

SHADOW WORLD INFORMATION

Je regroupe dans ces notes plusieurs informations et renseignements utilisés dans ma campagne sur Shadow World. ATTENTION: Tous les renseignements ne sont pas "canons." D'une part, j'ai modifié pour mon compte certains éléments des suppléments officiels; d'autre part, j'ai inclus (et modifié) des informations provenant d'autres joueurs. Une recherche sur internet devrait vous permettre de retrouver les auteurs et l'intégralité de leurs contributions, ainsi que les polices de caractères "bizarres" employées.

A. Bonet

THE KULTHEAN SOLAR SYSTEM

Star name: CERIL

Province: Devon *Class/Type:* G3V *Longevity:* 15e9 years *Age:* 5.2e9 years *Temperature:* 5550°C (0.97)
Brightness: 0.98 *Magnitude:* 4.73 *Radius:* 4.68e-3 AU *Mass:* 0.99 *Gravity Well:* 3.72 AU
Description: Whitish yellow star in main sequence.

Planetary Data

#	Name	OR	Ecc.	Type	Diam.	Density	Grav.	Esc. Vel.	Esc. Vel. / Ceril	Tilt
1	Kuluth	0.38	6.24e-2	RP	3378.9	0.92	0.24	2850	66123-70385	5°20'49"
2	Rhogan	0.66	7.67e-2	RP	4987.9	0.31	0.12	2429	49652-53616	68°47'19"
3	Kulthea	1	4e-2	RP	13837.4	0.92	1	11651	41160-42840	25°17'22"
4	Thasia	1.51	5.05e-2	RP	2574.4	1.15	0.23	2428	33248-34972	16°34'58"
5	-	2.65	7.56e-2	AB	19000 ast.	1.31	var.	var.	24838-26794	var.
6	Ithaneus	4.91	3.99e-2	RP	4505.2	0.54	0.19	2902	18537-19292	20°21'35"
7	Nemeris	9.44	5.04e-2	RP	8045	0.77	0.49	6194	13300-13989	1°1'53"
8	Liis	18.52	3.35e-2	RP	11263	1.38	1.22	11634	-	4°6'34"
9	Ombari	36.66	4.97e-2	GG	126306.5	0.18	1.76	46746	-	5°28'29"
10	Shiron	72.94	0.17	GG	94931	0.27	1.99	43031	-	16°50'35"
11	Xio	146.5	0.16	GG	101367	0.38	3.01	54389	-	59°49'39"
12	Atalan	290.61	0.31	GG	158325.6	0.31	3.87	77516	-	9°32'10"

#	Diam. Ceril	Magn. Ceril	SH/D	SY/Y	LD/Y	Moons	Rings	Grav. Well
1	1°-20'8"-1°30'48"	-28.83/-29.1	6.61	0.23	309.05			
2	45'11"-52'42"	-27.58/-27.92	3.38	0.54	1402.06			
3	31'3"-33'38"	-26.77/-26.94	25	1	350	4 (+1)		
4	20'16"-22'25"	-25.84/-26.06	17.03	1.87	960.16			
5	11'18"-13'10"	-24.58/-24.91	var.	4.33	var.	var.	var.	
6	6'18"-6'49"	-23.31/-23.48	7.24	10.95	13233.16			159762
7	3'15"-3'35"	-21.86/-22.08	37.43	29.2	6827.12	1		754802
8	1'44"-1'48"	-20.51/-20.58	63.69	80.13	11007.98	1		1012673
9	50"-55"	-18.92/-19.14	91.71	223.11	21288.14	15	2	13627012
10	23"-32"	-17.19/-17.14	143.15	626.25	38278.49	13	1	10874763
11	11"-16"	-15.72/-16.4	204.52	1764.27	5478.74	12	2	14281915
12	5"-10"	-13.95/-15.33	313.36	4977.13	138977.86	15	2	25299260

#	Atm. pressure	Type	Hydrosphere	Base Temp.	Climate	Magn. Belt
1	5.31e-8 (none)	trace gases / metals	none	415	150 (hellish)	yes
2	1.8e-4 (escaping)	trace gases / metals	none	313	52 (inferno)	
3	1 (medium)	O2, N2, ozone layer	71% (balanced)	254	15 (temperate)	yes
4	2.43e-3 (escaping)	CO2	none	206	-58 (ice ball)	yes
5	var.	var.	var.	156	var.	
6	3.38e-4 (escaping)	CO2	61% (balanced)	114	-113 (ice ball)	
7	1.78 (medium)	Chlorine (dense clouds)	52% (semiarid)	82	-173 (ice ball)	
8	0.1 (thin)	Chlorine	10% (mainly desert)	59	-188 (ice ball)	yes
9				42		
10				30		
11				21		
12				15		

#	Biosphere	Horizon	Terrain	Rad./Volc./Met.	Resource status
1		2.6	mountains	VH/VL/L	unsurveyed
2		3.2	crystal forests and fields	H/VH/L	unsurveyed
3	very evolved life forms	5.3	varied	HA/A/L	protected
4		2.3	canyons	LA/L/H	unsurveyed
5		var.	var.	H/-/VH	unsurveyed
6		3	caves	H/L/H	unsurveyed
7		4	plateau	LA/A/A	unsurveyed
8		4.7	plateau	HA/VH/L	unsurveyed
9				L/-/L	unsurveyed
10				L/-/L	unsurveyed
11	rare amino-acids			VL/-/L	unsurveyed
12	rare amino-acids			VL/-/L	unsurveyed

Sa'Kain

Type: Comet OR: 130, 56 Ecc.: 0.99 Perihelion every 1500 years

Kulthea (Ceril 3)

WARNING: Devonian directive kappa 27483-1 epsilon 2a: Planet-fall restricted to authorized vehicles and personnel only.

Contact Status: Contacted Quarantine: 7 Resource type: Agriculture Population: 5e7
 Productivity: 0% of Devon Emphasis: Self-sustenance Government: competing states Tech. level: 0-11, 6-8 dominant
 Atmosphere: 21% O2, 75% N2, no harmful trace gases, ozone layer.
 Biosphere: Indigenous and diversified hydrocarbon-based, very evolved life forms including sentients. Presence of xenohumans.

History: Discovered Prelmp. 3

445 Imp. The Terran Empire, House Colos and the Dia Khovaria set up an orbital observation station to study Kulthea.

448 Imp. Dia Khovaria agents defy quarantine and land.

476 Imp. Unidentified agents defy quarantine and land.

Operations: Small orbital station. Large spacing naval presence near system.

Acquisition: Hard (emergency supplies only).

Merchandising: Very Hard (luxury items for Devonian garrison troops).

