

Skyhold

"Oh, the winds of change hath soared through the cliffs of our Beloved. The Bird reigns over the land, and Mother has been cut away from our heeds. The Hounds pursue us, unrelenting in the search for our dens. The Ear hears all. Within the Roots, we hide, Past the Rite."

The Land

Set upon the mountain range south of the Holy See and north of Alvion sits Skyhold of the Sacrosanct. Built to look like an enormous castle from outside its perimeter wall, Skyhold is carved from the mountain it occupies.

Though its rocky soil and frosty climate do not allow for a great deal of varying vegetation, the land outside the Skyhold walls flourishes green, owing to the fir trees that grow plentifully. The fir's strong roots offer footholds and natural staircases to travelers who journey the mountains to pursue the Sacra Prisma holy land. When viewing the kingdom from below, it is as if the stone castle simply rises from the sea of green.

Inside the protective walls, one will find that the castle, viewed from the outside, comprises several small homes and shops that are seemingly all connected by stone archways and decorative carvings. Formed like a star, five towers rise above the shops below. Then, as one moves towards the kingdom's center, they find larger homes and other buildings, most with their own peaks and balconies. The greatest of these is now the Sacra Prisma church, with its own peaks and towers surrounding the most significant hyaline peak, which rises above any other in Skyhold, a hold-over of the bigone Titan age.

In front of the Church is a great fountain, carved naturally of mountain stone, that keeps the kingdom provided with fresh water from a spring. The population of Skyhold often uses the fountain base and small bed of water that travels through the kingdom as a gathering place. Then, just before the doors of the perimeter wall, the Spring disappears back into the earth.

Below the city is an underbelly of tunnels and cave systems that could be fatal to those unfamiliar with them. Though most are unaware of how the original caverns and shafts came to be during the Titan reign, in most recent times, they have been fashioned by the Metalborn population of Skyhold. Those whose families have been raised traveling and mapping out the systems have added miles upon miles of underground mines and pathways over the years.

The Past

Long before the Metalborn came to Lostlorn, Skyhold was carved out of the mountains by the Titans. They used their great strength to fashion its magnificent beauty, with only the use of stone and hyaline. It is said, the Titans would study and explore the night skies and cliffs surrounding the ridge, congratulating themselves on creating such splendor from nothing. They must have also traveled into the mountains to carve the vast tunnels beneath the city, for many of the oldest of them double twice the height of most Everborn. Even now, these underground ways offer some warmth and protection during extreme weather and Tempest Storms.

The kingdoms constructs still open towards the tallest tree in the land, the Mother Fir. Bredhi by name, the great fir watches over the Everborn of Skyhold, as it must have watched over the Titans. Plentiful are her own children that grow about her on the mountainside. Within the caves, the Titans carved carefully, so as to never upset any of the roots of Mother Fir and her children.

Unfortunately, before even the Horn'd Folk came to Lorn, the Titan Skyhold was destroyed. The workmanship of their time was crumbled to the ground, save but one castle, which held one of their most glorious relics, the Beacon. The Beacon was a hyaline tower in which they would light enormous bonfires, in a stone basin, at the top. Another hyaline relic, the Great Purifier, was a lens used in their telescope. During the destruction, it fell as the telescope crumbled around it. Upon striking the ground, the stone earth around it fractured and a once underground spring erupted, creating a stream of water.

Upon the Basaju's arrival to the world, a clan migrating across the land came upon Skyhold. They were immediately in awe of the ruins left behind. The clan came to call themselves Fir for the Mother that now watched over them as they worked to rebuild some of the lost architecture. Their strength was impressive, and they could construct versions of what had once been. Most notably, the Basaju managed to train the Spring to flow through Skyhold by maneuvering the Purifier into a basin and digging away at the earth, leading the Spring to the roots of the Mother Fir.

Though the Basaju fostered the land after the great destruction, it was the arrival of Æthenra that molded it into a place of true worship for the Auld Troth. The Basaju found themselves moving closer toward the cliff sides as more Æthenra settled into Skyhold and occupied the land.

