

Ashur

Lazinar Deity of Combat and Status

Other Names Known By:

Uzziel
Gilee

A Lazinar is considered to have a rank of Citizen when he or she starts the game. When you begin worship of this Deity this rank is increased to Private. Further promotions must be role-played.

Lazinar's follow a very defined military style hierarchy. You can only obtain a rank by beating someone of higher rank in combat. As a rough guild (and it is only meant as a rough guild) the military and civilian ranks are given to the right. These give you an idea of the skill level you need in the Lazinar's natural attack if you wish to gain a rank. Those with high leadership skills (at least equal to their natural attack skill level) will have much less chance of being challenged by those below them (i.e., they will be a well liked leader) and consequently have much less chance of losing a rank that they have earned.

Civilian ranks cover those individuals that in some way support the military. They may be individuals that own companies or work for companies that directly sell supplies and items to the military. In order to receive a military rank, you must be in the army and must fight the battles. Those that do not do this are given civilian ranks.

The Rank of Citizen

This rank needs special mention. This rank is given to the lowest of the low, to the young and to others that have not started their climb up the military or civilian hierarchy. It is not good to be a citizen. A citizen has few rights and is treated with very little respect within the culture.

Minimum Level In the Natural Attack Skill	Military Ranks	Civilian Ranks
12+0		Citizen
12+0	Private	Warrant Officer
18+6	Claw and Tooth Private	Chief Warrant Officer
18+12	Corporal	Master Warrant Officer
18+18	Lieutenant of the Claw	Major
18+24	Lieutenant of the Tooth	
18+30	Corporal	
18+36	Captain	
18+42	Sergeant	
18+48	Staff Sergeant	
18+54	Platoon Sergeant	
18+60	Master Sergeant	
18+66	Sergeant Major (Line Sergeant)	
18+72	Command Sergeant	
18+78	Lieutenant Colonel	
18+84	Colonel	
18+90	General	
18+96	Brigadier General	
18+102	Major General	
18+108	Lieutenant General	
18+114 /single 18+120 /dual 18+126 /tri	General; Single, Dual and Tri Scale	
18+132	Supreme General of the Nation	

You will notice that highest civilian rank is easily surpassed by even the lower military ranks. Some of the Military Ranks are Administrative ranks used within the military itself, although technically, all the ranks can be found on a battlefield.

When you obtain a military rank within the Lazinar culture, your station is considered to be above those with lesser rank. This means that you can (in theory) boss around anyone with a lower rank. This is only partly true. Groups of Lazinar are separated into Cells. A Cell includes all the Lazinar in a specific Geographic area. A city and its immediately surrounding area are considered a Cell. Each Cell has its own military force used to protect the area. The forces within a given Cell are commanded by a Lazinar whose

rank is Brigadier General. The Brigadier General is always a local commander.

The capital is the only real place that spawns and has (as permanent residence) the rank of Major General and above. Lazinar of this rank and above, move around the country and co-ordinate the defense of the Lazinar nation as a whole. These individuals may take control of local armies although it is normal for them to bring their own army with them.

Each Cell contributes a certain number of troops (based on its size) to the defense of the nation as a whole. These armies are generally placed at the outer edges of the Lazinar Empire, protecting the borders from any or all that would try to invade. These armies are known as the General's Teeth. Local armies are known as the General's Claws.

Who do they fight?

The Lazinar fiercely protect their domain from the "barbarian" hordes. In this case, they consider the hordes to be monster kind. The Lazinar will work with other character races to help protect their homelands. However this is a rule of thumb and the Lazinar have fought many wars against the Calt and Leonid (their closest neighbors).

The Lazinar are aggressive and warlike. They have waged many wars of aggression. Many of their leaders have waged wars simply to prove that they are fierce fighters and great Generals.

Combat Circles and Challenges

The Lazinar obtain rank and settle personal disputes with the use of a combat circle. Many rules apply to the culture to keep this from getting out of hand. These rules were handed down from Ashur, the Lazinar's deity of Combat and Status. Ashur originally wrote these rules on huge stone monoliths found in the western edge of their lands, on the edge of the Fire Plane. This is the most holy of places to the Lazinar. It is believed that here, at this spot, their civilization truly began.

There are two forms of Challenge, one for rank, one for satisfaction. The rules governing the use of the combat circle are given below. When the combat circle is used, then these rules must be followed.

Challenge for Rank

You may only advance by issuing a challenge. All of the following rules must be adhered to if you wish to issue a challenge for rank.

