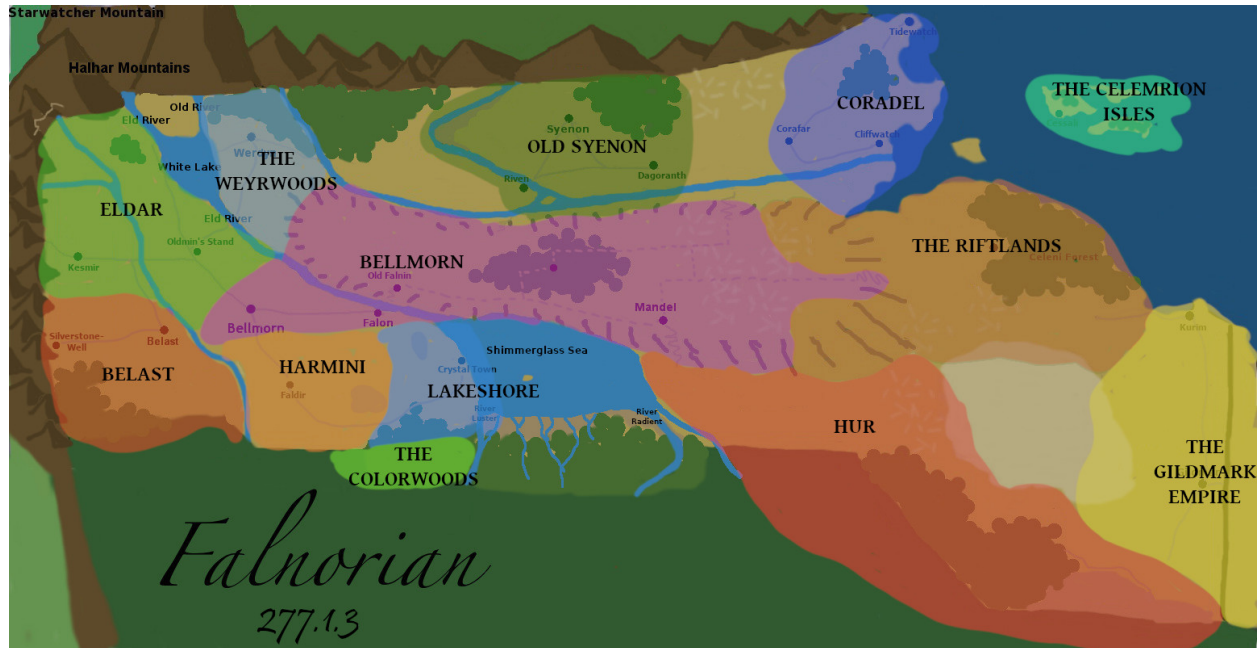


Regions of Falnorian

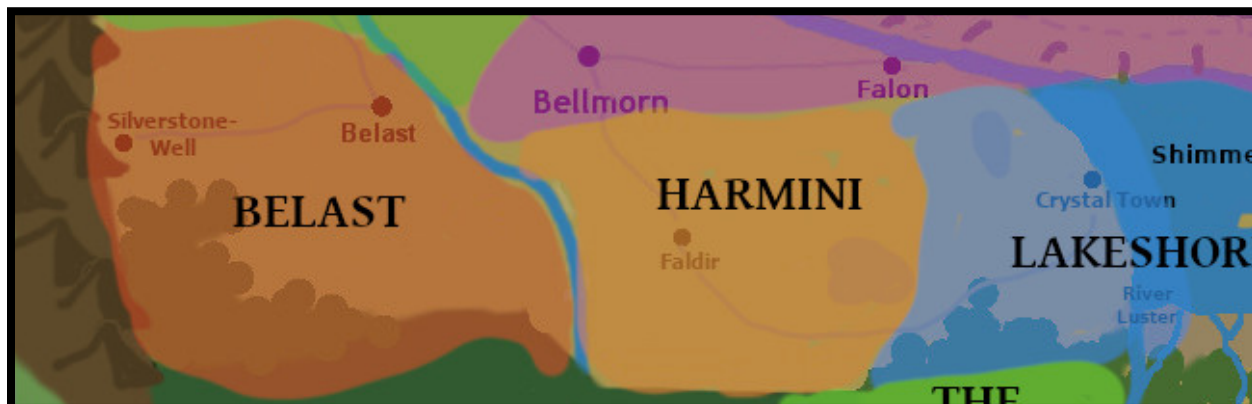
as of 277.I.3 (Season II)



With the Season II timejump, the entirety of the Falnorian subcontinent has been mapped by Bellmorn and contact made with all the major cultural and rulership regions upon it. The following is a summary of the knowledge about each region that is generally accessible to the inquiring adventurer; it includes basic geography, trade information, and general cultural information. There are a few gaps here and there, which represent information that is missing from general knowledge and records.

Other regions are known about besides those listed below. It is known that there are many regions on the subcontinent east of Falnorian, and suspected that there are others beyond the Halhar Mountains. Their precise location and status remains, however, unknown.

