

# The Thunders



Map Valid AU21

---

# CONTENT

---

---

## GENERAL OVERVIEW

---

Geography, climate, bit of history, bit of politics, bit of history.

---

## REGIONS

---

Individual regions their politics, location, and anything things players should know.

---

## RACES AND CREATURES

---

Races playable or not playable, other common creature and a bit about them.

---

## COSTUME

---

What we expect a player to wear if they build a character from a particular region.

---

## THINGS TO NOTE.

---

Names of well know people and groups from the region, Gods, Honour, Chi and other essential snippets of information.

---

# GENERAL OVERVIEW

---

A land based around the cultures of Ancient Japan, China, Tibet and Mongolia. This land is split between three rival factions.

---

## GEOGRAPHY

---

The Thunders is a continent where the weather is subject to extremes. Cold, wet winters and hot, humid summers. Most of the land is forested and mountainous although there is a desert area and also a large lowland swamp marsh called the Water Margins. The Thunders has one large island upon which sits the capital of all the Thunders: Maroto Misaki. There are a couple of other small islands but the bulk of the population lives on the main land mass.

---

## POLITICS

---

This land is split between three rival factions:

The Imperial Empire is ruled by the Emperor, a hereditary position. The Empire's culture is very much like ancient China.

The Shogunate is ruled by a Shogun who is elected by other the lords, called Daimyo. A land very much like feudal Japan.

The last region is called the Sanctuary. It is ruled by the people with culture like Communist China. The people rule and nobility is ejected.

All these three regions consider their way of life the best way forward for the entire Thunders and a cold war exist between all three. In recent years all out war as come very close as the three factions claim control of various resources such as stable portals. Assassins have allegedly killed or attempted to kill various political leaders and dubious propaganda is spread. In the main, the Shogunate and Sanctuary sit in opposite corners with the Imperial Empire between but that is a massive simplification of the true nature of the balance of power.

## HISTORY

---

This land was, for many thousands of years, known as The Court of the Five Thunders.

It was split into five realms, each held by a separate emperor. These ruled from the Courts of Jade, Iron, Jet, Gold and Silver.

These Emperors were in fact horrors from the Netherworld and sought to subjugate the whole world invading all the other shards through the core portals.

They were eventually defeated one by one until the Court of the Five Thunders was left in turmoil. What followed was repeated wars, invasions and political upheavals, as the land found its new place and structure.

In the Court of Silver the 12 Tigers declared they had found the heir to the true Emperor and that Heaven had granted him the mandate to rule the land.

In the Court of Gold a ronin named Winter led his peasant troops into battle and defeated many Daimyos. He declared that the ways of the past were ended and that the peasants should rule themselves.

In the Court of Iron a Daimyo was named Warlord by his allied clans and formed the Imagawa Shogunate.

Over the 10 years following AU0 - the joining of Shards - many battles were fought and many Daimyos defeated. Those that have sworn fealty to the true Emperor now hold one third of the land, the peasants control one third, as does the Imagawa Shogunate. There is peace of a sort as each knows that if it defeated one of the others the third would easily conquer them.

In AU10 a great treaty was signed by each kingdom agreeing that the kingdoms would not attack each other and would unite if any gaijin - outsiders - invaded. Although the peace remains this treaty is frail and constantly imperiled.

One piece of good news, in AU 19 the God above all other Thunders Gods: the Celestial Dragon, returned to the land. Now many claim the Thunders is set to rise in power again, and yet more claim that the Celestial Dragon guides them towards a new future.

---

# REGIONS

---

---

## THE IMPERIAL EMPIRE

---

The Imperial Empire is ruled by the Emperor who was granted the mandate of Heaven to rule the whole of the Thunders. He is protected and served by the Twelve Tigers, powerful heroes of the people. The Empire is a mix of ancient tradition and new technology.

The culture of the Empire is similar in feel to the last days of the Samurai in Japan. The outside world is having it's influence and technology is being enthusiastically embraced by some.

The Capital City is Maroto Musaki. The six other important towns are Heian, Nara, Ishikawa which are provincial capitals and Kisu, Otani and Ichijo which are major merchant towns.

Also within the region are the Water Margins, home to the rebels called the Open Hand which formed during the Monarch wars. This is still a no go area for Imperial troops. On the edge of the Water Margins is the Thunders core portal.

