



Zingara is a country of the Hyborian Age.

Several artists have taken the interpretation of Zingara being a knightly land of rapiers and honorable duels.

Knightly virtue is the highest goal of every noble Zingaran, "Honor above all" is the most common toast and battle cry. This is a country that is known for their fierce individual fighting spirit. Honorable duels are the most common method of decision making process. In fact it is a common joke that a Zingaran courtroom is a dueling pitch. All disputes are resolved with honorable contests.

The great lords/ladies of Zingara are established by combat, most often to first blood, unless the challenge of leadership involves some insult, then the combat may often involve death. There are five levels of Zingaran duel.

1. Prim :

This is a minor difference of opinion, like what alehouse to sup at, or who will pay for the next round of drinks. These contests can be of any type, and often involve a contest of wits or strength.

2. Secun:

This is for a dispute between friends or lovers, a competition might include some minor

discomfort but would never draw blood or leave a mark.

### 3. Tris:

This is a more serious dispute, perhaps a land or border dispute or a customer who feels cheated by a merchant. This level of dispute can leave a mark, but never draws blood.

### 4. Quat:

This is a serious dispute concerning honor and reputation. If a name has been disparaged without apology, or a crime that involves violence against a citizen. This contest will involve blood. This is also the contest level for the highest office in the land, one of the Consuls of Zingara.

### 5. Quin:

This is the highest level of dispute, one that involves a serious crime or question of sacred honor. The result is always death or mutual submission.

Zingara is a society of honor, for it is believed that reputation, and franchise the the essence of being. Some outsiders view Zingaran reliance on duels as archaic, rather than an elaborate court system of laws, but a Zingaran would parry that criticism with the stated fact that Zingara is free of lawyers.

With this in mind, the greater lords/ladies of Zingara are chosen by contest once a year in front of the assembled population. When a lord has been a particularly good steward of the realm, the contests are often amusing and trivial, but when leaders are found lacking, the blood spectacle would compete with the carnage seen in any Cimmerian fighting pit. A Lord of Zingara must accept a challenge for leadership whenever one is offered.

All duels are public, and the facts and circumstances are always made clear, for every duel in Zingara is also a trial, with the whole of the populace, as the jury. A combatant may readily win a combat, yet lose his honor, this, in the eyes of a Zingaran, is worse than death.

There is one peculiar office in Zingara, of Schlor Prim, most often a woman, but not exclusive to the gender. The Prim is the ultimate referee, in public disputes that have no obvious victor.

Zingara is situated to the North of Aquilonia, in the lands of Archer Florida and draws from many of the surrounding cultures. The society is mostly rural, with a few small urban centers. Many view the Zingaran navy as mere pirates, which is easy to understand as the navy of Zingara does support their own upkeep by exerting "point taxation", upon the seas., this is in keeping with their robust free enterprise economic views. They have strong alliances with other local fiefdoms, such as Aquilonia, The Citadel, and others, to insure mutual support, in case of foreign invasion.