Belast

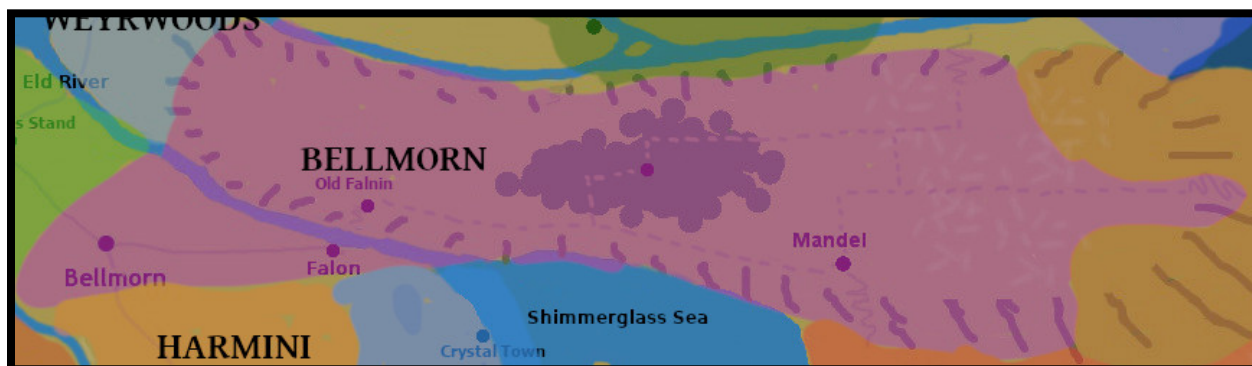


Belast Regional Profile	
Basics	Capital City: Belast Major Cities: Silverstone-Well, Thunderhold, Gorgecrest Population: Human, Lizardfolk.
Trade	Resources: Grain, Vegetables, Meat & Dairy, Spices, Iron, Precious Metals, Wood Exports: Weapons, Armor, Precious Metals, Animal Tack, Trained Animals Imports: Specialty Tools, Mastercrafted Items, Scholars.
Nature	Climates & Biomes: Tropical Rainforest, Subtropical Savannah, Temperate Grasslands Major Features: The Fell River, The Gorge, The Halhar Mountains Main Creature Classes: Mundane Beasts, Magical Beasts, Goliaths
Culture	Main Classes: Knight, Cleric, Sentinel, Wild Mage, Pyromancer. Main Tradecrafts: Farmer, Blacksmith, Animal Trainer, Historian, Builder. Major Pantheons: Falnorian, Roman, Chinese, Mesoamerican.

Belast is a large region in southwestern Falnorian, extending from the southern rainforests up into the Halhar Mountains. It is home to perhaps the most formidable military in Falnorian at this time: in addition to extensive ground troops, Belast has mastered mounted combat to a level perhaps unparalleled in Falnorian. It is also incredibly resource-rich, and is able to easily sustain a large population and largely wants for almost nothing. Most of its people are farmers, miners, and other resource-gatherers; and, being a generally militaristic culture, all who are able are required to serve a few years of time in the Belast military when they come of age.

Belast tends to be conservative when it comes to change: many people return to the village they grew up in upon completion of service, and when it comes to choosing a trade most pick up the trade their family has practiced before them. Stoicism and honor are both valued here, as is strength of all kinds; but so is the desire to build, and to build a better world in doing so.

Bellmorn

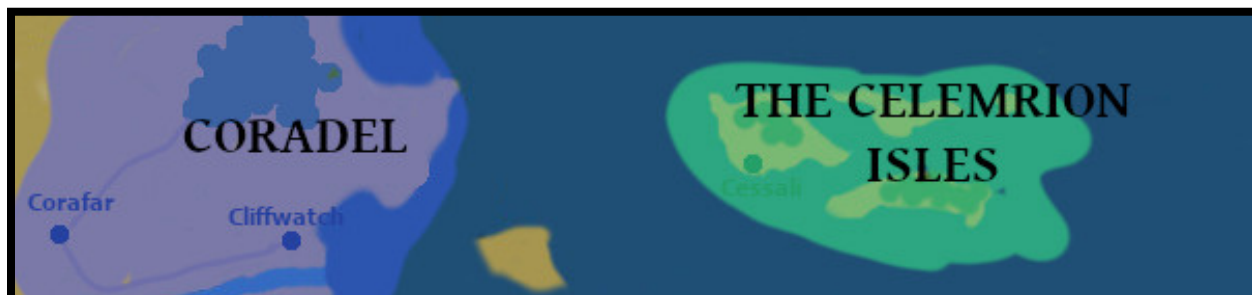


Bellmorn Regional Profile	
Basics	Capital City: Bellmorn Major Cities: Old Falnin, Anguron Population: Human, Dwarf, Illion Elf, Hobbit.
Trade	Resources: Grain, Fruits & Veggies, Iron, Stone, Artifacts. Exports: Specialty Tools, Books, Olive Oil, Weapons, Scholars, Enchanted Items. Imports: Spices, Coffee, Chocolate, Dyes, Medicine, Rare Alchemical Ingredients, Salt.
Nature	Climates & Biomes: Temperate Grassland & Riparian, Scrublands, Subterranean Major Features: The Falor Plateau Tunnel System, The Eld River. Main Creature Classes: Goblinoids, Vermin, Undead (All)
Culture	Main Classes: Duelist, Thief, Cleric, Sentinel, Pyromancer Main Tradecrafts: Rhetoric, Gambler, Diplomat, Courtier, Scribe, Trader, Tinker, Priest. Major Pantheons: All Pantheons.