1. A challenge for rank is not to the death. Except for one circumstance, if one dies, the second must die.
2. No weapons may be employed or used by the Lazinar in a challenge for rank other than those he carries in a natural state. Magic may not be used in a Challenge for rank.
3. A challenge for rank is made between two individuals and only two individuals.
4. Except for the one exception, the challenge can only be issued to one whose rank is one level higher (and only one level higher) than the challengers rank. A challenge for rank can never be given to one that is equal to your rank, lower than your rank or to one that is more than two ranks above you, except for the one exception governing the Rank of *Supreme General of the Nation*.
5. There must be no fewer than five of pure blood present when a challenge is issued. Of those present, one must be of higher rank than the one being challenged.
6. You must carry enough Blood Chalk to complete a combat circle. Each combatant must draw the circle. The challenger draws the circle first and the challenged must then also draw the circle. If one does not have enough Blood Chalk, they are considered to have lost the combat as well as two ranks of status. In addition to this, the combat circle must be no fewer than 8

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steps across and no greater than 12 steps across.

7. To be declared a winner, once the combat circle is entered, one (and only one) may walk out; the loser must be carried out. If both combatants must be carried out (and are not dead) then the fight is a draw and there is no change in rank for either combatant.
8. At least one month must pass between challenges.
9. You may only challenge a single individual a maximum of five times. The penalty for not winning the fifth challenge is death. This is the only circumstance in which one of the combatants can die.
10. No outsider may enter a combat circle or aid those within a combat circle. Once combat is started, it must be finished. If an outsider violates this rule, then it is the duty of those present to see that the outsider dies. In this instance, those present have the bound duty to kill the violator. Not to do so brings dishonor and disgrace upon themselves as well as their families.
11. If the challenger kills the challenged or the challenged kills the challenger, then it is the duty of the witnesses to kill the survivor. In this instance, those present have the bound duty to kill the survivor. Not to do so brings dishonor and disgrace upon themselves as well as their families.
12. Only a Tri Scale general may challenge for the position of *Supreme General of the Nation*. All the normal rules for a challenge apply with the following exception. To make the challenge, the challenger and challenged must be in the presence of at least two other Tri Scale generals.
13. From time to time a vacancy develops in the hierarchy. When this occurs, one from those immediately below the rank in question must be promoted to fill the

position. If there is more than one available candidate, then combat must be done, until a single candidate is declared the winner. To this winner goes the promotion.

A character need only expect official challenges to his rank if he or she is in the Lazinar Empire or if circumstances make sense that he should receive a challenge (i.e., the module says he is part of an army or that there is a large Lazinar force nearby). If the character Leadership Adventure skill is equal to his or her skill in Natural Attacks, then a challenge will come each 2 to 4 months (1d3+1).

Challenge for Satisfaction

A challenge for Satisfaction is a method for two individuals to settle disputes. The rules that govern this are given below.

1. The challenge for Satisfaction is always made between two individuals; one that makes the challenge and one that has the option to accept or decline the challenge. To Decline the challenge is to admit that you have wronged the challenger.
2. The challenge is made as a method to protect a name and reputation. If the challenge is made and accepted, then the challenger picks a time, date and location of the combat.
3. When completing the challenge, both the challenger and challenged must bring a second. The second must be a Lazinar of higher status that will bear witness that satisfaction and honor has been served.
4. Only the challenger is required to complete the Combat Circle. The Combat Circle must be made using Blood Chalk, It must be no larger than 12 steps across and no smaller than 8 steps across.
5. Once the circle is drawn the one that is challenged may pick the weapon to be used. If the one that is challenged picks natural attacks, then the challenger is

bound to use the same. If any other weapon is chosen, then the challenger may pick any weapon he or she wishes to use.

6. Magic may not be used once the circle is entered. Magic used before the circle is entered cannot be cast upon the opponent.
7. Once the combat circle is entered, the battle will last until one yields. To yield is to admit that you have dishonored your name and have spoken lies or have in some way tarnished the reputation of the winner. This brings shame onto you and your family. The one that wins maintains his or her reputation and honor. The other loses one Rank. To die in a combat circle means that you do not admit error, and although you were wrong, your shame at having been in error is not carried though and born by your family.

Blood Chalk

Blood chalk is a combination of chalk and blood. The characters own blood is mixed with the chalk and then allowed to dry. After it is dried, it is reground to powder. Each Lazinar is expected to carry enough blood chalk to draw at least one Combat Circle. The Blood Chalk required to do this is normally equal to a small item. It is normal for a Lazinar to carry at least two applications of the Chalk (equal to a medium item). Two applications take about a pint of blood and will cost about 100 talons to have produced.

