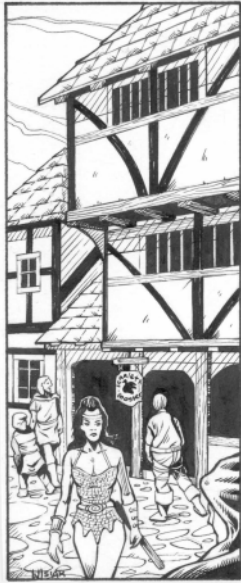




LIFE ON KHAAS



Many lands and cultures grace the breadth of Khaas, and they are tumultuous with their contrasting and varying customs and locales. Blue Barbarians roam freely on the slopes of the Shield Mother Mountains while the Wood Elves raise tall monuments and dance in the great meets to mark the passage of time in Tree Heart. Wolfings roam the wild ways and secluded glens, paranoid and watching, waiting for right signal to make a mark.

Armandoria groans on the west coast of Khaora, its peoples seeking deliverance from their oppressing religion while proud Tharkhalans fight bravely and fiercely in the armies of many kingdoms. Caravans roam the vistas of Khaora, and ships ply the Crystal Ocean to find new ports. Khaas is a wide and varying world, and her people are equally as diverse.

Most of Khaas' common folk labor as peasants, serfs, farmers, or simple crafts folk, living in settlements and villages. Over this expanse of relatively simple folk dwell the rich, elite and privileged, in whatever multitude of forms this takes in the lands.

Time

Like all places, the beings and races of Khaas mark the passage of time, seasons, or years in some fashion. In Arduin, Thrale, and dozens of other kingdoms, astrologers mark and tend the cycle of years or the procession of heavens. Even the barbaric tribes of the cold northlands study the skies and moons to record the days and mark down the deeds of their heroes and leaders.

Even while they mark the time to note the seasons and the change from day to night, very few civilizations on Khaas denote time in the same fashion we do in the modern world. Like

less modern times in our own world, Khaasians are more concerned with the passage of days, seasons, and years than hours and minutes. When they do denote times shorter in frame than a day, they more likely note it in along the rising or settling of the sun, speaking of when the sun (or moon, as it may be) is high in the sky, rising, declining or so forth.

Day and Night

Khaas' days are exactly 25 hours long, consisting of ten full hours of daylight and darkness, with two and one half hours each of twilight and dawn. There is no axial tilt or rotational wobble, so this never varies during the year regardless of the season. The day of Khaas is also called Zed, and its hours are known as Azark. An Azark further breaks down into Azar (minutes), Aza (roughly 9 seconds), and Az (approximately a second). Six days comprise a week, usually called a Sixday or Zedra. The individual days of the Zedra are Mordag, Taenwal, Wurdigan, Veldoar, Sarmaht, and Qwain, in that order. The folk of Khaas commonly work Mordag through Veldoar, and half a day on Sarmaht, taking the afternoon and all day Qwain off. This varies regionally.

Months and Seasons

There are 15 months in the year, for a total of 450 days in the year, not including Tai Taowyn or End Year, which is a five day period of 'non-time' that takes care of the odd orbital period around the sun of 455 days. The months, in order, all called: Tor, Ator, Vaen, Torvaen, Kos, Torkos, Skord, Torskord, Zar, Torzar, Ghast, Torghast, Chund, Torchund and Khoros, or the End Year month.

There are four distinct seasons in Khaas: Summer, Fall, Winter, and Spring. Winter is 125 days long, and is the last 25 days of the old year and the first 100 days of new. Spring follows with 125 days and is in turn followed by 125 days of summer. Fall follows as the first 75 days of the last one hundred days of the year (the first 25 days of winter being the last 25 days of the year.