Bellmorn is a large region in the center of the subcontinent, and is well-positioned to meet and treat with the rest of its neighboring regions. The majority of its power and population are concentrated on its southwestern corner along the Eld; its cities are some of the largest in Falnorian, and also very diverse in not only species and social status but also skill and background. The people of Bellmorn love novelty and excitement: they love to meet new people and hear about new places, and taverns and newspapers - are both celebrated sources of entertainment alongside dueling rings, theater, and other cultural events.

In addition to being highly populated, Bellmorn is both technologically and magically advanced. They have recovered much knowledge about building techniques, crafting and tinkering, and magical usage that were all but lost in the Fall of the 2nd Era; this is due to a plethora of artifacts and history in the Falor Plateau, particularly around the city of Anguron. Bellmorn also harbors a large shrine district that is home to shrines and temples of thousands of deities. Politically, Bellmorn is currently at war against Hur to the south, and fights to win back the plains regions to the east of the Shimmerglass Lake.

Celemrion Isles



Celemrion Isles Regional Profile	
Basics	Capital City: Celemrion Major Cities: Esmeris Population: Illion Elves, Humans
Trade	Resources: Seafood, Seaweed, Seasilk, Salt, Wood. Exports: Glassware, Ships, Sails, Clothes, Fish, Enchanted Items, Seasilk. Imports: Grain, Vegetables, Fruits, Wine, Precious Metals, Gems.
Nature	Climates & Biomes: Warm Ocean, Seagrass Meadows, Coastal Desert, Temperate Forest Major Features: The Coremari Isles, Island of Storms Main Creature Classes: Magical Beasts, Vermin, Low Fey
Culture	Main Classes: Ranger, Wild Mage, Diviner, Healer, Necromancer. Main Tradecrafts: Cartographer, Fine Arts, Tailor, Trader, Forester. Major Pantheons: Tolkien, Greek, Falnorian

The Celemrion Isles are a colony of the greater region of Celemrion, which lies somewhere distant to the east of the Gildmark Empire. It is known that they hold other islands in the Crescent Sea, but their locations are neither mapped nor known in Falnorian. The ships of the Celemrion Isles are known in the region mostly as trade ships that connect the western and eastern subcontinents, and carry all a manner of goods and luxuries between the two areas. They are not known to be especially warlike, although a significant portion of the pirate vessels in that region of the sea hail from the Celemrion Isles.

In addition to trading and exploration, the Celemrion Isles are also known for their enchanting. Much of their enchantment is unusual in Falnorian terms, as it derives from elven techniques passed down since the 2nd Era; the process is slow, but the crafting of their magical and mundane items both are exquisite. Natural imagery features heavily in their crafting, and they are known to value the wonders of the natural world; little else is known about them, as they tend to hold their cards close to their proverbial chest.

Colorwoods

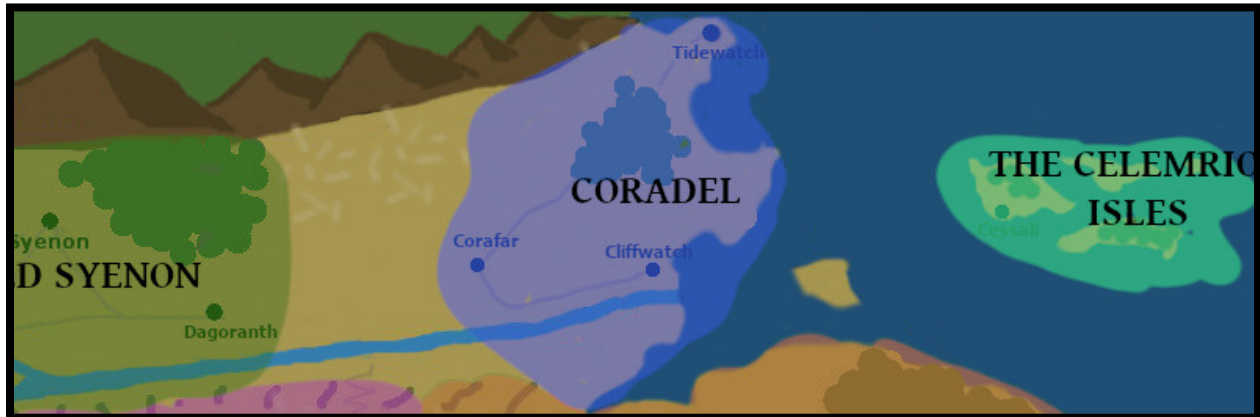


Colorwoods Regional Profile	
Basics	Capital City: N/A Major Cities: N/A Population: Ku Elf, Human, Goblinoid, Hobbit, Grey Ogre
Trade	Resources: Fruits, Spices, Coffee, Wood, Alchemicals, Medicine, Silk. Exports: Alchemicals & Ingredients, Medicine, Wood, Dyes, Silk, Coffee. Imports: Weapons, Stone, Textiles, Pottery.
Nature	Climates & Biomes: Tropical Rainforest, Riparian, Swamp Major Features: N/A. Main Creature Classes: Amorphous, Magical Beasts, Magical Creatures, High Fey
Culture	Main Classes: Wild Mage, Pyromancer, Ranger, Assassin, Mercenary. Main Tradecrafts: Hunter, Enforcer, Alchemist, Forester, Performing Arts. Major Pantheons: Falnorian, Elemental, Mesoamerican.

