

Welcome to the Jherég

In ages past, in the harsh region known as Siberia, there was founded a great Empire, known as the Jherég.

This pioneering vision for the disparate tribes of Siberia fell to ruin, beset by corruption and malign forces. Siberia was left in ashes, isolated tribes once more fending for themselves.

As the ash settled and the people withdrew into their insular lives, their grand histories were forgotten, mere shadows in the night. But from these shadows and ash a spark was lit, a unifying spirit that kept alive some semblance of the great dream.

Many years later, as world threatening wars swept across the continent, Fate brought together the Siberian peoples once more in common cause.

The flame ignited; the Jherég Spirit binding the destiny of Siberia's people as one.

With each new community warmed by the fires of the Jherég Spirit, they grew in purpose.

Though their cultures varied in both structure and ideals they found that together they could face any challenge, weather any storm.

As one, we are forging a new Empire; a new civilization of acceptance and knowledge, of magic and strength.

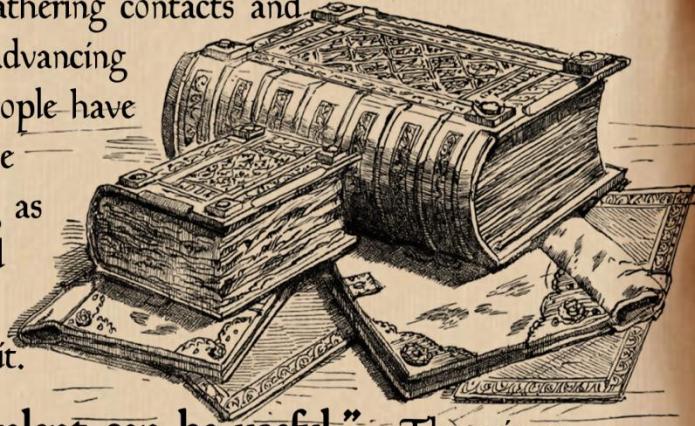
For while the Jherég Spirit binds us, the future is ours. The Jherég Call, will you answer?



Jhereg Traits

“A thirst for knowledge shall keep you alive longer than a thirst for water.” –

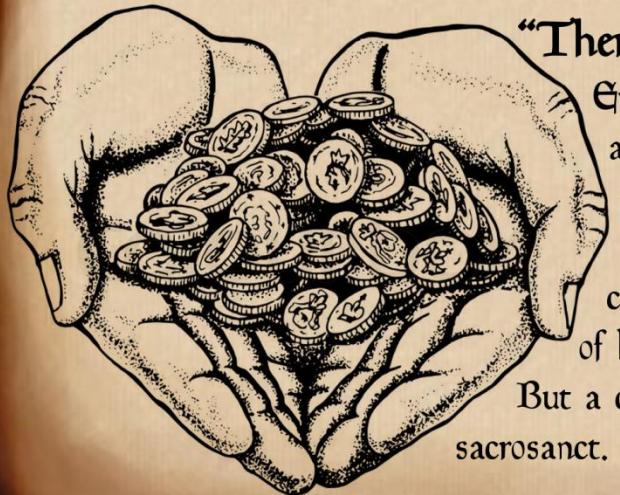
Whether it be unlocking the mysteries of cosmology, gathering contacts and intelligence, spying on the enemy, tracing rumours, or advancing magical, alchemical and technological discoveries, our people have a near desperate drive to seek knowledge and to achieve understanding. In Jhereg culture there is no such thing as doing so because you were told to. Each soul must find reason for their own actions, after all, those who understand their purpose are far more likely to achieve it.



“Every person has their talents, and every talent can be useful.” – There is no such thing as a useless skill only a lack of imagination for how to apply it. The best Jhereg may not be those of great power or awesome might but instead are those who know how to use what they do have to the best of their ability.

“Peasants, or as we like to call them, people.” – Every society has a chain of command and the Jhereg nation is no different. But in our nation, those who are Chosen, Trialled, Taken or Triumphant are just as important as everyone else. Everyone's voice has a right to be heard and everyone has a duty to help aid the nation. Those in a position of rank hold only the greater responsibility to protect and serve their fellow Jhereg.

“Evil is acknowledged but never presumed.” – The world may be rife with those who would harm us, but in greater numbers still are those who merely exist. We in the Jhereg never prejudge another based on their race, religion, state of undeath, geographical location or plane of origin. Instead we will always seek to talk with the individuals we meet and then decide based on their actions if they are worthy of our help or our scorn. There are many such creatures who live peacefully alongside us and are considered Jhereg. If they stay true to us, we will always be ready to defend them.