It seemed as if everything the Æthenra touched turned to a work of art. The buildings shaped by the Titans and Basaju were carved with intricate designs that mimicked the constellations of Star Courts in the sky and the roots of Grandmother Oak and her children. They began relighting bonfires within the Beacon, offering a guiding light to those who sought out the kingdom.

Through the years, several clans of Metalborn made their home around Skyhold, some living closer to the Beacon and others further, but despite the number of varying birthrights in the area, the Auld Troth studies brought them peace. During this time, each clan's leaders would meet during festivals and feasts to speak of needs, troubles, and the path forward. Through their love of Grandmother Oak, Elom, and the Star Courts, it seemed that they could live their time in Skyhold in tranquility.

All seemed well, until the Pureborn occupation began. The Metalborn clans felt no need to fortify Skyhold. It was a place for observance of the Auld Troth to all those who believed they had been summoned to it. Though the Metalborn did what they could to hold off the attacks of the Pureborn, When they saw, in the distance, Mother Wylo and The Æthenra Empire fall, they knew it was only a matter of time before the Pureborns seized Skyhold. When they ultimately conquered the kingdom, they brought with them the Sacra Prisma Church.

The Pureborn leaders took hold of the land and claimed it as their own. Soon after, it was expected that all Everborn proclaim Elom as the most powerful and convert to the Sacra Prisma belief. The Metalborn of Skyhold awoke one morning to a great cracking sound, as the combined weight of thousands of tons of stone the pureborn had tied to her, finally broke Mother Fir in half. With hearts equally torn, the combined Metalborn of the land watched as many of Bredhi's children were cut down, their limbs torn away, and used around the perimeter of Skyhold, to erect a large wall.

In place of the meeting of clan leaders, the Pureborn leader, Jaymes Nottinohm, declared himself as the first Prime Minister of Skyhold and elected Ministers from each birthright rather than every clan. These Ministers were looked upon by members of their birthrights as traitors and were the first to have their ears notched. Eventually, it became unlawful for one to enter Skyhold without first having their ears notched. While some Metalborn morosely accepted their fate and lived within the regulations set before them, this proved not true for the Æthenra.

The People

Highly religious in culture, steeped in rituals associated with the Sacra Prisma Church and Elom, the Everborn of Skyhold pride themselves in their faithfulness. Art in Skyhold relies heavily on religious-based ideals. Paintings, songs, and sculptures represent various Star Courts, Elom, and nature itself.

While they do enjoy the festivals and feasts, the celebrations of Skyhold are much more reserved than in other kingdoms around Lostlorn. This focus shows devoutness and gratitude to Elom and the Star Courts through prayer and song. A pilgrim to the kingdom will find no dancing or carousing during these happy times. Most recently, the current Prime Minister of Skyhold, Georje of Krowe, has proclaimed that alcohol of any nature is forbidden, except when used in Sacra Prisma ceremonies.

Though, not all who live in Skyhold are satisfied with the changes that have been made. Many Æthenra have continued to practice the Auld Troth in secret. Those who believe in the Auld Troth and the Everborn that sympathize with them still feel a deep insult when they look upon the slowly dying trunk of Mother Fir. There are rumors of rebels in Skyhold who wish to act on the common feeling that the Pureborns have gone too far with their actions.

Once a season, the Auld Troth faiths join together in mourning by vowing themselves to silence for the lost voice of Grandmother Oak, Fasting for the Mother Fir, and not using any artificial light/flame to signal their trust in Elom. The Lament Rite, as it is known, lasts two days and nights, and on the morning of the third, they break their fast, silence, and have a bonfire outside the walls of Skyhold with music and food to signify the hope for the regrowth of Mother Fir's trunk.

Some simply do not believe that the Sacra Prisma should be influencing government rule and rake in a hefty profit by merely not following the law. The most significant of these are the Basaju, who use the underground cave systems they know so well to bring in spirits bought from other kingdoms, as well as brew their famous Trowebrus.