The Colorwoods is a nomadic region in the northern regions of the Xucu'an Rainforest. The land in this region frequently goes through significant upheaval that makes building futile at best, and so the Colorwoods has learned how to dance with that chaos to best take advantage of its changes and to migrate along with it. The people of the Colorwoods tend to live in large bands of several hundred individuals; these bands may come together or split as resources, space, and politics require.

Life in the Colorwoods is dangerous - between the land itself, the deadly creatures that inhabit it, and the highly volatile magic throughout the region - and its people live hard and fast. Most encounters - from friendly greetings to serious negotiations - begin with a fight, and skill in combat is valued highly in this region. The fruits of life are valued highly also: bright colors in everything from clothing to tattoos and body paints, from which the Colorwoods derives its name; bold flavors, billowing scents, and parties and festivals that last for many days and nights. On the more serious side, children are highly valued as well: and great care is taken to ensure the health of children as they grow in such a dangerous environment.

Coradel

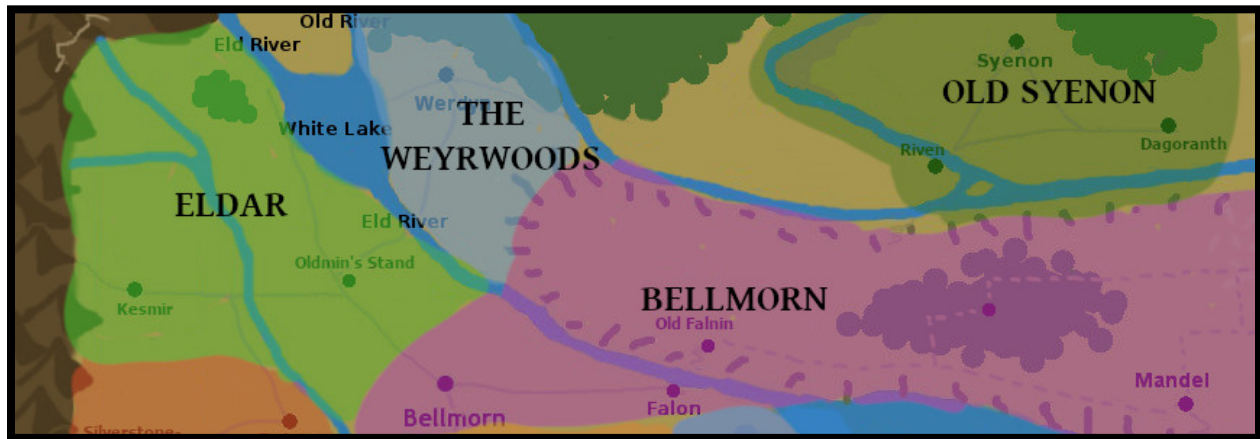


Coradel Regional Profile	
Basics	Capital City: Cliffwatch Major Cities: Coravane, Tidewatch Population: Human, Illion Elf
Trade	Resources: Wood, Fish, Grain, Vegetables, Textiles, Salt, Iron, Medicine, Linen. Exports: Cloth, Tools, Wine, Barrels, Wagons, Ships, Salt. Imports: Fruits, Herbs & Medicine, Glassware, Tinkering.
Nature	Climates & Biomes: Temperate Rainforest, Coastal Cliffs, Tidepools. Major Features: The Rift, Penguin Island. Main Creature Classes: Vermin, High Fey, Low Fey, Goliaths.
Culture	Main Classes: Viking, Thief, Ranger, Wild Mage. Main Tradecrafts: Tracking, Mathematics, Trader, Carpenter, Builder. Major Pantheons: Falnorian, Irish, D&D.

Coradel is a foggy coastal region on the northern coast of Falnorian. It is fairly remote and geographically isolated by the surrounding mountains and plateau; its main avenue in and out is the sea, through which it trades with the Celemrian Isles and occasionally the Gildmark Empire. These are its main friendly connections: its land neighbors, Old Syenon and the Riftlands, both have a history of conflict with this region. As such, this region has to be very self-sufficient when it comes to both resources and help of any kind; hard work is both valued and necessary in this region in order to stay afloat.

Work-hard isn't Coradel's only mode; play-hard is important too. There are holidays most months of the year, and many friendly competitions besides between the large-scale neighborhoods within any given town or city. Community bonds tend to be playfully antagonistic but close, and strangers are often distrusted - there is just enough strangeness in the Coradel countryside, fey and otherwise, that culturally this region errs on the side of caution and reservation.