Satellite data

#	Name	OR	Ecc.	Diam.	Dens.	Grav.	Esc. Vel.	Esc. Vel./ Kulthea	Tilt
1	Varin	213044.39	6.5e-2	965.4	0.6	4.54e-2	657	2035	53°25'57"
2	Charón	349348.48	0.21	563.2	0.75	3.32e-2	429	1573	53°50'6"
3	Orhan	796385.53	1.5e-2	5631.5	0.9	0.4	4701	-	2°25'58"
4	Mikori	836680	1.2e-2	160.9	0.8	1.01e-2	127	1050	8°17'33"

#	Diam. Kulthea	Diam. / Kulthea	SY/Y	Sats.	Atm. press.	Type	Hydrosphere
1	3°29'35"-3°58'43"	14'38"-16'40" (2)	2.86e-2		2.3e-5 (escaping)	trace gases/metals	none
2	2°5'15"-2°29'7"	5'6"-6'4" (3)	0.06		1.1e-7 (none)	CO2	100% (ocean)
3	58'51"-1°0'38"	23'57"-24'41" (1)	0.2	1	1 (medium)	O2, N2, ozone layer	83% (ocean)
4	55'48"-57'57"	39"-40" (4)	0.22		4.87e-7 (none)	trace gases/metals	none

#	Climate	Belt	Biosphere	Horizon	Terrain	Rad./Volc./Met.	Notes
1	-5 (iceball)			1.4	volcanoes	VH/VH/M	unsurveyed
2	0 (iceball)		very evolved life forms	1.1	ice/caves	VH/M/H	polar orbit / unsurveyed
3	16 (hot)	yes	very evolved life forms	3.4	plain/plateau	HA/VL/L	thick clouds / unsurveyed
4	-3 (iceball)	yes		0.6	crater field	VH/VL/H	unsurveyed

Tlilok

OR: 12632.46 Ecc.: 0.03 Diam.: 64 Dens.: 1.07
 Grav.: 5.38e-3 Esc. Vel.: 83 Esc. Vel./ Orhan: 2215 Tilt: 7°43'34"
 Diam. Kulthea: 57'55"-1°1'40" Diam./ Kulthea: 16"-17" Diam. Orhan: 24°25'18"-25°52'58"
 Diam./ Orhan: 16'55"-17'57" SD/Y: 0.562 Atm. Press.: 8.6e-15 (none)
 Type: trace gases / metals Hydrosphere: 11 (mainly desert) Climate: -13 (ice-ball) Belt: yes
 Biosphere: none Horizon: 0.36 km Terrain: crater field
 Rad./Volc./Met.: VH/VL/H Notes: Unsurveyed

CALENDAR

6050

Here follows a sample calendar for TE 6050. To use it for other Kulthean years, specific information, such as the phases of Charón, tide times, or yearly events, must be changed.

The phases of Charón are given for a location near the equator in the middle of the hemisphere. The MJ can take any latitude or longitude difference into account or ignore it; however, latitudes away from the equator never see the full moon.

HT = High Tide; LT = Low Tide. In the 'Tide' column is a simple coefficient system (1 coeff. pt = 1 m tide variation). Tides over 24 only occur on rare occasions (moon alignment, etc.).

WINTER (ORHAN 1)

Day	S.rise	Zenith	S.set	Orhan	Varin	Charón	HT	LT	HT	LT	HT	LT	Tide	Notes
1	7:54	12:10	16:26	●	○	Inv.	0:50	6:55	13:00	19:05			24	Market Winter Solstice. New Year's Day / Long Starry Night. Reann revered. Night of the Troll. Emperor's Champion competition. Deep Night in the Mur Fostisyr.
2	7:55	12:11	16:27	●	○	"; Apogee	0:10	6:15	12:20	18:25	24:30		22	Emperor's champion competition.
3	7:56	"	16:28	●	○	South; ●		5:55	11:40	17:45	23:50		20	"
4	"	12:12	16:29	●	○	●		4:55	11:00	17:05	23:10		18	"
5	"	"	"	●	○	●		4:15	10:20	16:25	22:30		16	"
6	"	12:13	16:30	●	○	●		3:35	9:40	15:45	21:50		15	". Karstia's troupe leaves Noros for Norek.
7	"	"	16:31	●	○	●		2:55	9:00	15:05	21:10		14	Emperor's champion competition.
8	"	12:14	16:32	●	○	Zenith; ●		2:16	8:20	14:25	20:30		14	Bad Luck Day.
9	"	"	"	●	○	●		1:35	7:40	13:45	19:50		14	
10	7:57	12:15	16:33	●	○	●		0:55	7:00	13:05	19:10		14	Gryphon College starts winter term.
11	"	"	16:34	●	○	●		0:15	6:20	12:25	18:30	24:35	13	Market
12	"	12:16	16:35	●	○	●		5:40	11:45	17:50	23:55		12	
13	7:56	"	16:36	●	○	North; ●		5:00	11:05	17:10	23:15		10	
14	"	12:17	16:37	●	○	Inv.; Perigee		4:20	10:25	16:30	22:35		8	
15	"	12:18	16:38	●	○	"		3:40	9:45	15:50	21:55		6	
16	"	12:19	16:39	●	○	"		3:00	9:05	15:10	21:15		5	
17	"	"	16:40	●	○	"		2:20	8:25	14:30	20:35		4	
18	"	12:20	16:41	●	○	"		1:40	7:45	13:50	19:55		4	
19	"	"	16:42	●	○	"		1:00	7:05	13:10	19:15		5	
20	7:55	12:21	16:44	●	○	"		0:20	6:25	12:30	18:35	24:40	7	
21	"	"	16h46	●	○	"		5:45	11:50	17:55	24:00		8	Market
22	7:54	"	16:48	○	○	"		5:05	11:10	17:15	23:20		9	Navalak's birthday (Sel-kai)
23	"	12:22	16:50	○	○	"		4:25	10:30	16:35	22:40		9	
24	7:53	"	16:52	○	○	South; ●		3:45	9:50	15:55	22:00		9	
25	7:52	12:23	16:53	○	○	●		3:05	9:10	15:15	21:20		9	
26	7:51	"	16:54	○	○	Apogee; ●		2:25	8:30	14:35	20:40		10	
27	7:50	"	16:55	○	○	●		1:45	7:50	13:55	20:00		11	
28	"	"	16:57	○	○	●		1:05	7:10	13:15	19:20		13	
29	7:49	12:24	16:59	○	○	Zenith; ●		0:25	6:30	12:35	18:40	24:45	15	
30	7:48	"	17:00	○	○	●		5:50	11:55	18:00	24:05		17	
31	7:47	"	17:01	○	○	●		5:10	11:15	17:20	23:25		18	Market
32	7:46	12:25	17:03	○	○	●		4:30	10:35	16:40	22:45		19	
33	7:45	"	17:05	○	○	●		3:50	9:55	16:00	22:05		19	
34	7:44	"	17:07	○	○	North; ●		3:10	9:15	15:20	21:25		19	
35	7:43	12:26	17:09	○	○	Inv.		2:30	8:35	14:40	20:45		19	Moon Winter. Jaysek revered. Approximate date of Gryphon College winter games.
36	7:41	"	17:11	○	○	"		1:50	7:55	14:00	20:05		19	
37	7:39	"	17:12	○	○	"		1:10	7:15	13:20	19:25		19	
38	7:37	"	17:14	○	○	"; Perigee		0:30	6:35	12:40	18:45	24:50	19	
39	7:36	"	17:16	○	○	"		5:55	12:00	18:05	24:10		19	
40	7:35	"	17:18	○	○	"		5:15	11:20	17:25	23:30		19	
41	7:34	12:27	17:20	○	○	"		4:35	10:40	16:45	22:50		18	Market
42	7:33	"	17:22	○	○	"		3:55	10:00	16:05	22:10		17	