---

## THE SHOGUNATE

---

This is a land ruled by the Shogun, as such it is more like ancient Japan when the Samurai ruled. Heavy on tradition, mystical abilities and ancient arts of war, technology is almost outlawed as the Shogun seeks to recreate the order of the past.

The Shogunate's main problem is its constant struggle within. Being strong is seen as important and Daimyo compete for power, sometimes without thought of the consequences to the region as whole.

Daimyo are allowed to war on each other but only in secret with assassinations and raids common. The Shogun will punish those who are caught or are foolish enough to leave sufficient evidence to prove the guilt of the perpetrator.

The Shogun is elected by the Daimyo from one of the five great families, the Imagawa, the Mori, the Assegai, The Kamabushi and the Kublai.

Peasants do what they are told in the hope they will be born into a higher station when they die and the most shameful death is by hanging. The lowest of the low, the Eta (peasants), can be killed by a Samurai without consequence for they are given a worth lower than that of cattle.

The Capital city of the Shogunate is Yang-Tse, other than that the other five main cities are each named after one of the great families.

To the west, in the next mountain range is the biggest Monastery in the Thunders: the Mount Tajima Monastery that follow the religion Srenkara.

In the mountain is a stronghold of thieves called Furi-damu.

## KINRYOKU (SANCTUARY)

---

The final land is Kinryoku or The Sanctuary. This land is ruled by peasants and the Samurai are outlawed; any Samurai found within this land with his swords is put to death.

This is a land ruled by a council of three, each representing one of the branches of government: the military, the bureaucracy and the judiciary. The military control the army, the bureaucracy civil matters, while the judiciary enforce the laws set by the other two branches of government.

The current heads are Shika, Kuboji and Zheng Pon respectively. Every position is elected and political parties battle for supremacy.

This land has thrown away all the traditions of the past and is looking for a new path.

The capital city is Kibou, but power is split between three other cities, each controlled by a arm of the elected rulers. These are: Kohei (the judiciary), Kanryou (the bureaucracy) and Guntai (the military). The remaining major towns are Busan, Daegu, Sokcho and Ulsan are controlled by various merchants.

The biggest thing any outsider will note is how corrupt in recent years the region as become. Bribing or paying a local tax you never heard of before to local officials are the only way to get anything done.

## THE KURAGARI (PRISON OF DARKNESS)

---

A growing concern for each of the kingdoms is the place where all three intersect. A darkness has been growing there, creatures that should not exist live there. Demons fly in the sky above it, the undead wander its lands, creatures without names devour those foolhardy enough to approach. No one knows who or what rules this place, or indeed if anything could rule a mess of undead, demons, oni, human warlocks, and crazed cannibalistic warriors.

The Three Kingdoms have spent the last 10 years building a great wall around this land. Each Kingdom mans its section of the wall day and night and attacks are frequent. In their hearts the Emperor, Shogun and Winter are grateful to this land as it has prevented many wars. When one Kingdom starts to gather an army it has to weaken its forces on the wall and the creatures attack. This forces the army to move and defeat them, which leaves them too weak to attack another Kingdom.

In AU17 the wall was cracked in a great battle when the Celestial Dragon was lost, much inside escaped, but the wall has since been patched and remanded.

Player characters do not come from this region.

## GONGJIN (CEMETERY OF GOLD)

---

This is not an official region but the mountainous stronghold of the Golden vampire, it lies in the valley that runs north of Daegu between mainly the lands of of the Sanctuary.

Within this land is the **Pagoda of the Golden Vampire**. According to legend the Pagoda of the Golden Vampire can only be found by those who already know it's location and is not only the seat of the Golden Vampire but the dojo of the White Ninja.

## THE FOREST OF RESURRECTION

---

A mysterious forest in the Shogunate it is said that it is filled with malevolent spirits and the restless dead.



---

# RACES/CREATURES

---

Below is a bit of information on the creatures and races of The Thunders, it is by no means complete or accurate.

Playable Races: players who choose to play a characters with Thunders origin can pick from these races, Human, Oni and Ancestral Spirits.

Any other races listed are for Thunders background information.

---

## HUMANS

---

Humans make up 95% of population of the Thunders

---

## ONI

---

Oni are half human/half unnatural creatures. Sometime referred to as half demons, but demon is a generic term and they are nothing like the demons from other planes or worlds. They are flesh and blood, have a mind, body and spirit. Oni look human for the most part, but they can be deformed, hideous, have colored skin or be covered in fur.