Eldar

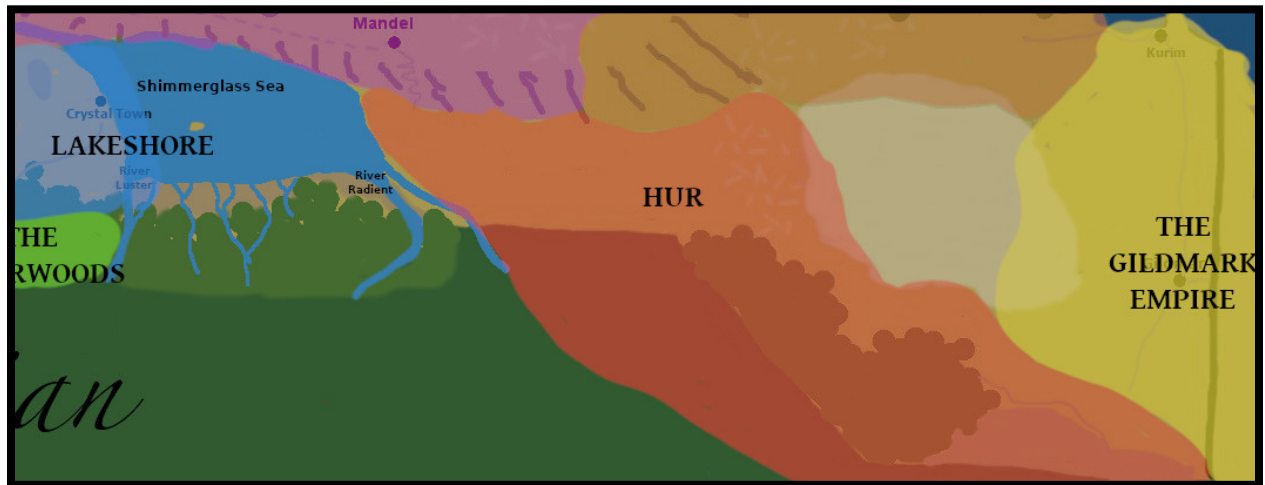


Eldar Regional Profile	
Basics	Capital City: Oldmin's Stand Major Cities: Kesmir Population: Human, Hobbit, Dwarf, Illion Elf
Trade	Resources: Stone, Metals, Grains, Fruits & Vegetables, Dairy, Wood, Crystalline Exports: Weapons, Armor, Furniture, Grains, Dairy, Animal Tack, Trained Animals. Imports: Spices, Sugar, Medicine, Dyes, Specialty Woods.
Nature	Climates & Biomes: Cold Grasslands, Cold Temperate Forest, Mountains, Tundra. Major Features: The White Lake, The Oldmin's Stand Wall, The Geothermal Pools. Main Creature Classes: Mundane Beasts, Goblinoids, Magical Creatures, Outsiders
Culture	Main Classes: Ranger, Knight, Bard, Healer, Wild Mage. Main Tradecrafts: Literary Arts, Diplomat, Messenger, Farmer, Tracking. Major Pantheons: Falnorian, D&D, Norse, North American

Eldar are the children of Oldmin and of Belmin before it; history runs deep in this region, from the numerous ruins in the countryside to family ties and roots. This region is highly agricultural, and grows a great deal of grain, vegetables, fruits, and a wide variety of other produce that it trades in plenty to other regions. The same applies to livestock: Eldar breeds hardy draft animals and productive food animals, as well as keen hunting and messenger-birds. It is also renowned for its fine, sturdy woodworking: in particular, Eldar makes musical instruments that are highly-valued in other regions both for their beauty and their sonorous tones.

Culture is always in discussion here, much like a flowing river or wellspring from which all draw. Old songs, stories, and legends are told and retold from generation to generation and community to community; barding is a proud tradition in this region, both as a way of preserving history and of grappling with its rights and wrongs and its depths of imagination. Communities shape their present by reworking the stories and ruins of their past - for better, and for worse both. Eldar is also a place of fine diplomats, messengers, and other orators shaped by these traditions.

Gildmark Empire



Gildmark Empire Regional Profile	
Basics	Capital City: Gildmar Major Cities: Adra, Ondra. Population: Human, Illion Elf, Lizardfolk, Wood Elf
Trade	Resources: Gold, Grain, Gems, Salt, Cotton, Iron, Fruits, Spices, Fish. Exports: Weapons, Armor, Wine, Gold, Jewelry, Glassware, Meat & Fish. Imports: Medicine, Fruits & Vegetables, Silk, Dyes, Alchemicals.
Nature	Climates & Biomes: Earth Desert, Sandy Desert, Rocky Temperate Coastal. Major Features: Halimin Desert. Main Creature Classes: Goliaths, Vermin, Skeletal Undead, Constructs.
Culture	Main Classes: All Warriors, Duelist, Thief, Healer. Main Tradecrafts: Trader, Mathematics, Courtier, Diplomat, Miner, Blacksmith. Major Pantheons: Falnorian, Greek, Roman, Mesopotamian.

The Gildmark Empire is a vast, extensive, and very wealthy empire that hugs the northern coastline of the Eastern subcontinent. Inland, it is hot and dry; thus, the majority of its population is coastal. Its wealth, however, is the desert: iron, gold, and various precious metal mines dot across the empire, and are the source of much of the Empire's wealth. These resources are turned into fine jewelry, architecture, and weaponry that is the envy of their neighbors.