Day	S.rise	Zenith	S.set	Orhan	Varin	Charón	HT	LT	HT	LT	HT	LT	Tide	Notes
43	7:31	"	17:23	○	●	"	3:15	9:20	15:25	21:30			15	
44	7:29	"	17:25	○	●	"	2:35	8:40	14:45	20:50			13	Karstia's troupe in Norek.
45	7:27	"	17:27	○	●	South; ●	1:55	8:00	14:05	20:10			11	
46	7:25	"	17:29	○	●	●	1:15	7:20	13:25	19:30			10	
47	7:24	"	17:30	○	●	●	0:35	6:40	12:45	18:50	24:55		9	
48	7:23	12:28	17:32	○	●	●	6:00	12:05	18:10	24:15			9	
49	7:22	"	17:34	○	●	●	5:20	11:25	17:30	23:35			9	
50	7:20	"	17:36	○	○	Zenith; Apo.; ●	4:40	10:45	16:50	22:55			9	
51	7:18	"	17:38	○	○	●	4:00	10:05	16:10	22:15			8	Market
52	7:16	"	17:40	○	○	●	3:20	9:25	15:30	21:35			7	
53	7:14	"	17:41	○	○	●	2:40	8:45	14:50	20:55			5	
54	7:12	"	17:42	○	○	●	2:00	8:05	14:10	20:15			4	
55	7:10	12:27	17:44	○	○	North; ●	1:20	7:25	13:30	19:35			4	
56	7:08	"	17:46	○	○	Inv.	0:40	6:45	12:50	18:55	0:00		5	
57	7:06	"	17:48	○	○	"	0:00	6:05	12:10	18:15	24:20		6	
58	7:04	"	17:50	○	○	"	5:25	11:30	17:35	23:40			8	
59	7:02	"	17:52	○	○	"	4:45	10:50	16:55	23:00			10	
60	7:00	"	12:54	○	○	"	4:05	10:10	16:15	22:20			12	
61	6:58	"	17:56	○	○	"	3:25	9:30	15:35	21:40			13	Market. Founding Day (Haalkitaine).
62	6:56	"	17:58	○	○	"; Perigee	2:45	8:50	14:55	21:00			14	
63	6:54	"	18:00	○	○	"	2:05	8:10	14:15	20:20			14	
64	6:52	12:26	18:01	○	○	"	1:25	7:30	13:35	19:40			14	
65	6:50	"	18:02	○	○	"	0:45	6:50	12:55	19:00			14	Karstia's troupe leaves Norek for Cynar.
66	6:48	"	18:04	○	○	South; ●	0:05	6:10	12:15	18:20	24:25		15	
67	6:46	"	18:06	○	○	●	5:30	11:35	17:40	23:45			16	
68	6:44	"	18:08	○	○	●	4:50	10:55	17:00	23:05			18	
69	6:41	12:25	18:10	○	○	●	4:10	10:15	16:20	22:25			20	
70	6:39	"	18:11	○	○	●	3:30	9:35	15:40	21:45			22	

SPRING (ORHAN 2)

Day	S.rise	Zenith	S.set	Orhan	Varin	Charón	HT	LT	HT	LT	HT	LT	Tide	Notes
1	6:37	12:25	18:12	○	○	Zenith; ●	2:50	8:55	15:00	21:05			24	Market. Spring Starry Night. Emperor's Champion competition. Night of False Hope.
2	6:35	"	18:14	○	○	●	2:10	8:15	14:20	20:25			22	"
3	6:33	"	18:16	○	○	●	1:30	7:35	13:40	19:45			20	"
4	6:31	12:24	18:18	○	○	Apogee; ●	0:50	6:55	13:00	19:05			18	"
5	6:29	"	18:20	○	○	●	0:10	6:15	12:20	18:25	24:30		16	"
6	6:27	"	18:21	○	○	North; ●	5:55	11:40	17:45	23:50			15	"
7	6:24	"	18:23	○	○	Inv.	4:55	11:00	17:05	23:10			14	"
8	6:22	"	18:25	○	○	"	4:15	10:20	16:25	22:30			14	Bad Luck Day.
9	6:19	12:23	18:27	○	○	"	3:35	9:40	15:45	21:50			14	
10	6:17	"	18:29	○	○	"	2:55	9:00	15:05	21:10			14	
11	6:15	"	18:31	○	○	"	2:16	8:20	14:25	20:30			13	Market
12	6:12	12:22	18:32	○	○	"	1:35	7:40	13:45	19:50			12	Italana Day.
13	6:10	"	18:34	○	○	"	0:55	7:00	13:05	19:10			10	
14	6:08	"	18:36	○	○	"	0:15	6:20	12:25	18:30	24:35		8	
15	6:06	12:21	18:38	○	○	"	5:40	11:45	17:50	23:55			6	Vernal Equinox. Gryphon College end of winter term.
16	6:04	"	18:39	○	○	"; Perigee	5:00	11:05	17:10	23:15			5	
17	6:02	"	18:41	○	○	South; ●	4:20	10:25	16:30	22:35			4	
18	5:59	12:20	18:42	○	○	○	3:40	9:45	15:50	21:55			4	
19	5:57	"	18:43	○	○	○	3:00	9:05	15:10	21:15			5	
20	5:55	"	18:44	○	○	○	2:20	8:25	14:30	20:35			7	
21	5:52	12:19	18:46	○	○	○	1:40	7:45	13:50	19:55			8	Market
22	5:50	"	18:48	○	○	Zenith; ○	1:00	7:05	13:10	19:15			9	
23	5:48	"	18:50	○	○	○	0:20	6:25	12:30	18:35	24:40		9	
24	5:45	12:18	18:51	○	○	○	5:45	11:50	17:55	24:00			9	