Most Oni usually have a hidden master or purpose that drives them. They can be long lived but not ancient.

Oni in the Thunders are playable, character build information is available.

---

## ANCESTRAL SPIRITS

---

Also called Kami they are ancient spirits inhabiting a human form, in all other ways for game rules they are physically and mentally human.

Kami spirits can be enlightened ancient leaders of clans, spirits of importance or they can also be spirits of ancient animals.

The Spirits in human form are there to complete some purpose, acquire new knowledge, experiences etc. In order to truly experience such things in their rawest form the knowledge of the Human Form is separated from the Spirit as a whole.

Occasionally some knowledge may be available if it is suitable to the story or task the Spirit chose to undertake when taking Human Form. They retain the knowledge of what they are and where they come from.

Ancestral Spirits in human form in the Thunders are playable, character build information is available.



---

## JIANSHI

---

The Jianshi are magically created vampires that range from weak zombies to powerful life draining sorcerers. They include things like the White haired ones, the Hopping Vampires, the feared flying Baa Jianshi.

Not playable - this race cannot be chosen for a player character

---

## KASHI

---

The Kashi are Ghouls - Half dead helpers of the controlling Sorcerer

Not playable - this race cannot be chosen for a player character

---

## YETI

---

As in strong semi intelligent bipedal hairy beasts. Usually solitary, they are shy and not usually any trouble, but if riled they are deadly.

Not playable - this race cannot be chosen for a player character

---

## K'EUI

---

Kuei are angry undead souls, ghost of will that did not earn the right to pass on.

Not playable - this race cannot be chosen for a player character

---

## YAMA UBA

---

Witches of the mountains are a clan of powerful cannibal sorcerers that work with the Golden Vampire.

Not playable - this race cannot be chosen for a player character

---

## YING YANG

---

Are Shadows, but shadows fight back, they are brought forth by a spell often cast by the Yama Yuba.

Not playable - this race cannot be chosen for a player character

---

# COSTUME

---

Quite simply the costume of the Thunders is the same as that worn in medieval China and Japan. So kimonos, baggy trousers called hakima, robes, martial arts clothing like Gi, asian straw hats, tradition collarless shirt tops with frog buttons to name a few items.

See photos below

---

## TYPICAL THUNDERS COSTUME

---





## ANCESTRAL SPIRITS

---



## ONI

---



---

# THINGS TO NOTE.

---

---

## NOTEWORTHY PEOPLE

---

- **His Imperial Highness** - Emperor of The Imperial Empire and given mandate by the Celestial Dragon to rule the Thunders
- **Golden Vampire** - Life force draining Sorcerer Leader of Jianshi, once was the Shogun
- **Incredible Wang** - Famous Chi Master and Monk, known for his wisdom
- **White Ninja** - Rumoured to be the most honourable being in the Thunders. Currently serves the Golden Vampire
- **Puppet Master** and **Yo Yo** are a father and daughter team of powerful villains
- **The Golden Mongoose** - ancient chi master
- **Orochi** - A blood Oni once from the Kuragari with surprising influence
- **Tea Demons** - Oni that will grant information to those that join them for tea
- **Imagawa** (Huiansu) - Shogun
- **Kublai** (Quian) - One of the Daimyo of the Shogunate
- **Mori** (Huang) - One of the Daimyo of the Shogunate perceived rival of Imagawa
- **Assegai** (Xu) - One of the Daimyo of the Shogunate, known for exiling his whole family
- **Kamabushi** (Ikumi) - New Daimyo of the Shogunate out to prove herself
- **Jokin Kurosawa** - The son of the head of Kurosawa
- **Kuboji** - rules the bureaucracy in the Sanctuary (Kinryoku) known hater of the Shogunate
- **Shika** - a woman believed to be the best shot in the Thunders, runs the Sanctuary's army
- **Zheng Pon** - rules Judiciary in the Sanctuary following the death of Winter
- **Monkey King** - Guardian of the Monkey Puzzle Tree
- **Clay** of the Twelve Tigers

---

## GROUPS AND ORGANISATIONS

---

(not previously mentioned in regional backgrounds)