Diplomacy, as well as wealth, is the Gildmark Empire's strength. It is generous, and eager to lend a helping hand to its neighbors - so much so that many of its former neighbors have fallen into the Empire's influence over time, whether they intended to or not. Beauty is valued highly in the Gildmark Empire, and wealth is often displayed openly in the form of jewelry and high fashion as a display of status. Cleanliness is also valued: the Empire has intricate cleanliness rituals that have been inherited from a history of disease and poisoned land during the Fall. Their enemies tend to mistake this for vanity and weakness - and consequently find that the Empire's might is just as vast and generous as its wealth.

Harmini

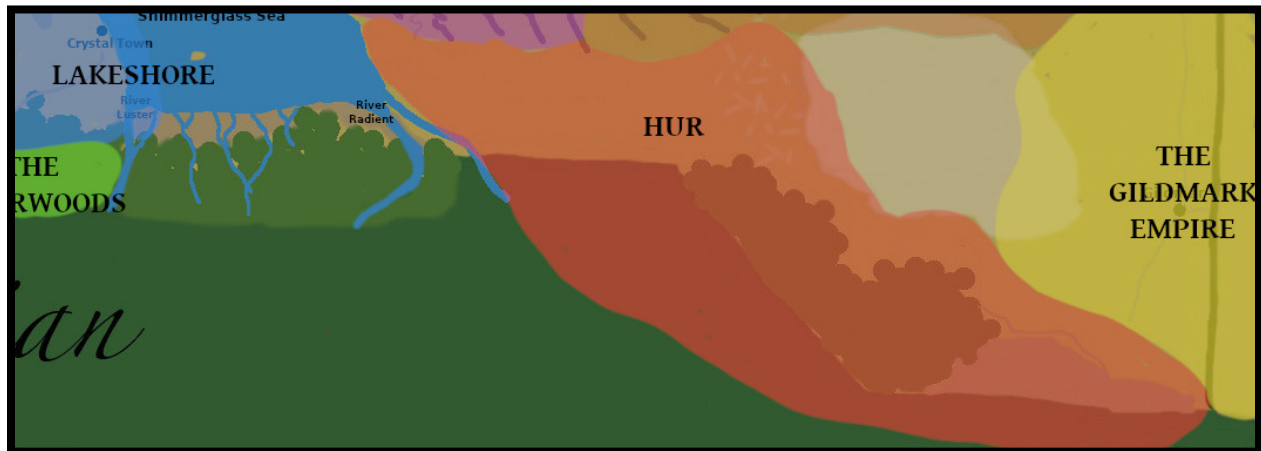


Harmini Regional Profile	
Basics	Capital City: Faldir Major Cities: Spice Outpost, Tanager Walk. Population: Human, Hobbit, Ku Elf.
Trade	Resources: Grain, Fruits & Vegetables, Wood, Spices, Clay, Dyes, Medicine Exports: Spices, Coffee, Chocolate, Wood, Musical Instruments, Paper, Pottery. Imports: Textiles, Crystalline, Metal, Stone.
Nature	Climates & Biomes: Subtropical Savannah, Riparian, Tropical Rainforest, Swamp. Major Features: N/A. Main Creature Classes: Mundane Beasts, Magical Beasts, Amorphous.
Culture	Main Classes: Bard, Ranger, Duelist. Main Tradecrafts: Innkeeper, Performing Arts, Fine Arts, Trader, Diplomat. Major Pantheons: Falnorian, Mesoamerican, Yoruba.

Harmini is a land of in-betweens: between biomes, between powers - and between cultures. It is a colorful place that draws on a rich variety of roots and backgrounds, and blends them both lovingly and playfully: it is known for its expansive creativity in art, cuisine, music, and crafting. It is also a place of connections: Harmini's roads are well-known for their beauty and their extensive inn system, and are popular amongst traders, messengers, and traveling craftspeople alike. Harmini often acts as a go-between for its neighbors, whether it comes to trade or communication or diplomacy.

Harmini is rich in luxury resources: spices, dyes, coffee, chocolate, sugar, and exotic woods and medicinal herbs. It trades these - as well as its popular, colorful pottery and other craftwork - to other regions for the harder materials it does not have in abundance, such as metal and stone. It is also rich in food; Harmini's agriculture is as experimental as it is practical, and each town and village often has several varieties of squash or corn that are unique to them alone. Towns and villages, and individuals often keep friendly competition for who can grow the hottest peppers, most colorful tomatoes, most flavorful rice - or sing the fastest songs, dance the most impressive steps, or think with the quickest wit in front of a crowd. Entertainment is a community project here - and everyone gets involved.

Hur



Hur Regional Profile	
Basics	Capital City: Tez'chitatl. Major Cities: ??? Population: Human, Wood Elf, Lizardfolk
Trade	Resources: Wood, Minerals, Medicines & Herbs, Fruits & Vegetables, Gold. Exports: Weapons & Armor. Imports: Jewelry, Crafted Goods, Gems.
Nature	Climates & Biomes: Tropical Rainforest, Tropical Swamp, Rocky & Sandy Desert. Major Features: Halimin Desert. Main Creature Classes: Amorphous, Magical Beasts, Vermin, Undead (All)
Culture	Main Classes: Mercenary, Ranger, Assassin, Necromancer, Pyromancer. Main Tradecrafts: Hunter, Enforcer, Tracker. Major Pantheons: Mesoamerican, Mesopotamian.