Day	S.rise	Zenith	S.set	Orhan	Varin	Charón	HT	LT	HT	LT	HT	LT	Tide	Notes
25	5:43	"	18:53	☉	☿	☉		5:05	11:10	17:15	23:20		9	
26	5:41	"	18:55	☉	☿	☉		4:25	10:30	16:35	22:40		10	
27	5:38	12:17	18:56	☉	☿	North; ☉		3:45	9:50	15:55	22:00		11	
28	5:36	"	18:58	☉	☿	Inv.; Apogee		3:05	9:10	15:15	21:20		13	
29	5:34	"	19:00	☉	☿	"		2:25	8:30	14:35	20:40		15	
30	5:32	12:16	19:01	☉	☉	"		1:45	7:50	13:55	20:00		17	Lawgiver Day.
31	5:30	"	19:03	☉	☉	"		1:05	7:10	13:15	19:20		18	Market. Lawgiver Day.
32	5:27	"	19:05	☉	☉	"		0:25	6:30	12:35	18:40	24:45	19	Lawgiver Day.
33	5:24	12:15	19:07	☉	☿	"		5:50	11:55	18:00	24:05		19	"
34	5:21	"	19:08	☉	☿	"		5:10	11:15	17:20	23:25		19	
35	5:19	"	19:09	☉	☿	"		4:30	10:35	16:40	22:45		19	Moon Spring. Baeris Blessings Day. Lanaar (spring); the sun rises in the Mur Fostisyr.
36	5:17	12:14	19:10	☉	☿	"		3:50	9:55	16:00	22:05		19	
37	5:15	"	19:12	☉	☿	"		3:10	9:15	15:20	21:25		19	
38	5:13	"	19:14	☉	☿	South; ☉		2:30	8:35	14:40	20:45		19	
39	5:11	12:13	19:15	☉	☿	☉		1:50	7:55	14:00	20:05		19	
40	5:09	"	19:17	☉	☉	Perigee; ☉		1:10	7:15	13:20	19:25		19	Terisian Competitions (Haalkitainé)
41	5:07	"	19:19	☉	☉	☉		0:30	6:35	12:40	18:45	24:50	18	Market. Terisian Competitions.
42	5:05	"	19:20	☉	☉	☉		5:55	12:00	18:05	24:10		17	Terisian Competitions.
43	5:03	"	19:22	☉	☿	Zenith; ☉		5:15	11:20	17:25	23:30		15	Night of the 3rd Moon. Terisian Comp.
44	5:01	"	19:24	☉	☿	☉		4:35	10:40	16:45	22:50		13	Terisian Competitions.
45	4:59	12:12	19:25	☉	☿	☉		3:55	10:00	16:05	22:10		11	Terisian Competitions.
46	4:57	"	19:27	☉	☿	☉		3:15	9:20	15:25	21:30		10	Terisian Competitions. Karstia's troupe in Cynar.
47	4:55	"	19:29	☿	☿	☉		2:35	8:40	14:45	20:50		9	Terisian Competitions.
48	4:53	"	19:30	☿	☿	North; ☉		1:55	8:00	14:05	20:10		9	Terisian Competitions.
49	4:51	12:11	19:31	☿	☿	Inv.		1:15	7:20	13:25	19:30		9	Terisian Competitions.
50	4:49	"	19:32	☿	☉	"		0:35	6:40	12:45	18:50	24:55	9	Terisian Competitions.
51	4:47	"	19:34	☿	☉	"		6:00	12:05	18:10	24:15		8	Market
52	4:45	"	19:36	☿	☉	"; Apogee		5:20	11:25	17:30	23:35		7	
53	4:43	"	19:38	☿	☿	"		4:40	10:45	16:50	22:55		5	
54	4:41	12:10	19:40	☿	☿	"		4:00	10:05	16:10	22:15		4	
55	4:39	"	19:41	☿	☿	"		3:20	9:25	15:30	21:35		4	
56	4:37	"	19:42	☿	☿	"		2:40	8:45	14:50	20:55		5	
57	4:36	"	19:43	☿	☿	"		2:00	8:05	14:10	20:15		6	
58	4:34	"	19:45	☿	☿	"		1:20	7:25	13:30	19:35		8	
59	4:32	"	19:47	☿	☿	South; ☉		0:40	6:45	12:50	18:55		10	
60	4:30	"	19:49	☿	☉	☉		00:00	6:05	12:10	18:15	24:20	12	
61	4:28	"	19:51	☿	☉	☉		5:25	11:30	17:35	23:40		13	Market
62	4:26	12:09	19:52	☿	☉	☉		4:45	10:50	16:55	23:00		14	
63	4:24	"	19:54	☿	☿	☉		4:05	10:10	16:15	22:20		14	
64	4:22	"	19:56	☿	☿	Zenith; Peri.; ☉		3:25	9:30	15:35	21:40		14	
65	4:21	"	19:58	☿	☿	☉		2:45	8:50	14:55	21:00		14	
66	4:20	"	20:00	☿	☿	☉		2:05	8:10	14:15	20:20		15	Night of the Satyr.
67	4:19	"	20:01	☿	☿	☉		1:25	7:30	13:35	19:40		16	Repentance Day.
68	4:18	"	20:02	☿	☿	☉		0:45	6:50	12:55	19:00		18	
69	4:16	"	20:03	☿	☿	North; ☉		0:05	6:10	12:15	18:20	24:25	20	
70	4:14	"	20:04	☿	☉	Inv.		5:30	11:35	17:40	23:45		22	

SUMMER (ORHAN 3)

Day	S.rise	Zenith	S.set	Orhan	Varin	Charón	HT	LT	HT	LT	HT	LT	Tide	Notes
1	4:13	12:09	20:05	☿	☉	Inv.	4:50	10:55	17:00	23:05			24	Market. Summer Starry Night. Emperor's Champion competition. Approximate date of Gryphon College summer games. Larish (summer) in the Mur Fostisyr.
2	4:12	"	20:06	☿	☉	"	4:10	10:15	16:20	22:25			22	Emperor's Champion competition. Karstia's troupe leaves Cynar for O'Banthe.
3	4:10	"	20:08	☿	☿	"	3:30	9:35	15:40	21:45			20	Emperor's Champion competition.

