman to attempt to rule Marnom over the rightful line of Dukes. After his defeat, the Red Countess swore to the young Duchess that she would protect the Duchy until Duchess Katrina came of age, and stop another repeat by breaking the power of the church in Marnom. What followed was the outlawing of organised religion within Marnom and the mass execution of those followers of the Cardinal who refused to swear fealty to the new Duchess. At the time, most of the rest of Eilind was under control of either the Gil, the Inquisition or the forces of Dark Dreams, so Marnom closed its borders to all and many were unaware of what

happened to cement its hard won freedom from the Gil. Unfortunately, Countess Genevieve didn't live to see Marnom flourish as a free nation, dying shortly after Duchess Katrina's full re-instatement, and leaving the title of Red Earl to her then baby son Bern.

Following the upheaval and changes, while many in Marnom are still deeply religious, no church to speak of still exists (except for those persistent rumours of hidden chapels and priests of the old way). Those preachers who remain have no churches or even set congregations, instead wandering the Duchy preaching in a different place most days. They have no organisation or hierarchy, but find a warm welcome in most places and rarely lack for a place to shelter. As a result of their independence, each preacher has their own interpretation of the Holy Scriptures, allowing everyone to find faith in the way that speaks best to them.

The unforeseen consequence of removing organised religion was the end of musketeer company priests. It was initially feared that this would adversely affect morale, however such was the spiritual nature of the troops that lay preachers were quickly found from within the ranks. Many of these new preachers rotate between companies so as not to accidentally establish a congregation, assignments being drawn from lots to prevent accusations of organisation.

## Rules and Restrictions

RANK	WEAPON SKILL	FIREARM RANK	RACIAL ABILITIES
1	Firearms	1	Marnish Firearm Range Marnish Firearm Reload
2		2	
3		3	
4		4	
5		5	
6		6	Half cocked
7		7	
8		8	
9		9	
10		10	Make Shot
11		11	
12		12	

In general, the peoples of Marnom follow many varied professions and all are open to them. While casting of any kind other than priestly is still very uncommon, the influences of the Gil occupation and relations with Avmar have introduced most mystic types to the population. Weaponsmasters such as Musketeer and Swordsman are common professions for the people of Marnom, and many also follow sea faring careers. The Marnish typically parade around in the finest clothes they can get with lace cuffs, silken shirts, shiny buttons, velvet coats or tabards, and large feathers in their hats being particular favourites. The Lower Brunswickians often try to imitate Marnish style, but on a smaller budget with typically less ostentation and in more muted colours. Bolvian 'style' is generally more haphazard, and worn out as they usually have to wear whatever meagre clothes their family can make or salvage from hand downs. Although the nature of their dress may depend on their social standing, regardless very few of the peoples of Marnom are ever found without a hat!

- Peoples of Marnom start with 1 single barrelled firearm, and 1 high grade shot,
- The Peoples of Marnom prefer thick velvet or buff coats and bucket tops, providing AC3,
- As Elindanians, the People of Marnom are on standard human life point split and xp, but do not get access to Natural Healing.

## Racial Skills

**Marnish Firearm Range** – characters can fire firearms further. They cannot exceed the firearm's maximum range, but they receive their range again on top of itself when determining their point blank and total range. *I.e. At rank 4, their point blank distance is 4ft + 4ft = 8ft with a pistol.* A Musketeer's increased distance works in the same way.

**Marnish Firearm Reload** – characters start with half the reload time for firearms. As per standard firearms rules, every 3 ranks (4<sup>th</sup>, 7<sup>th</sup> and 10<sup>th</sup>) the reload time decreases by the minimum reload time and cannot (as standard) be shorter than the minimum reload time. *I.e. At 4<sup>th</sup> rank a Marnish can reload a Musket in  $\frac{1}{2} \times 90 - 15 = 30$  seconds.*

**Half Cocked** – This halves the reload time for the next shot loaded, but that shot will then only do Range damage up to the characters Point Blank range. This will allow the reload to be faster than the firearms usual Minimum reload but can only be used on Muskets and rifles. Pistols cannot be 'tap' loaded as they are too short. This skill may be used once per 4 firearm ranks.

**Make Shot** - this allows the character to make shot as per the makes rules - See the Makes handbook for details.

Shot Type	Grade	Make Cost
Low	1	33
Medium	2	66
High	4	133

It is possible for a maker of shot to make silver and iron shot if they have purchased the base materials from the Armoury (special shot is *always* at least Medium Grade). The grade cost also increases to reflect the increased difficulty in making these shot. To make steel shot, a character must have the ability to unlock the secrets of steel. This would usually form part of a special mission.