Hur is perhaps the single largest region in all of Fahnorian. They occupy large swaths of the Xucu'an Rainforest that are hostile to near everyone else; rumor has they have made a pact with forest spirits there that allows them passage and the freedom to build. Or, perhaps it is their aggressive tenacity and determination that allows them that room: they are well known for being fierce warriors who have no qualms raiding their neighbors for goods, slaves, and simply to cause chaos and sow fear. Strength is the end-all-be-all in Hur: it is a warrior culture, and one's worth to society is by and large measured by one's ability to fight.

Hur is ruled by many warlords, each of whom keep their own domains; these warlords vie with one another for power and status, and this fighting is encouraged by the rulers of Hur as a way of testing both loyalty and capability. It has a heavily patriarchal social structure, and society is highly stratified; but it has its own limited meritocracy, and a capable warrior can rise in rank and status high above their - most often, his - birth station. Boldness is appreciated here, both in temperament and in aesthetic; as is diversity, which is seen as its own strength. Taking and using the ways and tools of other cultures and regions as seen as one of many forms of survival - not weakness.

Lakeshore



Lakeshore Regional Profile	
Basics	Capital City: Crystal Town Major Cities: Gemglass. Population: Human, Ku Elf, Hobbit
Trade	Resources: Crystalline, Wood, Clay, Alchemicals, Fish, Fruits, Medicines. Exports: Enchanted Items, Perfumes, Crystalline, Pottery, Sugar, Seafood. Imports: Grains, Metal, Stone, Weapons, Salt.
Nature	Climates & Biomes: Tropical Savannah, Tropical Rainforest, Freshwater Coral Reef. Major Features: The Shimmerglass Sea, The Greymarsh Main Creature Classes: Amorphous, Magical Beasts, Goblinoids,
Culture	Main Classes: All Mages, Bard, Ranger. Main Tradecrafts: Innkeeper, Fine Arts, Gatherer, Forester. Major Pantheons: Yoruba, Mesoamerican

Lakeshore is a region that stretches along the western shore of the Shimmerglass Sea; on land land is comprised mostly of vast stretches of tropical savanna, and in water it boasts vast and colorful freshwater reefs. Weather in this region, particularly by the lake, is unpredictable: while most often sunny and warm year-round, huge storms can brew from nowhere and thrash the coastline with little warning. Despite this, much a living is made from the Sea: fishing, of course, but more importantly crystalline diving. The Shimmerglass Sea is an immense wellspring of crystalline carried down from the Eld, and crystalline is a major cornerstone of Lakeshore crafting and enchanting both.

Life in Lakeshore tends to be laid-back and friendly; rumor and friendship are their own kinds of currency in Lakeshore, and privacy tends consequently to be lacking - but so does judgement, and Lakeshore's people tend to be open-minded. It leans matriarchal culturally; and has a deep history with and cultural knowledge of magic, in enchanting and spellwork both. It is know for its skillful craftwork, especially with cloth and wood as well as crystalline. It is also known for its many bard schools, which are much smaller than the bard schools of yore but lovingly treasured nonetheless. Lakeshore tends to be highly conflict-averse, both in day-to-day relationships and when it comes to greater diplomatic leanings; many people verge pacifistic, if not outright embrace it.

Old Syenon



Old Syenon Regional Profile	
Basics	Capital City: Old Syenon Major Cities: Vesperin, Riven. Population: Human, High Elf
Trade	Resources: Alchemicals, Wood, Fruits, Herbs, Stone, Precious Metals, Exports: Herbs, Alchemicals & Ingredients, Weapons & Armor. Imports: Barrels, Grains, Luxury Goods.
Nature	Climates & Biomes: Temperate Forest, Temperate Grasslands, Swamp & Marshland. Major Features: Nari Forest. Main Creature Classes: Magical Beasts, High Fey, Low Fey, Mundane Beasts.
Culture	Main Classes: Assassin, Thief, Mercenary, Viking, Wild Mage. Main Tradecrafts: Tracker, Alchemist, Enforcer, Hunter, Herbalist. Major Pantheons: ?

Old Syenon is centered around the city of the same name - an old inheritance from before the Fall. It is a place of lush, thick and wild temperate forests, musical rushing rivers, and emerald green rolling hills. Beneath the beauty, however, is a great deal of danger: magic, and particularly fey magic, runs wild in this region, and as such the people of Old Syenon have learned to be clever, cunning - and ruthless. They have no trouble driving a hard bargain, and are formidable traders; their trade network is driven primarily by their rivers, and is known for being particularly swift. This would be appreciated by their neighbors, were Old Syenon not highly aggressive to their neighbors: they tend to deal in swords rather than words, and make a habit of invading and raiding their neighbors mercilessly.

Along with the inheritance of the city, Old Syenon has also inherited an old mage school - and, between that and the heavy presence of fey, they have a great depth of magical knowledge and practice. Mages, warriors, and semi-martials are well-balanced here: each has a part to play, and plays it well. Subtlety and ferocity are valued in equal measures in Old Syenon - whether it is in war, artistic endeavors, or conversation. It is not a place for the faint of heart, nor the morally squeamish: in Old Syenon, the ends always justify the means - the ends most often being power, agency, and favors and debts owed - as much the currency of Old Syenon as is gold.

