

THE WAR FOR SCALE



You're waging war on Valasar. This is going to be very much **self-directed** on your part, so here's what you know about Scale, as a combination of Zorgar having grown up there, general knowledge, and intelligence from the people working for you. **Some of this information may be outdated or wrong, and there's always more to know.**

The success of this war, like all wars, is going to be based on the decisions and compromises you make. Balax, Samorn, Sora and the others can **advise**, but they won't **make your decisions for you**.

There also will **not be time to take care of everything**. You won't be able to claim every strategic point, you won't be able to take out all of Valasar's support structure, you won't be able to line all your ducks up in a row. At some point, the war will come to a head, the Final Battle will take place, and **you will win, or you will lose**.

This Final Battle is going to be ultimately what it all comes down to, and the campaign until that point will be a case of adjusting the balance of the Final Battle to hopefully be in your favour. When you arrive in Scale you will be outnumbered, outmatched, and on an island entirely under Valasar's control (that's the purple zone on the map). By the time of the Final Battle, the hope is that some of that purple zone will have diminished and you will be less outnumbered and less outmatched. It's your job to decide how you go about doing that.

This is all a huge dramatic conceit, really. In reality a war like this would probably play out in a very different manner (with a huge amount of factors and moving parts) but we're playing a game and telling a story **about your characters and the impact they have**, so we have slightly different needs than if we were being military

historians and simulationists about it. None of us *are* military historians or four-star generals or wizards or dragon-men, so we're going to take some liberties with the whole thing.

THE ISLAND OF SCALE

I won't go into detail on every single settlement or geographic location because that would get bloated very quickly, but here are some notable/relevant ones.

KARAN TAUL

Karan Taul, the City of Glass, is Scale's capital. The largest and grandest settlement on the island, Karan Taul holds the Glass Palace, the dragonglazeries, and countless other landmarks, and all of Scale's great clans maintain a presence in the city.

ORMINTH

The second largest (and only other) city on Scale is Orminth. Situated on Scale's southern point, Orminth is an important military and trade hub due to its proximity to the lands of Tairis to the south-west. Historically, Orminth and Karan Taul were the strongholds on either side of the Clan War centuries ago, with the Markex side in Karan Taul coming out on top. Though these old hostilities have since faded, in some corners of Orminth there still exists anti-Markex sentiment¹.

As a result of its status in trade and Scale's military, both Clan Suros and Clan Keldrath hold significant sway in the city, which is presided over by one of Valasar's trusted lieutenants, Sulira Markex.

BELATH

One of the largest settlements outside of Karan Taul and Orminth, Belath sits a few miles inland from Scale's eastern edge, a central hub for the surrounding farmlands.

JECALLI HARBOUR

Jecalli Harbour is a mid-sized port and fishing village on Scale's western side, exploiting the rich fishing grounds of Jecalli Reef.

THE TEETH

The Teeth, a reef on Scale's southern side, is so named for the jagged, jutting rocks that have sunk many a prospective sailor. The Teeth effectively block naval passage around Scale's southern coast, except for the most capable (and expensive) captains – or those with a death wish.

THE GREAT CLANS

The Ka'ma clans of Scale form the highest social class, and each manage one sector of Scale's governance. All the clans maintain a presence in Karan Taul, but many have a primary headquarters elsewhere.

CLAN MARKEK

Clan Markex are the ruling clan, led by Valasar. The other clans report to Clan Markex and Markex dignitaries oversee much of the day-to-day political running of the country, as well as acting as diplomats and envoys for foreign relations and diplomacy.

- **Iakim²:** Valasar Markex
- **Headquarters:** Karan Taul Palace

THE TEN CLAWS

The Ten Claws serve as both the Scalegord's royal guard and a check and balance against them. Each of the ten great clans commit their best and most loyal warrior to the Claws, where they serve as a noble bodyguard while the Scalegord maintains their clan's loyalty, and a dangerous enemy should the Scalegord lose it. Though no disloyal Claw would ever act against the Scalegord alone, lest they should surely be cut down by their comrades, the order has ended a poor Scalegord's reign on more than one occasion after a majority of the clans became displeased.

CLAN ORN

Clan Orn, the silver clan, preside over matters of justice and religion within Scale. Chiefly concerned with the worship of Bahamut, Orn do also have some presence with those that worship Tiamat, and they manage the courts and jails of Scale.

- **Iakim:** Aluroth Orn
- **Headquarters:** Oriaum, a large estate within Karan Taul

CLAN BAEUN

Clan Baelun, the brass clan, oversee Scale's matters of food, agriculture, and infrastructure. They oversee the production of Scale's food as well as ensuring the smooth operation of its cities and towns.

- **Iakim:** Ormak Baelun
- **Headquarters:** Baelun Estate, a large country acreage outside Karan Taul

CLAN SUROS

Clan Suros, the bronze clan, manage and control Scale's navy, as well as all its shipping. No ship comes in or out of Scale without Clan Suros knowing about it, and they wield sizeable influence as a result.

- **Iakim:** Garada Suros
- **Headquarters:** Surosir, although Clan Suros maintain a strong presence in the Karan Taul docks

CLAN SUROS ARE A KEY VALASAR SUPPORTER.

¹ Sort of a Scotland/England dynamic.

² Clan leader

CLAN NERAAD

Clan Neraad, the Great Clan of Copper, are in charge of arts and culture within Scale. They bankroll the theatres, galleries and concert halls, and though nothing is admitted publicly, it is common assumption that they control the printing presses and newspapers within the island.