The Leaders

In charge of the kingdom of Skyhold, and the Sacra Prisma church within, is currently Prime Minister Georje of Krowe. Known as one of the most devout leaders, he is also one of the strictest. To even enter the gates of Skyhold, one must pay a fee, represented as a donation to the Church, whether they be merchants, mercenaries, envoys of other kingdoms, or religious pilgrims. As Prime Minister, he has raised the fee price every year.

More for a show of cohesiveness than anything else, there is also the Council of Ministers appointed by the Prime Minister, made up of a single member of every birthright in Skyhold. Though they have no real voice in the political agenda or the Church, they are seen as treacherous to their own birthrights. For this label, they enjoy the finer things offered by being a Minister to Skyhold. Their immediate families need for nothing and are housed in the castle at the center of Skyhold.

Recently, the Minister for the Æthenra was replaced by Aasya Tresprae. They have been the only Minister who is still welcomed by the Æthenra and most of the Metalborn of Skyhold. To an outsider of the land, they seem to hold eons of wisdom and wear a kind but knowing smile. From the Skyhold Metalborn, there are hushed whispers and kind nods of the head when they walk by.

On occasions, the Ambassadors of other Kingdoms of Vestur can be seen walking through the kingdom or gathering together at the Spring.

The Traders

Skyhold relies heavily on the donations and tributes of believers from various kingdoms and the taxes applied to its own Everborn. It is difficult to grow crops in its rocky climate, but the kingdom has found that lumber from the fir trees that grow plentiful brings in quite a bit of coin.

The fee for travelers into Skyhold also supplements trading for their necessary income. Merchants who wish to sell within its walls must pay to step foot on the holy highlands before they even begin to show off their much-needed wares.

The Blades

The military of Skyhold is known as the Holy Prisma Militia and made strictly of Pureborns, though they may come from any kingdom in Vestur. This rule was implemented by a former Prime Minister who found that other birthrights were using their training to teach the Auld Troth rebels their tactics in the hope of a coup.

Wholly funded by the Sacra Prisma Church, the military is instructed to protect the Church and its government first and the Everborn of the kingdom if they are able. The kingdom will accept young Pureborn of Skyhold at the age of fourteen into training so that they may be the leaders and officers, whereas the other kingdom's Pureborn will not enter until the age of sixteen.

Raja

"...On Raja, the kingdom is like none I hath ever encountered, and I do say, mine fellow envoys would be fervent to concur. Traveling as diplomats of our gentle kingdom, to talk of trade and alliance, but such their lowest born scoff in our presence. These Rajans, I fear, do believe themselves to be as Novas 'mongst men. We do keep a palm ov'r our chalices when in their presence, for a drop of poison would

not be below their nobles' reach. If 't be true our bodies do not return, know this, we did not cast the first stone..."

Excerpt from a letter sent by Gerome Traith, Pureborn diplomat

The Land

In the far Nord of Vestur, stretches the Empire of Raja, better known as The Saamraajy. Comprised of the kingdoms of Raja, Khmer, Kemet, and Wakato, the beauty within is sacred to their people. Raja itself is safeguarded from invasion within the mountainous shelter of the Pahaadon, Vano, and DevaNaga chains that surround it. If an enemy's army happens to make it through these peaks without succumbing to hypothermia, or a misplaced footfall on a treacherous cliff, any merriment at their success would be quickly dampened by the specter of the Corpse Wood within.

Treacherous on its own to travelers, Corpse Wood generally act of their own accord. Still, the herds of Corpse Wood surrounding Raja have been corrupted by the empire, ultimately perverting their mission to protect the land. How theÆthenra predecessors of The Saamraajy managed to create a union with these profane beasts has been lost through the years. Still, it is rumored, amongst the pureborn, that enemies and traitors of The Saamraajy are promised in payment to the Corpse Wood craters. Luckily for the inhabitants of Raja, these craters are far enough from the mainland kingdoms that the putrid-smelling odor, the Corpse Wood emits, doesn't affect them. When food sources from the government are low, the Corpse Wood will uproot and lumber about the land between the mountain passes.