Riftlands

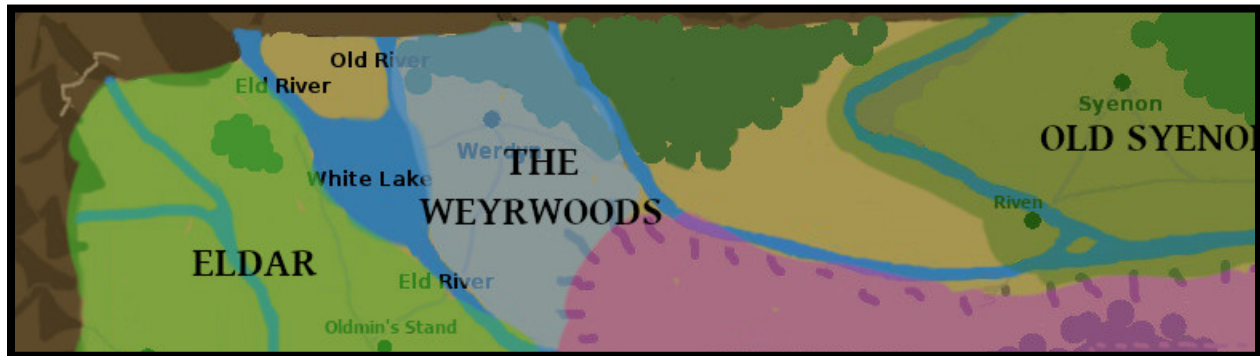


Riftlands Regional Profile	
Basics	Capital City: N/A Major Cities: N/A Population: Old Goliaths, Goblinoids, Humans, Illion Elves, Drow.
Trade	Resources: Minerals, Leather, Medicine, Exports: N/A. Imports: N/A.
Nature	Climates & Biomes: Scrublands, Temperate Savannah, Prairie, Rocky Desert, Canyonlands. Major Features: The Rift, The Red Canyon, The Undercaverns. Main Creature Classes: Goliaths, Goblinoids, Vermin, Mundane Beasts.
Culture	Main Classes: All Mages. Main Tradecrafts: Forester, Hunter, Teacher, Literary Arts, Animal Trainer. Major Pantheons: Elemental.

The Riftlands are a place of many paths - more than at first meet the eye. It is a wide expanse of dry prairie and grassland, cut in many places by extensive canyonlands and caves that are often as beautiful as they are dangerous; its grasslands and temperate forests are often wracked by fires, which blaze through the region and regrow every few decades. The people of the Riftlands are diverse in species and culture, and are built from a federation of nomadic clans and tribes that roam the region; these tribes are very diverse, often seeing elves and ogres and goblins all living alongside one another. Clans join and divide freely as politics and seasonal resources allow; few things, including settlements, are permanent - and those tend to be found most often underground.

Magic in this region tends to be highly elemental: it is as much about connecting with magical beings - elementals, fey, and others - as it is tapping into magical energy directly. Deity worship in this region is also unusual, and tends to be devoted to domains rather than particular deities or pantheons. Knowledge - about magic, crafting, medicine, and more - is passed down through ritual and traditional apprenticeships; but there are as many exact practices as there are clans in the federation.

Weyrwoods



Weyrwoods Regional Profile	
Basics	Capital City: Werdyn Major Cities: N/A Population: All Species, in relatively even proportions.
Trade	Resources: Furs, Wood, Crystalline, Herbs, Dyes. Exports: Enchanted Items, Crystalline. Imports: Food Crops, Spices.
Nature	Climates & Biomes: Taiga, Volcanic Tundra, Cold Grasslands. Major Features: The White Lake, Nari Forest, The White Geyserfield, The Halhars. Main Creature Classes: Mundane Beasts, Magical Beasts, Goliaths, High Fey, Outsiders.
Culture	Main Classes: Diviner, Bard, Mercenary, Healer, Necromancer, Wild Mage. Main Tradecrafts: Priest, Literary Arts, Forester, Alchemist, Herbalist. Major Pantheons: Falnorian, North American, Elemental, Norse, Slavic.

The Weyrwoods are a cold, isolated region, held in the grips of winter snows for more than half the year. Farming is scarce, and life is dependent on hunting and gathering from the surrounding landscape. The Weyrwoods has learned to live within these rhythms of nature, however, rather than trying to drive them: whether it is their approach to the turn and work cycles of the seasons, or the stories and oral tradition that carries them through the long winters, or the uniquely slow and thoughtful approach to magic and divinity, ritual is the wheel upon which life in the Weyrwoods turns.

When it comes to building, the Weyrwoods works with its surroundings rather than against them. Rather than building cities, it builds a network of small village Enclaves disguised by both clever tricks of the landscape and glamveils to turn away unwanted eyes. It can be difficult for outsiders to navigate the Weyrwoods, as their roads and enclaves are often both disguised in this way, and it is easy to become lost. Most visitors in the Weyrwoods are supernatural: fey, demons, elementals, and others are welcome here and often looked to as sources of wisdom - tapped into most often through veneration rather than trickery or bargaining. As a culture, they tend to value foresight without arrogance, cleverness without maliciousness, and tradition without rigidity - all things, in balance.