Lazinar will often fight each other to determine who is the best fighter or for practice. Basically, a pair will draw a circle in the dirt or ground and will then pound on each other until one wins. This can often happen, especially when two new ones meet in the wilderness, away from the heart of their civilization. Realize that this type of action will determine pecking order between two equal ranked Lazinar. The important thing to remember is that this type of fight is an unofficial way to determine who is in

charge. Such a battle would never involve the use of Blood Chalk. When Blood Chalk is used, things are serious.

The Standing Stones

The most holy place in the entire Lazinar Empire is known as the Standing Stones. It is located on the western edge of their Empire, on the edge of an area of desert known as the Fire Plane. The Lazinar have built many shrines and temples around the Standing Stones and it is a place of great pilgrimage. Several thousand troops are stationed there to protect the area. It is prophesized that the empire will be sacked when the Standing Stones are desecrated.

The Legend

Hazlet was a great fighter among the Lazinar, so great that he attracted the attention of Ashur. Ashur came to Hazlet in a dream and told him the he must walk far to the western edge of the known lands and once there, Ashur would speak to him in person. He would know that he had reached the end of his journey when he found the Standing Stones. There he would be given information that would make the Lazinar strong.

For many days and many nights Hazlet walked west. He passed town after town, village after village. The entire time he saw and realized that the Lazinar Empire was vast but largely undefended. It was ripe for the picking. This alone spurred him on for he knew in his heart that it could not last in its current state.

So Hazlet continued ever onward, past the last village, through the last of the badlands until he saw the Fire Plane itself. It was there that he saw the Standing Stones. The Standing Stones were a series of huge stone blocks arranged in a circle. At the center of that circle stood Ashur.

“You have done well Hazlet,” Ashur started. “For many years you have been a great warrior, but as of today you become my priest. I will teach you how to make your people great and then you will leave this

place and teach your people my ways. It is only through my ways will the Lazinar survive the coming ages.”

Hazlet nodded and the teaching began. Ashur was taught of the Blood Chalk and of the Combat Circle. He was given the rules that govern combat and of rank, status and honor. He was shown the role of the citizen and of how he was to support the military in the protection of the Empire. Finally, the training finished, he told Ashur, “I am ready.”

Ashur said, “There is one more thing,” he told Hazlet. “You will meet many doubters in your travels. Those doubters you must bring to me here. You must show them these stones and let them feel my presence.”

There was the sound of thunder as letters and words formed in the surface of the great stones. There, for all to see, for untold generations to come, were written the rules of combat.

And thus, on that day, did the Lazinar Empire truly begin.

Worship

Each deity in the world of Panjere is treated as a separate independent entity. As such, each deity has its own special background and worship requirements. Some deities require vast amounts of affinity if you want to worship them; others require vast sums of money. It all depends on the deity.

Like all skills, worship is a skill; you have a base level in it plus a bonus. When a character starts worshipping this Deity he or she must pay 500 affinity points. In addition to this, the character must place at least 50% of all further earned affinity into his or her worship skill (to this deity). Finally, before worship can even begin, the character must have the following skills.

One weapon developed to at least 15+0
Natural Attack developed to 18+0
Leadership (AS) to any level
Combat (AS) to any level

In addition to this the character must have a fighting skill focus.

When these worship requirements are met, the follower will get to roll once on the favors table each time he / she gains one level in bonus synergy in his / her worship skill to this deity.

Getting a roll on the favors table

Each time the character’s synergy bonus in worship to this deity goes up by one point, roll **1d6** on the Ashur Favors Table (see below).

Ashur Favors Table

- 1 Add one to the character’s wound total.
- 2 Add one to the character React Figure (if the figure is currently 18+0 or more, then additional rolls increase the synergy bonus in the react stat).
- 3 +1d4 to the synergy bonus of the Lazinar’s natural attack.
- 4 These bonuses can only be applied to melee weapons (not to missile weapons) +1d3 to the bonus synergy level of a weapon rated as Easy 4 to Easy 2 Or +1d2 to the bonus synergy level of a weapon whose dice rating is Regular 1 Or +1 to the Synergy Bonus Level of a weapon whose dice rating is Hard 2 to Hard 4.
- 5 +1d2 to the synergy bonus level of Leadership.
- 6 Roll 1d6. On a roll of 1 or 2, the character gains a bonus of 1d2 to his or her Wound Resistance (WR) dice roll. On a roll of 3 to 6 the character gains a bonus of 1d2 on his To Kill adjustment (TKA). Additional rolls increase the dice gained in this blessing by one factor. This means that a d2 goes to a d4, then to a d6, d8, d10 and finally on up to a d12. Once the previous dice is a d12, an

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additional d2 is earned, that itself
can be built up to d12.