The Whispering Fens lie in the treacherous swamps near Raja's aft border. Wise travelers keep along the outskirts of these fens, avoiding their dark and dangerous heart. Those who have delved deeper and survived have returned disoriented and confused with fanciful tales of a calm and soothing voice that croons, beckons, and whispers the promise of succor and respite. Those unfortunate enough to fall under the siren song willingly give themselves to the dark and stagnant pools, never to be seen again.

Despite these most treacherous areas, Raja is a land of beauty. Within The Saamraajy's borders, one can find tall grasslands and masses of forestry, speckled with areas of seemingly desolate desert, and coastal swamps. These rich areas provide plenty of natural resources for the Everborn of The Saamraajy, or to trade with neighboring empires and kingdoms.

The Past

The kingdom of Raja was first inhabited by clans of Horn'd Folk, like most of the other regions of Vestur. Though not the empire it is known as today, the land was vast, and this offered the various clans of Horn'd Folk seclusion to develop deep family ties. As a result, generations of Horn'd Folk were birthed and buried upon the land without ever seeing another from a clan that was not their own.

Though the Horn'd Folk were the first to find their homes in the land of Raja, During the Basaju invasion, they were pressed outward, and upward, toward the highlands of Raja's surrounding ranges.. The Basaju cherished the land in many ways the Horn'd Folk had, true to the Auld Troth ways of life. The Mother tree, Mother Ebon tall and proud, known as Andhera was seen across the empire and worshiped by her children.

When the Indridi arrived in Raja, they found the grasslands abundant with beasts. Because of their natural abilities to work and live beside what others might consider "Lesser Beings", they quickly conquered the area, wresting it from the Basaju. Their fauna-like features and wild lifestyle gained them momentum in the battle for the land. As the Basaju moved outward, the Horn'd Folk were observed less and less, until their existence became that of legend, as in the rest of Vestur. During this time, the clans of Indridi roamed the empire following their food sources through migrations. This mobility eventually allowed the Indridi to avoid displacement by the invading Æthenra when they came calling, in their turn.

As time went on, Æthenra made their way to Raja, just as the other Birthrights had. Though the Indridi managed to keep the land from their hands longer than most, the Æthenra were eventually able to take control of the kingdom. With the, came increased political intrigue, the pursuit of the arts, and a drive for knowledge of the stars above, and the Nova that reside there. Despite their complications, the control of the Æthenra brought peace to The Everborn of the Raja region.

Pureborn dominance of the kingdom of Raja brought with it a move from internal politics to external conquest. The superior technology of The Pureborn invaders, like the many waves of metalborn before them, ensured the quick success of their invasion. As is the wont of Pureborn all over Vestur, The Rajan invaders were not content with the kingdom they had aquired, and when their own internal struggles were sorted, they began looking to their neighbors' borders, and thus was born The Saamraajy.

In the beginning, Raja's throne was continuously changing hands between the Pureborn clans. Battle after battle for the power to rule cost the first four rulers their lives. Finally, the fifth ruler, King Patrice Delorme, was the first who held power in his hands until his natural death. By surrounding himself with those who would show their loyalty to him by betraying their own family, all in the name of the Sacra Prisma Church.

His daughter took over the throne at his death and was known as Benja the Brutal. The inequity of Raja's caste system is the legacy of Benja, along with the overhaul of the Church. Those metalborn who wished to continue living within Raja were brought forth to have the points of their ears cut away and were required to denounce the Auld Troth way. Those metalborn that resisted, risked not only their own lives but the lives of their families as well.. She instituted mass and public executions of separatists in a direct attempt to curb any resistance.

It was Bengala, one of Benja's great-nephews and her eventual heir, who sought to expand Raja into the empire it is today. Because of Bengala the Bold, Raja rose to rival the great Alvion Empire. The Saamraajy grew quickly due to his cutthroat political practices and manipulative strategies, pitting other kingdoms against one another. He would manipulate the lowborn of his target kingdom to rise up and block trading routes with thieving bands, controlling resources between them. Then, during the turmoil, Raja, and its mercenary allies, would pounce.