- **Triads** - Part of the Cabal a crime syndicate
- **Open Hand** - A Group of Rebels once part of the Triads the Open Hand helped the people fight the Emperors of Five Thunders, they live in the Water Margins
- **The Twelve Tigers** - Spirits of heroes of Thunders history bound into helping the Thunders inhabit share bodies with living people of great honour. The 12 are Mirror, Clay, Smoke, Lightning, Storm, Wood, Tsunami, Fire, Ice, War, Ash and Void
- **Kurasawa Clan** that owns the Green Leaf Tea Company. The clan sell war technology of highest quality

## GODS

---

### THE CELESTIAL ORDER

---

Religion in the thunders often confuses outsiders who are so used to gods who can easily be split into good and evil, or at least malevolent and less malevolent. This confusion is caused by a fundamentally different mindset which sees good and evil as subjective concepts and considers order and chaos, yin and yang, to be the only true way to divide the cosmos. Even when outsiders accept this they are then confronted with the belief that to be truly enlightened one must perfectly balance yin and yang but that the world requires those attuned to yin or yang to balance a being with the opposite heart. This gives rise to another dissonance for outsiders, priests that serve two gods, one yin and one yang, who one day saves a village from bandits as chaos is too deeply ingrained in a province only to create a bandit gang in the next province as order is too strong there.

### MAJOR GODS/LORDS OF HELL

---

**The Celestial Dragon** - The perfect being, the embodiment of yin and yang in perfect harmony

**The Guardians** - The Guardians sit between Celestial Dragon and all other Gods, they claim to be not Gods themselves but protectors of Thunders from those outside.

**Gong Zu** - the Emperor of Heaven

**Hachiman** - Lord of Bushido and warlord of heaven

**Chen Zu** - Lady of the moon and winter

**Omoikane** - Head of the celestial bureaucracy, god of education and protection

**Hanuman** - Monkey King

**Inari Okami** - goddess of secrets, messengers and kitsune

**Ryujin** - Dragon lord of storm and sea

**White Tiger** - Ruler of the animal kami, slayer of yang

**Nobu Hide** - Lord of the 1000 hells

**Tengu** - Oni lord of destruction and dishonourable warfare

**Machishio** - Oni god of blood magic and murder

**Makage** - Oni goddess of darkness and shadow, ruler of maho

**Kakuri** - Oni goddess of damned souls and vengeance

**Kakure** - Oni god of politics and subversion

**Sakasama Ni** - Oni god of eternal punishments

**Humchim** - Oni goddess of theft

### SRENKARA

---

**Srenkara** tries to stand alone from the Celestial order and teaches his/her followers to be mindful and aware of thoughts and actions, develop wisdom and understanding.  
(Basically a version of Buddhism)

## NOTES

---

### THUNDERS HONOUR

---

Thunders Honour is a totally different thing to regular honour (which also occurs in the Thunders) and so needs an explanation.

Thunders Honour has a value and this is respected accordingly by all forms life, politics, status etc. whether evil or good but like most somewhere between .

The difference between Thunders Honour and normal honour is basically about how its is gained, you can do honourable things, help a person, do the right thing, follow your Samurai code, Monastic, Triad code etc. be that good or evil but that will not necessarily gain you Thunders Honour.

To gain Thunders Honour you need to perform better/best someone and be seen to do it to and by that someone, that someone should have equal or better Thunders Honour than you. The task you best them at should be something that they are well known for being good at.

Some people seek out honorable people and spend years trying to best them

Examples of how you could gain Thunders Honour.

In all cases below your Thunders Honour should be less than/equal theirs for you to gain.

- ❖ You could gain Thunders Honour by winning a combat with a great warrior
- ❖ You could gain Thunders Honour by following etiquette in tea ceremony with a tea demon
- ❖ You could gain Thunders Honour by opening a lock build by lock smith famed for their quality locks
- ❖ You could gain Thunders Honour by outsmarting a great Thunders general
- ❖ You could gain Thunders Honour by helping a poor man when you did not know he had any honour
- ❖ You could gain Thunders Honour by sneaking past the perceptive guardian.
- ❖ You could gain Thunders Honour by understanding fully a wise teacher's true meanings.
- ❖ You could gain Thunders Honour by following your honour code against the wishes of your honourable lord.

Remember you can still follow your own codes of honour just like those outside the Thunders as well as gaining Thunders Honour.

---

### CHI

---

Chi, like Thunders Honour, is unique to the Thunders. It is a life force that goes through all things and can be channelled by the practitioner to do great things.

---

### NOTES

---

The Colour of the Thunders is Silver which also represents the Mind and Command