Day	S.rise	Zenith	S.set	Orhan	Varin	Charón	HT	LT	HT	LT	HT	LT	Tide	Notes
4	4:08	"	20:09	●	●	"	2:50	8:55	15:00	21:05			18	"
5	4:07	"	20:11	●	●	"	2:10	8:15	14:20	20:25			16	"
6	4:06	"	20:12	●	●	"; Apogee	1:30	7:35	13:40	19:45			15	"
7	4:05	"	20:13	●	●	"	0:50	6:55	13:00	19:05			14	"
8	4:04	12:10	20:15	●	●	"	0:10	6:15	12:20	18:25	24:30		14	Bad Luck Day.
9	4:03	"	20:16	●	●	"		5:55	11:40	17:45	23:50		14	
10	4:02	"	20:17	●	○	South; ●		4:55	11:00	17:05	23:10		14	
11	4:01	"	20:19	●	○	●		4:15	10:20	16:25	22:30		13	Market
12	4:00	"	20:20	●	○	●		3:35	9:40	15:45	21:50		12	
13	3:59	"	20:21	●	○	●		2:55	9:00	15:05	21:10		10	
14	3:58	"	20:23	●	○	●		2:16	8:20	14:25	20:30		8	Rising of Eidolon (1400th; Sel-kai)
15	3:57	12:11	20:24	●	●	Zenith; ●		1:35	7:40	13:45	19:50		6	
16	"	"	20:25	●	●	●		0:55	7:00	13:05	19:10		5	
17	3:56	"	20:26	●	●	●		0:15	6:20	12:25	18:30	24:35	4	
18	3:55	"	20:27	●	●	Perigee; ●	5:40	11:45	17:50	23:55			4	
19	3:54	"	20:28	●	●	●	5:00	11:05	17:10	23:15			5	
20	3:53	"	20:29	●	○	North; ●	4:20	10:25	16:30	22:35			7	
21	"	"	20:30	○	○	Inv.	3:40	9:45	15:50	21:55			8	Market
22	3:52	"	20:31	○	○	"	3:00	9:05	15:10	21:15			9	
23	"	12:12	20:32	○	○	"	2:20	8:25	14:30	20:35			9	
24	"	"	"	○	○	"	1:40	7:45	13:50	19:55			9	
25	3:51	"	20:33	○	○	"	1:00	7:05	13:10	19:15			9	
26	"	"	"	○	○	"	0:20	6:25	12:30	18:35	24:40		10	
27	"	"	20:34	○	○	"		5:45	11:50	17:55	24:00		11	
28	"	12:13	20:35	○	○	"		5:05	11:10	17:15	23:20		13	
29	3:50	"	"	○	○	"		4:25	10:30	16:35	22:40		15	Karstia's troupe in O'Bantheni.
30	"	"	20:36	○	○	"; Apogee		3:45	9:50	15:55	22:00		17	
31	"	"	"	○	○	South; ●		3:05	9:10	15:15	21:20		18	Market
32	"	"	20:37	○	○	●		2:25	8:30	14:35	20:40		19	
33	"	"	"	○	○	●		1:45	7:50	13:55	20:00		19	
34	"	"	"	○	○	●		1:05	7:10	13:15	19:20		19	
35	3:51	12:14	20:38	○	○	●		0:25	6:30	12:35	18:40	24:45	19	Summer Solstice; Mid-Year's Day / Summer Moon. Orianna, Phaon revered. Kieronalia. Myri gathering (Tanara).
36	"	"	"	○	○	Zenith; ●	5:50	11:55	18:00	24:05			19	Kieronalia.
37	"	"	"	○	○	●	5:10	11:15	17:20	23:25			19	Kieronalia.. Karstia's troupe leaves O'Bantheni for Kaytha.
38	"	"	"	○	○	●	4:30	10:35	16:40	22:45			19	Kieronalia.
39	3:52	12:15	"	○	○	●	3:50	9:55	16:00	22:05			19	"
40	"	"	"	○	○	●	3:10	9:15	15:20	21:25			19	"
41	3:53	"	"	○	○	North; ●	2:30	8:35	14:40	20:45			18	Market. Kieronalia.
42	"	"	"	○	○	Inv.; Perigee	1:50	7:55	14:00	20:05			17	Kieronalia.
43	3:54	12:16	"	○	○	"	1:10	7:15	13:20	19:25			15	"
44	"	"	"	○	○	"	0:30	6:35	12:40	18:45	24:50		13	"
45	3:55	"	"	○	○	"		5:55	12:00	18:05	24:10		11	Water Day. Neela revered. Gryphon College starts Autumn term.
46	"	"	20:37	○	○	"		5:15	11:20	17:25	23:30		10	Music Festival (Haalkitaine).
47	3:56	"	"	○	○	"		4:35	10:40	16:45	22:50		9	"
48	3:57	12:17	"	○	○	"		3:55	10:00	16:05	22:10		9	"
49	"	"	20:36	○	○	"		3:15	9:20	15:25	21:30		9	"
50	3:58	"	"	○	○	"		2:35	8:40	14:45	20:50		9	"
51	3:59	"	20:35	○	○	"		1:55	8:00	14:05	20:10		8	Market
52	4:00	"	"	○	○	South; ●		1:15	7:20	13:25	19:30		7	Karstia's troupe in Kaytha.
53	4:01	12:18	20:34	○	○	●		0:35	6:40	12:45	18:50	24:55	5	
54	4:02	"	"	○	○	Apogee; ●	6:00	12:05	18:10	24:15			4	
55	4:03	"	20:33	○	○	●	5:20	11:25	17:30	23:35			4	
56	4:04	"	20:32	○	○	●	4:40	10:45	16:50	22:55			5	
57	4:05	"	20:31	○	○	Zenith; ●	4:00	10:05	16:10	22:15			6	

Day	S.rise	Zenith	S.set	Orhan	Varin	Charón	HT	LT	HT	LT	HT	LT	Tide	Notes
58	4:06	"	20:30	●	●	●	3:20	9:25	15:30	21:35			8	
59	4:08	"	20:29	●	●	●	2:40	8:45	14:50	20:55			10	
60	4:09	"	20:28	●	○	●	2:00	8:05	14:10	20:15			12	
61	4:10	"	20:27	●	○	●	1:20	7:25	13:30	19:35			13	Market
62	4:12	12:19	20:26	●	○	North; ●	0:40	6:45	12:50	18:55			14	
63	4:13	"	20:25	●	●	Inv.	00:00	6:05	12:10	18:15	24:20		14	
64	4:14	"	20:24	●	●	"		5:25	11:30	17:35	23:40		14	
65	4:15	"	20:23	●	●	"		4:45	10:50	16:55	23:00		14	Karstia's troupe leaves Kaytha for Prevan.
66	4:16	"	20:22	●	●	"; Perigee		4:05	10:10	16:15	22:20		15	
67	4:17	"	20:21	●	●	"		3:25	9:30	15:35	21:40		16	
68	4:18	"	20:20	●	●	"		2:45	8:50	14:55	21:00		18	
69	4:20	"	20:18	●	○	"		2:05	8:10	14:15	20:20		20	Empress Ajkara's Birthday (Rhakhaan).
70	4:21	"	20:17	●	○	"		1:25	7:30	13:35	19:40		22	