The first kingdom that entered the empire was Kemet. With its rich and fertile soil, it was a great prize for Raja. Within its borders, there was turmoil amongst the Kemites, fostered by differences between birthrights and the varying religious practices. Shrewdly the invading Rajan army staged an annexation, deposing the Kemite leader and allowing the populace to remain, largely untouched by war, to rule themselves, owing amage and tithing to Raja.

Shortly after, with the intelligence of the Kemites and their skills in war planning, Raja entered Khmer and its jungle-filled lands. The battle for Khmer was long and drawn out for several years, much to the dismay of Raja. The Everborn of Khmer were masters at moving through the jungle and camouflaging themselves amongst the local terrain. One of the most effective defenses against the Rajans was their use of underground booby traps. In the offensive, the leaders of Khmer strategized guerrilla warfare style hit and run attacks to keep the number of casualties at bay. It seemed that Khmer would not be overtaken, that is until Raja began using the tactics against them on a much larger scale. The population of Khmer fell drastically near the end of the war, and the leaders realized that if they kept fighting, there would be no one left. The kingdom was left with no choice but to band with Raja.

What was most sought after was Wakato, with its access to ports and seafaring populace. In addition, there was an abundance of freshwater inlets that offered trading spaces that Raja wanted for its own. Using armies of the empire, Raja blocked these waterways from the people, charging high taxes for them to use their own waterways. The deal before them was simple, join the empire or lose access to their own waterways. Resources began to rot and wilt as they sat waiting to be dispersed. The Everborn of Wakato were heading into a depression the likes of which they had never seen. It did not take long for Wakato to see that the only peaceful way to continue their way of life was to join in with Raja.

The People

Though Raja is made up of Everborn from every birthright, Pureborn make up the majority of the population and the top tiers of the caste system. Thought of like a pyramid, at the very top is the leader of the empire and their immediate clan, known as Rajines. Below them are the Bhramines, extended clan members and nobles, and the Sacrines, made up of the leaders of the Sacra Prisma Church. Purines: all other Pureborns make up the last tier of the upper caste system, no matter which guild they are a part of. Of the lower tiers, there are merchants, metal crafters, and members of the Rajan military. Under them are Metalborn, who do not fit elsewhere, peasants, and farmers, who all live within Raja. Finally, at the very bottom of the caste is anyone who is not Rajan, whether they be a diplomat, priest, or warrior.

Having the caste system ingrained into their memory from a young age, most loyalist Rajans believe that Raja would not continue to be the empire it is without the system. Even those who are Rajan servants believe themselves to be better than visiting nobles from other lands simply for being born in Raja. It is the singular opportunity to "be better" that their leaders afford them.

Being born into the caste of their parents, an Everborn will continue to belong to that caste until death, with few exceptions. If one chooses to be bonded with a member of a lower caste, they and their future offspring will be part of the lower caste from then forward. For example, if an Everborn joins the military or finds their skill in a merchant class, they may be moved up. If a person outside Raja is bonded to a Rajan, only their offspring will be thought of as Rajan.

Much of the system of Raja is made up of the lower castes, being farmers and servants. Though a proud occupation, considering the main export of Raja is its farmed spices and dyes made from berries, it is held over their heads without the ability to rise above.

Within the kingdom of Raja and the empire as a whole, some loyalists find that being a part of the Rajan empire is worth the hold Raja has on the lands. However, pockets of rebels believe that Raja overstepped its political foothold and have sworn to do whatever is necessary to separate from the empire.

Because of persecution in the past, those not loyal to Raja are not as forthcoming about their views. While public executions don't happen as often as they did during the reign of Benja the Brutal, they are not rare, and once accused, it is nearly impossible to prove one's own innocence.

To travel as a Rajan citizen, from Raja to another part of the empire, one must submit a request for a travel permit. Then, depending on the reason for travel, members of the lower castes will either be disapproved or approved for a number of days. If the Everborn has not returned within their allotted time, they can be dropped into a lower caste or have their citizenship to Raja revoked and a bounty placed upon theirs and their family's heads. With this law in place, Rajans find it challenging to escape the empire for fear of disaster befalling those they left behind and keeping them from forming close ties outside of Raja, never knowing if they would be allowed to return.