“There's money to be made in that, you know!” –

Ever the opportunists, the Jhereg are keen entrepreneurs and always have their eyes open and noses to the wind to find a good money making enterprise. Mostly by necessity, they have become fluent in the fine art of contractual agreements and know well how to spin a web of loop holes and addendums to best fit their specific needs.

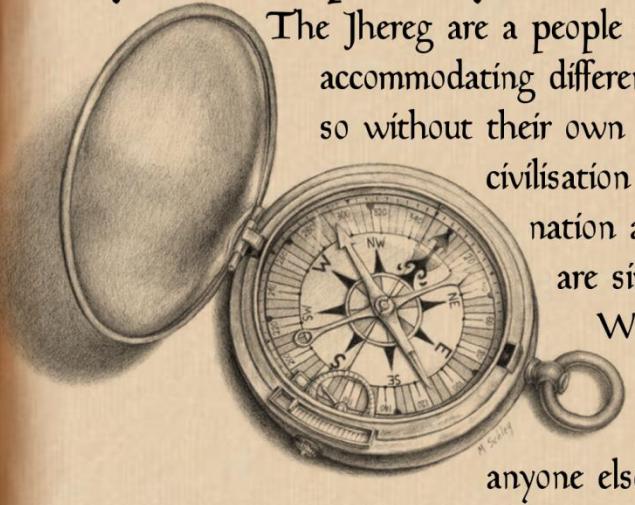
But a contract once made either verbal or on parchment is sacrosanct. We never go back on a deal.

Jhereg Traits

“We didn’t start this fight, but we will end it.” - In a perfect world, our attempts at mediation and peace would win over even the most stubbornly violent and at times that has been the case. But sometimes even we cannot turn an evil mind, and war is brought to our door. Some might think us a soft target, that given our love of peace and mediation we are ill equipped to fend off an aggressor. They are very, very wrong. Jhereg vengeance is a pure and vicious beast, its claws are razor sharp, its fiery breath the heat of a thousand suns, its poisonous teeth quick and efficient. We are a people with not one but many weapons, and when our mind is made up we work as one to destroy those who would harm us.

“I’m not good, but I know I’m right.” - We are constantly surrounded with difficult decisions that bring our morality into question. The Jhereg are ruthless when it comes to the survival of their people and won’t hesitate to do whatever is needed to end a threat, even if that means compromising their own personal morals.

“My moral compass may not seek the north but don’t assume it’s broken.” -



The Jhereg are a people who have spent a long time accepting and accommodating different cultures, races, and creeds. They could not have done so without their own sense of honour, trust, and respect. Though any civilisation may have their thieves, murderers and villains, the nation as a whole does not condone such behaviour. Their laws are simple and based on common decency and cooperation.

We accept many things in this world that other nations have learned to loath but that does not mean we are loathsome ourselves. We have just as much honour as anyone else, just a different view of ideals.

“Look, if I think it’s wrong, it probably is.” - As has already been established, both our laws and morals allow us much freedom to act, but there are things that we will not accept outside the confines of war or criminal punishment; engaging in harmful acts upon another without their consent or removing or limiting another’s freedom to choose their own path. In other words, because we accept that some may choose paths another jhereg would not, consent is a vital part of our culture. To affect another against their will in this way shall not be tolerated and always considered a grievous harm.

Jhereg Archetypes

Due to the nature of the faction, we are open to all playable races and skill sets. Most ideas fit well, but here are a few examples of typical jhereg citizens to inspire you.....

The War Wizard

Magic is a strong part of our nation and though not everyone possesses such power, most do. From warriors with a few tricks up their sleeves to full on wizards who can also slice you from navel to nose, war wizards can be found in every corner of Siberia, though it is fair to say that many of them make their home in Western Siberia either in the high reaches of Tibetia, home of the mithrim elves or further north in the thriving city of Nova Jorvik.



The homeland hero

Years of war and the sheer size of Siberia's sprawling cities have made the raising of city guards and militias essential. The only problem some of these valiant defenders have when their homeland is safe is where will they again find that thrill which comes from fighting for your life? Normally well armoured and up for a fight the homeland hero is not a classical knight but a boisterous and sometimes brutal warrior.



The Exiled Celt

These tartan wearing humans and elves were once part of the Fir Cruthen but left their homes to seek a new one in Siberia due to religious differences. Though some eventually found their way home again, many have stayed and become fully immersed in the Jhereg culture. Chaotic and wild but fiercely loyal, these Exiled Celts are battle hardened. They may have fiery tempers, but they also always have their fellow Jhereg's backs.

The Native Rus

These civilised human tribes are most commonly found on the central plains. They have lived through the fall and rise of the Empire. Down to earth and eminently practical folk, they prize their connection to the land and their strong survival abilities above all else. The Native Rus do not suffer fools gladly, and though their ways may be rustic they are far from naïve.