AUTUMN (ORHAN 4)

Day	S.rise	Zenith	S.set	Orhan	Varin	Charón	HT	LT	HT	LT	HT	LT	Tide	Notes
1	4:23	12:19	20:15	●	○	Inv.		0:45	6:50	12:55	19:00		24	Market. Autumn Starry Night. Night of the Nine Dancers. Emperor's Champion competition. Night of Blood. Winter begins in the Mur Fostisy.
2	4:24	"	20:14	●	○	"		0:05	6:10	12:15	18:20	24:25	22	Emperor's Champion competition.
3	4:26	"	20:12	●	●	South; ●		5:30	11:35	17:40	23:45		20	"
4	4:27	"	20:11	●	●	●		4:50	10:55	17:00	23:05		18	"
5	4:28	"	20:10	●	●	●		4:10	10:15	16:20	22:25		16	"
6	4:29	"	20:08	●	●	●		3:30	9:35	15:40	21:45		15	"
7	4:31	12:18	20:06	●	●	●		2:50	8:55	15:00	21:05		14	"
8	4:32	"	20:04	●	●	Zenith; Apogee; ●		2:10	8:15	14:20	20:25		14	Bad Luck Day.
9	4:34	"	20:03	●	●	●		1:30	7:35	13:40	19:45		14	
10	4:35	"	20:01	●	○	●		0:50	6:55	13:00	19:05		14	
11	4:37	"	19:59	●	○	●		0:10	6:15	12:20	18:25	24:30	13	Market. Crown Holiday.
12	4:39	"	19:57	●	○	●		5:35	11:40	17:45	23:50		12	
13	4:41	12:17	19:54	●	●	North; ●		4:55	11:00	17:05	23:10		10	
14	4:42	"	19:52	●	●	Inv.		4:15	10:20	16:25	22:30		8	
15	4:44	"	19:50	●	●	"		3:35	9:40	15:45	21:50		6	
16	4:45	"	19:48	●	●	"		2:55	9:00	15:05	21:10		5	
17	4:46	"	19:46	●	●	"		2:15	8:20	14:25	20:30		4	
18	4:47	12:16	19:44	●	●	"		1:35	7:40	13:45	19:50		4	
19	4:49	"	19:43	●	●	"		0:55	7:00	13:05	19:10		5	
20	4:51	"	19:41	●	○	"; Perigee		0:15	6:20	12:25	18:30	24:35	7	Gryphon College approximate date of Autumn games.
21	4:53	"	19:39	●	○	"		5:40	11:45	17:50	23:55		8	Market
22	4:54	"	19:37	●	○	"		5:00	11:05	17:10	23:15		9	
23	4:55	12:15	19:35	●	●	"		4:20	10:25	16:30	22:35		9	
24	4:57	"	19:33	●	●	South; ●		3:40	9:45	15:50	21:55		9	
25	4:58	"	19:32	●	●	○		3:00	9:05	15:10	21:15		9	Karstia's troupe in Prevan.
26	5:00	"	19:30	●	●	○		2:20	8:25	14:30	20:35		10	
27	5:01	"	19:28	●	●	○		1:40	7:45	13:50	19:55		11	
28	5:02	12:14	19:26	●	●	○		1:00	7:05	13:10	19:15		13	
29	5:04	"	19:24	●	●	Zenith; ●		0:20	6:25	12:30	18:35	24:40	15	
30	5:06	"	19:22	●	○	○		5:45	11:50	17:55	24:00		17	
31	5:07	12:13	19:19	○	○	○		5:05	11:10	17:15	23:20		18	Market
32	5:09	"	19:17	○	○	Apogee; ○		4:25	10:30	16:35	22:40		19	
33	5:11	"	19:15	○	●	○		3:45	9:50	15:55	22:00		19	
34	5:12	12:12	19:12	○	●	North; ○		3:05	9:10	15:15	21:20		19	
35	5:14	"	19:10	○	●	Inv.		2:25	8:30	14:35	20:40		19	Moon Autumn. Beginning of Harvest. Iloura revered. Karstia's troupe leaves Prevan for Haalkitaine.
36	5:16	"	19:08	○	●	"		1:45	7:50	13:55	20:00		19	

Day	S.rise	Zenith	S.set	Orhan	Varin	Charón	HT	LT	HT	LT	HT	LT	Tide	Notes
37	5:17	12:11	19:05	○	●	"		1:05	7:10	13:15	19:20		19	
38	5:19	"	19:03	○	●	"		0:25	6:30	12:35	18:40	24:45	19	
39	5:20	12:10	19:00	○	○	"		5:50	11:55	18:00	24:05		19	
40	5:22	"	18:58	○	○	"		5:10	11:15	17:20	23:25		19	
41	5:24	"	18:56	○	○	"		4:30	10:35	16:40	22:45		18	Market
42	5:25	12:09	18:53	○	○	"		3:50	9:55	16:00	22:05		17	
43	5:27	"	18:51	○	○	"		3:10	9:15	15:20	21:25		15	
44	5:28	"	18:49	○	●	" ; Perigee		2:30	8:35	14:40	20:45		13	
45	5:29	12:08	18:47	○	●	South; ○		1:50	7:55	14:00	20:05		11	
46	5:30	"	18:45	○	●	○		1:10	7:15	13:20	19:25		10	Karstia's troupe in Haalkitaine.
47	5:32	"	18:43	○	●	○		0:30	6:35	12:40	18:45	24:50	9	
48	5:33	12:07	18:41	○	●	○		5:55	12:00	18:05	24:10		9	
49	5:35	"	18:39	○	○	○		5:15	11:20	17:25	23:30		9	
50	5:37	"	18:37	○	○	Zenith; ○		4:35	10:40	16:45	22:50		9	Night of the 3rd Moon.
51	5:38	12:06	18:34	○	○	○		3:55	10:00	16:05	22:10		8	Market
52	5:40	"	18:32	○	○	○		3:15	9:20	15:25	21:30		7	Lambethfield Faire.
53	5:41	12:05	18:30	○	○	○		2:35	8:40	14:45	20:50		5	"
54	5:42	"	18:28	○	○	○		1:55	8:00	14:05	20:10		4	"
55	5:43	12:04	18:25	○	○	North; ○		1:15	7:20	13:25	19:30		4	"
56	5:45	"	18:23	○	○	Inv.; Apogee		0:35	6:40	12:45	18:50	24:55	5	"
57	5:46	12:03	18:20	○	○	"		6:00	12:05	18:10	24:15		6	"
58	5:48	"	18:18	○	○	"		5:20	11:25	17:30	23:35		8	Autumnal equinox.
59	5:50	"	18:16	○	○	"		4:40	10:45	16:50	22:55		10	
60	5:51	12:02	18:13	○	○	"		4:00	10:05	16:10	22:15		12	
61	5:53	"	18:11	○	○	"		3:20	9:25	15:30	21:35		13	Market Karstia's troupe leaves Haalkitaine for Calthos.
62	5:55	"	18:09	○	○	"		2:40	8:45	14:50	20:55		14	
63	5:56	12:01	18:06	○	○	"		2:00	8:05	14:10	20:15		14	
64	5:58	"	18:04	○	○	"		1:20	7:25	13:30	19:35		14	
65	6:00	"	18:02	○	○	"		0:40	6:45	12:50	18:55	0:00	14	
66	6:01	12:00	17:59	○	○	South; ○		0:00	6:05	12:10	18:15	24:20	15	
67	6:03	"	17:57	○	○	○		5:25	11:30	17:35	23:40		16	
68	6:05	"	17:55	○	○	Perigee; ○		4:45	10:50	16:55	23:00		18	
69	6:06	11:59	17:52	○	○	○		4:05	10:10	16:15	22:20		20	
70	6:08	"	17:50	○	○	○		3:25	9:30	15:35	21:40		22	