While most openly submit to the Sacra Prisma Church, there are still pockets of those who follow the Auld Troth ways, and even more dire, those who support the Vile Moons and have influenced cults in their name. These Vile Cults seem to have a curiously strong presence within Raja for an empire that declares its absolute loyalty to the Sacra Prisma Church.

The Leaders

Mahaaraanee (Empress) Andhaka Satyavati is the current sovereign ruler of Raja. Still a part of the family line of Patrice, Benja, and Bengala, she claims a long line of ruling in her heritage. Nearly ethereal in appearance, Andhaka's visage is considered otherworldly, especially for a Pureborn. Speculations that there may be Æthenra in her blood from a lover's tryst, long ago, are hushed for fear of being considered blasphemous.

A shrewd ruler, Andhaka overcame many obstacles to claim the Rajan empire from her elder brothers. Rumors of poison and assassination have circled her ascension to the throne becoming more solid as her brothers' family lines have all but disappeared from The Saamraajy.

It is said that she is preparing herself for The NovaQuest Climb and has found herself silent agents, within the Sacred Prisma Church and the Pharaohs of Khmer, who aid her in manipulating other kingdoms.

Mother Ebon, Mother Tree of Raja, was ancient long before Raja was born. Many make an homage, paying their respects to the ancient ebony tree, seeking her blessing. Unfortunately, unknown to only a few of Raja's elites, Mother Ebon has been infested by the mote of a vile cult leader, who corrupted her long ago. The towns nearest Mother Ebon have the highest populations of Vile Cults, though their power dwindles the farther away they are from her.

The Traders

Raja's primary exports are precious jewels, fine textiles, and spices. Their linen is unsurpassed in quality and is treated with a dye native only to Raja. This dye, known as Jailer's Eclipse, is one of the darkest dyes in all of Lostlorn. Made from the berries that grow next to Mother Ebon's roots, the dye is said to evaporate any light that touches it, making it an excellent dye for anyone who did not want to be noticed.

Some of Raja's jewels are believed to be conductors for certain types of Dwimmer, advertised to hone their users' ability. These jewels are sold at an exorbitant price to travelers and adventurers of different kingdoms, though they have not been proven to harness Dwimmer at all.

Conveniently, the spices from Raja are their most commercialized and economic exports. While Raja may not be the most welcoming place for travelers, its cuisine is known across far lands for being incredibly flavorful. While every birthright in Raja has its preferred methods of preparing food, those in Raja revel in their spice palates. It is said that only in Raja can one find the Spiced Trowebrew of the Basaju that will leave the drinker's tongue-tingling and forever be yearning for the essence.

Merchants of these spices do exceptionally well in their travels, especially when they come across those who have had a meal prepared within Raja. While they pay hefty taxes to bring the spices outside the land, it is quite easy to return them with a hefty purse.

The Blades

The Rajan military is known for its brutality in war, first and foremost. Believing themselves to be better than not only others of different kingdoms but better than the people of the land they swore to protect gives them the ability to kill without mercy.

Those who have grown up in Raja see the military as a chance to rise outside of their birth caste, but this does not come without a price. Due to the sovereign's desire to have her soldiers follow their orders instantaneously and without question, to join their military, one must be willing to cut all ties with their family and caste. If it is proven that any soldier has disobeyed this, they and those they communicate with are put to death.

Pureborn Rajans are the only birthright with the ability to become military officers and leaders. Other Metalborn and Motley will be taken on as foot soldiers and members of the Rajan Guards who are sent throughout the empire as spies and strongarm of Raja.

While members of other empires are taken into the Rajan military, it is not without need. Whether it be to earn more money, pay a debt to Raja, or as punishment for a crime, these soldiers must abandon everything they once were to become soldiers. While not a popular deed for those outside of Raja, an Everborn may contract a price to be paid to debtors or families before enlistment. While meals and shelter will be provided, if Raja has paid a contract, the member will receive no pay until the debt is paid or the individual pays the kingdom with their death.