The Will Weaver

Siberia has heralded some of the most renowned Ritualists of the last age, and no doubt this tradition shall continue. These will weavers have brought foes to their knees and forged the deadliest of weapons, and items of power. Both from tribal and city heritage Siberian ritualists revel in friendly rivalry, each displaying their own unique style and flare. Following in their footsteps is a challenge but with it comes the prestige of joining a class of the greats.



The hidden Ones

From drow in the underdark, dwarves in hidden mines, to elves in secret mountain ranges or camouflaged forest dwellings; Siberia is riddled with hidden communities, most of whom found it necessary to keep the world out from one battle or another. These are the quieter types, they are still learning to trust their fellow Jhereg. Often blessed with secret knowledge, special talents or mysterious ancient magics, these folk know how to hide and keep their mouths shut, they are the masters of secrets.



The Feathered Goblin

Kind and joyful, you can be forgiven for thinking that a siberian goblin is harmless. but don't let their playful demeanour fool you; these goblins are fast and deadly. Many, if not all, of them wield great corporeal power that they rarely hesitate to use to slay their foes with a single touch. But befriend a Feathered Goblin of the Great Goblin Forest and they will never let you down.

The Wayward Adventurer

Siberia is vast, so it's not too surprising that it has many wandering souls who trail the land in search of adventure, mystery and new exciting things to trade. Ever inquisitive, and usually the progeny of merchant city dwellers, the Wayward Adventurer has an endless thirst to discover the secrets of the world, and harness its goods to turn a healthy profit.



The Noble Savage

The vast wildernesses and dense woodlands that span large swathes of Siberia are not as empty as they might seem, for within these areas live the Noble Savages. Beastmen, humans and even elves live in tribes guided by their shamans and the great animal spirits. Great hunters, trackers and some of Siberia's fiercest warriors hail from these tribes and whilst other nations may look down on them with their rustic ways the Jhereg know that to survive as they do means they are to be respected.



The City Rogue

The streets of our cities can be dangerous, especially those of Port Reybard, Siberia's capital. Those who walk them had best keep their wits about them. The City Rogue has learned that quick wit and a sharp eye will take them far. They are always on the lookout for an opportunity and always have their ears to the ground for information to trade.



The Clansman



Whilst it takes great skill to hunt the beasts and prey of Siberia's forests, it takes equal amounts of skill and stubbornness to provide for your tribe in the wastelands and wilds that the Clansman call home. These hardy nomads travel all over Siberia, at one with the land and led by their Chiefs and Shamen. Skilled hunters for sure but also foragers and when needed, scavengers. These people know that to live you must eat and sometimes you don't have the luxury of choice.

The Devoted

Burning with the fire of the Jhereg Spirit, the Devoted are those that have dedicated themselves to their faith. They are not so much preachers, but collectors of the many facets of faith, as if gathering the many pieces of a puzzle. Their deity is new and so too is their worship of it, not in endless bowing and prayers, but in their hearts and deeds as they in turn fan the flames of devotion throughout the land.



Why Play In The Jhereg?

We are a meritocracy where all voices can be heard and those who gain power do so to serve the people rather than their own ends.

We are a hub of knowledge, magical research and learning. If you want to discover the world of the game in all its intricacies this is the place to do it, with the backing and wisdom of many in the faction.

We are not bound by In Character prejudice which allows you the freedom to both explore all the races of the game and also interact with many creatures unwelcome in other factions.

Any race and any skill can find a place within the family that is the war host. The opportunity and the tools are there for everyone to become the very best they can be in their chosen profession and know that at the end of the day that they were part of a collective whole that made a difference.

We have vast resources of magical items and tools that are commonly shared around the faction for everyone's use.

We have a great community spirit, in which everyone has a place and a purpose. So whether you are on your own or part of a group and you want to get involved with solving the worlds problems and defeating our enemies then this is the place for you.

More Information and Further Reading

If this has sparked your interest and you would like to learn more about the Jhereg, the following documents can be found on our Facebook page -
The Jhereg Nation.

Jhereg Nation Overview - This is a beginners guide to the faction in game, covering rank structure, religion, and commonly known facts.

A Guide to Siberia - This document tells you more about the various kingdoms within Siberia and the people who can be found there.

The People of Siberia - In this document you will find information on current and previous groups within the faction.

Alternatively, please feel free to contact Sarah Partridge (1IC), Tom Bradford (2IC), or Luke Dickin (3IC) on Facebook or email us at thejheregnation@hotmail.co.uk to discuss group and character options.

Credit for photography to Oliver Facey and Steve Mitchell.