FALL (ORHAN 5)

Day	S.rise	Zenith	S.set	Orhan	Varin	Charón	HT	LT	HT	LT	HT	LT	Tide	Notes
1	6:10	11:59	17:48	○	○	Zenith; ○		2:45	8:50	14:55	21:00		24	Market. Fall Starry Night. Emperor's Champion competition. Karstia's troupe in Calthos. Night of the Spiders.
2	6:11	"	17:46	○	○	○		2:05	8:10	14:15	20:20		22	Emperor's Champion competition.
3	6:12	11:58	17:44	○	○	○		1:25	7:30	13:35	19:40		20	"
4	6:14	"	17:42	○	○	○		0:45	6:50	12:55	19:00		18	"
5	6:16	"	17:40	○	○	○		0:05	6:10	12:15	18:20	24:25	16	" Karstia's troupe leaves for Sanaria.
6	6:18	"	17:38	○	○	North; ○		5:30	11:35	17:40	23:45		15	Emperor's Champion competition.
7	6:19	11:57	17:35	○	○	Inv.		4:50	10:55	17:00	23:05		14	"
8	6:21	"	17:33	○	○	"		4:10	10:15	16:20	22:25		14	Bad Luck Day.
9	6:23	"	17:31	○	○	"		3:30	9:35	15:40	21:45		14	
10	6:25	"	17:29	○	○	" ; Apogee		2:50	8:55	15:00	21:05		14	
11	6:27	"	17:27	○	○	"		2:10	8:15	14:20	20:25		13	Market
12	6:28	11:56	17:24	○	○	"		1:30	7:35	13:40	19:45		12	
13	6:30	"	17:22	○	○	"		0:50	6:55	13:00	19:05		10	
14	6:32	"	17:20	○	○	"		0:10	6:15	12:20	18:25	24:30	8	Karstia's troupe in Sanaria.
15	6:34	"	17:18	○	○	"		5:35	11:40	17:45	23:50		6	Karstia's troupe leaves for Lethys.
16	6:36	"	17:16	○	○	"		4:55	11:00	17:05	23:10		5	
17	6:38	"	17:14	○	○	South; ○		4:15	10:20	16:25	22:30		4	