A military member born outside of Raja will likely never return to their homeland as they will be offered stations in another kingdom of the empire, likely one that has held political turmoil with their own. This keeps the military from sympathizing with other kingdoms and creating rebellions with weapons the Rajan kingdom offers.

To abscond from the military and one's post would mean certain death. While this may not mean much to the individual in the service, the additional threat towards their living relatives, clans, and communities does. Upon a soldier's unapproved absence from their duty, it has been established that Raja shows no mercy. Clans have been publicly murdered, entire families have been dropped to the lowest castes, debts have been moved to family, and other members have been taken in their place.

The Saamraajy

While the empire is under the control of Raja, across the lands it is known as Saamraajy. Headed by Mahaaraanee Andhaka Satyavati, under the façade of unity amongst the kingdoms, she has implemented the Saamraajite, a hand-selected group of emissaries from across the empire. The Saamraajite are presented to the people to have their voices be heard with the hopes that the decisions made will be the best for all the kingdoms. Alas, Andhaka has only herself and Raja's interests at heart. Nonetheless, where power is held, there is power desired. Though the emissaries have all been hand-selected by the Mahaaraanee, there were other forces at play, much darker forces, that incidentally made her a pawn in her own game.

Across Saamraajy, a vile strength is brewing. Small cults worshipping the vile moons are spread throughout the land and are officially noted by the empire as being contained, but the reach of the Kamoraajy is unrestrained.

One of the earliest cults within Raja, the Kamoraajy, is rumored to have begun as smaller vile moon cults that collectively joined together around the time of The Cleaving. The leaders of these bands united under devotion to Kamora, daughter of Skarl, each taking a vow of chastity, considering their motes paired with the vile moon goddess.

As Raja grew into Saamraajy, so it was that the Kamoraajy spread their word and fist of power across the empire. Operating within the shadows of everchanging rulers, the Kamoraajy elite were able to strike weakened communities and infiltrate noble families, and form ties with promising future leaders. Unlike the other vile cults that traveled the roads awaiting unsuspecting merchants or troupes to attack, the Kamoraajy maneuvered strategically. Over time, their numbers soared. Other cultists began to filter into their ranks, vowing themselves dedicated only to Kamora.

Swift and brutal, the Kamoraajy foot soldiers would strike the communities across Saamraajy that were devastated by the rule of Raja and the battles taking place for the empire. Burning the villages to rubble, their victims' headless bodies strewn across the land, the Saamraajy would kidnap only the youngest orphans they had created to take place amongst their ranks. These children, Kamora's Young, would be trained to become Kamoraajy elite, while the heads of their parents rotted upon stakes back in their homelands.

While Mahaaraanee Andhaka Satyavati busied herself ensuring her place upon the throne of the empire, the Kamoraajy were hand-selecting their own to be placed before her eyes. So it was that her private emissaries of the kingdoms, the Saamraajite, had been infiltrated by the Kamoraajy. Across the lands, there are those that believe Andhaka herself is part of the vile cult, but those who belong know that despite her own dark climb to the throne, Mahaaraanee Andhaka would never worship Kamora, in Andhaka's mind it is only she who should be worshipped.

However, Saamraajy is not blind to the vile cult. It is often that the Kamoraajy elites must prepare a sacrifice to be intentionally found to ensure that their places among the officials are not disturbed. It is considered a great honor for those who have pledged their lives to Kamora to be sacrificed to the empire in her name. Once selected, the sacrifice will be ousted and imprisoned to await their public execution in front of all.

Across her empire, Mahaaraanee Andhaka made the execution of vile cult members a day of public feasting known as the Lunar Supplicium Feast. The imprisoned cultists would be strung up in city squares

of the kingdoms and tickets sold to the attendees for a chance to become a part of the execution. Not just a way to raise funds for the kingdoms, but for the feeling of honor to be fulfilling the Jailer's divine decree.