- **Iakim:** Nari Neraad
- **Headquarters:** Neraad have cultivated an extremely desirable high-class neighbourhood within Karan Taul where its clanspeople are resident. Homes within Neraada are available to anyone with enough coin and the right reputation, and new availabilities are highly competitive within the Karan Taul socialites. Neraad conduct most of their business from secure offices within the district.

CLAN KELDRATH

Clan Keldrath, the red clan, are Scale's militarists. Responsible for Scale's military domain, Keldrath oversee the training and management of Scale's army, as well as being responsible for all matters of security within the towns and cities. Every report from a guard or legionary on Scale makes its way to Keldrath ears, eventually.

- **Iakim:** Raikos Keldrath
- **Headquarters:** Keld Rock

CLAN KELDRATH ARE A KEY VALASAR SUPPORTER.

CLAN ULRISS

The great blue clan, Clan Ulriss, are responsible for matters of education, lore, and magic. If the answer to a question of obscure history or arcana is needed, it is an Ulriss clansperson that is summoned, and it is rare they cannot produce an answer.

- **Iakim:** The Cerulean
- **Headquarters:** The Ulriss Vaults, a secret labyrinth of caves in the mountains.

CLAN VEXIR

The green clan Vexir are the Scalegord's eyes and ears. Responsible for matters of espionage and intelligence, Vexir deploy their Greenfangs to protect Scale's interests outside its borders. And often within its borders.

- **Iakim:** Ashek Vexir
- **Headquarters:** Unknown. Vexir have an estate within Karan Taul, but it's widely assumed not to be their actual headquarters.

CLAN VEXIR ARE A KEY VALASAR SUPPORTER.

CLAN LUMINAAR

The white clan Luminaar oversee Scale's natural resources and craftspeople. They ensure Scale's resources are managed carefully and efficiently, and that its craftspeople are looked after.

- **Iakim:** Turem & Tura Luminaar
- **Headquarters:** The Glassworks, a grand building and complex in Karan Taul's artisan district where craftspeople can ply their trade and sell their wares – if they are friends of Clan Luminaar, of course.

CLAN RAKESH

Masters of coin, the black clan Rakesh are responsible for Scale's coffers. With Markex input they set and collect the taxes, and agree trade deals with other nations and merchants. Shrewd business decisions have led Rakesh to become the richest of the great clans, and they wield great influence within Karan Taul and the wider island as a result.

- **Iakim:** Ielar Rakesh
- **Headquarters:** Rakesh have a huge estate within Karan Taul for their clanspeople and trusted allies, as well as warehouses.

CLAN RAKESH ARE A KEY VALASAR SUPPORTER.

STRATEGIC POINTS

Scale has a number of tactical and strategic resources. These are **all currently held by Valasar and his power structure, and what is shown here are just examples – depending on your plans you may find out about more.** Taking one of these strategic points will weaken Valasar's position and strengthen yours in the Final Battle, but will be a significant undertaking that will put a target on your head and speed the war to the point where Valasar goes "fuck it" and **mobilizes forces for the Final Battle.**

'Taking' a strategic point may mean different things for different points – in one it may be enough to front up and hold it long enough for the Star Wars Battlefront guy to announce you've captured the Command Post, in others it may be entirely down to negotiation. Over the course of the war and the decisions you make during it, new Strategic Points may develop, existing Strategic Points may grant additional benefits, or Strategic Points may become less relevant or cease giving a bonus to anyone.

KARAN TAUL

Karan Taul is the most important strategic point, and the main victory condition for the campaign. Controlling it at the conclusion of the Final Battle grants you control of the throne.

THE COVE OF DRAKES

The breeding and nesting grounds of Scale's drakes, the Cove is an important strategic location without which the drake riders are crippled. Clan Keldrath and Baelun maintain a strong presence in the cove.

THE ORMINTH PASS

The only land route between Karan Taul and Orminth, the Orminth Pass allows trade and free movement between the two cities. Controlling the pass would force travel between the two to be conducted by boat – either the long route around Scale’s northern edge, often fraught with pirates, or by navigating the treacherous Teeth around Scale’s southern shores.

ORMINTH

Orminth is, in and of itself, a strategic point allowing its controller to draw upon its many resources, fortifications, and hefty population.

SUROSIR

A small island off Scale’s south-eastern coast, Surosir serves as Clan Suros’ naval dock and ancestral home, where their (and by extension, Valasar’s) vessels are constructed, repaired, and stored when not in use.

BANISSAN

The largest and most resource-rich mine on Scale, Banissan is guarded closely by Clan Luminaar. With control of the mine and the personnel to exploit it properly, a steady river of gold, silver, and steel pour forth.

KELD ROCK

Referring to both the seat of Clan Keldrath and the primary military base on Scale, Keld Rock is the largest armoury and military training ground on the island.

THE NORTHERN COAST TRADE ROUTE

The primary viable sea route between Karan Taul and Orminth, controlling these waters would force travel between the two cities to be done by land, or the dangerous route through the Teeth.

THE SUNSPEARS

Flanking both sides of the Karan Taul bay, the Sunspears are huge contraptions created by Scale’s dragonglaziers to focus and weaponize the sun above. Though seeing minimal use in recent history, the Sunspears can focus the sun’s light to set approaching ships alight within minutes.