Day	S.rise	Zenith	S.set	Orhan	Varin	Charón	HT	LT	HT	LT	HT	LT	Tide	Notes
18	6:39	"	17:12	☉	☽	☾	3:35	9:40	15:45	21:50			4	
19	6:40	"	17:10	☉	☽	☾	2:55	9:00	15:05	21:10			5	
20	6:42	11:55	17:08	☉	☽	☾	2:15	8:20	14:25	20:30			7	
21	6:44	"	17:06	☉	☽	☾	1:35	7:40	13:45	19:50			8	Market
22	6:45	"	17:05	☉	☽	Zenith; Perigee; ☽	0:55	7:00	13:05	19:10			9	
23	6:47	"	17:03	☉	☽	☾	0:15	6:20	12:25	18:30	24:35		9	
24	6:48	"	17:02	☉	☽	☾	5:40	11:45	17:50	23:55			9	
25	6:50	"	17:00	☉	☽	☾	5:00	11:05	17:10	23:15			9	
26	6:52	"	16:58	☉	☽	☾	4:20	10:25	16:30	22:35			10	
27	6:53	"	16:56	☉	☽	North; ☽	3:40	9:45	15:50	21:55			11	
28	6:55	"	16:55	☉	☽	Inv.	3:00	9:05	15:10	21:15			13	
29	6:56	"	16:53	☉	☽	"	2:20	8:25	14:30	20:35			15	
30	6:58	"	16:52	☉	☽	"	1:40	7:45	13:50	19:55			17	
31	7:00	11:56	16:51	☉	☽	"	1:00	7:05	13:10	19:15			18	Market. Karstia's troupe in Lethys.
32	7:02	"	16:50	☉	☽	"	0:20	6:25	12:30	18:35	24:40		19	
33	7:04	"	16:48	☉	☽	"	5:45	11:50	17:55	24:00			19	
34	7:06	"	16:46	☉	☽	"; Apogee	5:05	11:10	17:15	23:20			19	
35	7:08	"	16:44	☉	☽	"	4:25	10:30	16:35	22:40			19	Moon Fall. Shaal revered. Wine Festival. Rethlorin (Tanara).
36	7:09	"	16:42	☉	☽	"	3:45	9:50	15:55	22:00			19	Wine Festival
37	7:11	"	16:41	☉	☽	"	3:05	9:10	15:15	21:20			19	Wine Festival. Rethlorin.
38	7:13	"	16:40	☉	☽	South; ☽	2:25	8:30	14:35	20:40			19	Rethlorin.
39	7:15	11:57	16:39	☉	☽	☽	1:45	7:50	13:55	20:00			19	
40	7:17	"	16:38	☉	☽	☽	1:05	7:10	13:15	19:20			19	Karakatuk Harvest. Caysian Competitions (Haalkitaine)
41	7:18	"	16:36	☉	☽	☽	0:25	6:30	12:35	18:40	24:45		18	Market. Caysian Competitions.
42	7:19	"	16:35	☉	☽	☽	5:50	11:55	18:00	24:05			17	Caysian Competitions.
43	7:21	11:58	16:34	☉	☽	Zenith; ☽	5:10	11:15	17:20	23:25			15	"
44	7:23	"	16:33	☉	☽	☽	4:30	10:35	16:40	22:45			13	"
45	7:24	"	16:32	☉	☽	☽	3:50	9:55	16:00	22:05			11	"
46	7:26	11:59	"	☉	☽	Perigee; ☽	3:10	9:15	15:20	21:25			10	"
47	7:27	"	16:31	☉	☽	☽	2:30	8:35	14:40	20:45			9	"
48	7:29	"	16:30	☉	☽	North; ☽	1:50	7:55	14:00	20:05			9	"
49	7:31	12:00	16:29	☉	☽	Inv.	1:10	7:15	13:20	19:25			9	"
50	7:32	"	16:28	☉	☽	"	0:30	6:35	12:40	18:45	24:50		9	Caysian competitions. Karstia's troupe leaves for Noros.
51	7:33	"	16:27	☉	☽	"	5:55	12:00	18:05	24:10			8	Market
52	7:34	12:01	"	☉	☽	"	5:15	11:20	17:25	23:30			7	
53	7:35	"	16:26	☉	☽	"	4:35	10:40	16:45	22:50			5	
54	7:36	"	"	☉	☽	"	3:55	10:00	16:05	22:10			4	
55	7:38	12:02	16:25	☉	☽	"	3:15	9:20	15:25	21:30			4	Amnesty Day.
56	7:39	"	"	☉	☽	"	2:35	8:40	14:45	20:50			5	
57	7:41	12:03	"	☉	☽	"	1:55	8:00	14:05	20:10			6	
58	7:42	"	16:24	☉	☽	"; Apogee	1:15	7:20	13:25	19:30			8	
59	7:43	12:04	"	☉	☽	South; ☽	0:35	6:40	12:45	18:50	24:55		10	
60	7:44	"	"	☉	☽	☽	6:00	12:05	18:10	24:15			12	
61	7:46	12:05	"	☉	☽	☽	5:20	11:25	17:30	23:35			13	Market
62	7:47	12:06	"	☉	☽	☽	4:40	10:45	16:50	22:55			14	
63	7:48	"	"	☉	☽	☽	4:00	10:05	16:10	22:15			14	
64	7:49	12:07	"	☉	☽	Zenith; ☽	3:20	9:25	15:30	21:35			14	
65	7:50	"	"	☉	☽	☽	2:40	8:45	14:50	20:55			14	
66	7:51	12:08	16:25	☉	☽	☽	2:00	8:05	14:10	20:15			15	
67	7:52	"	"	☉	☽	☽	1:20	7:25	13:30	19:35			16	
68	7:53	12:09	16:26	☉	☽	☽	0:40	6:45	12:50	18:55	0:00		18	
69	"	"	"	☉	☽	North; ☽	0:00	6:05	12:10	18:15	24:20		20	Karstia's troupe arrives in Noros.
70	7:54	12:10	"	☉	☽	Inv.; Perigee	5:25	11:30	17:35	23:40			22	

WINTER (ORHAN 1)

Jaiman. 1.5: Kalen Avaniir and the Loremaster Randae Terisonen arrive in Haalkitaine. With Randae and Jad's help, Kalen attunes himself to the *Phoenix Pendant*. Minor earthquakes in Meluria, and central Jaiman. The Jaimani lake-lands are enveloped in a dense fog even as they enjoy a spell of balmy weather. Clouds gather over the entire continent. 1.6: At midnight the Storm Wizard taps the Essænce focus over Arion and unleashes his snowstorm. With unnatural suddenness, winter comes to nearly all of Jaiman in the form of a monstrous blizzard. Warned by a mysterious stranger, Randae & co. barely escape Haalkitaine for Ormian in a sky-ship before the storm hits. The cold and snows cut off supply lines and freeze armies in their tracks. There are heavy casualties on all sides, but the weather works to the Emperor's advantage. Nevertheless, Frelík the Usurper renews his call for Jerrin's abdication. In the Mur Fostisyr, the Ky'taari are heartened by the heavy snows and redouble their guerrilla strikes against the occupying Syrkakar. The Loremasters suspect artificial intervention in the weather of Jaiman, but are unable to trace the source. They are understandably nervous that a source of such power can remain cloaked from their detections. The Navigators, always concerned about strange meteorological phenomena, launch their own investigations. Safe teleportation isn't possible until Spring.

Emer. 1.2: Enik Foor has vanished or is in seclusion. Kalen Avaniir meets Randae Terisonen. 1.3 Kalen and his party board a sky-ship to Haalkitaine. 1.5: Minor earthquake in Sel-kai. 1.6: Northern Emer - especially the eastern quadrant - is caught in the fringes of the Jaiman snowstorm. Præten, Sel-kai, and the Pochanti Kingdom have unprecedented snowfalls. 1.7: A dragon is sighted yet again over Sel-kai. The last confirmed dragon sighting was more than three centuries ago, but the Elves remember. It circles a few times then climbs near Eidolon, but does not approach any of the sky-ships or air-barges before abruptly vanishing into the clouds. Opinions differ over the type, but many believe it is silver. (It is Voriig Kye). 1.11: Arrival of the *Hûta'arn* of Nuyan-Khôm in Sel-kai for trade talks. He sails into the harbor amidst a fleet of unusual ships, traveling up through the Sea of Tears. He is only 30 years old (one of few of the royal family to survive the devastating plague 28 years ago) but a shrewd ruler. Together with his wizened great-aunt as trade minister, he is a formidable negotiator. Rhiani Horsemen are harassed by the Charn Raiders. Vaajar retreats from previously claimed lands. A strange flu-like illness strikes many Itanian Warlocks; all who succumb recover from the illness. However, the Warlock Council conceals the fact that some suffer a terrible permanent side-effect: their Mentalist abilities are gone. There are rumors of a cure, an herb which grows in Námár-Tol. Turasoq of the Ahrenreth seduces a young Warlock of Itanis as part of a dark breeding experiment.

Day	S.rise	Zenith	S.set	Orhan	Varin	Charón	HT	LT	HT	LT	HT	LT	Tide	Notes
1	7:54	12:10	16:26	●	○	Inv.		4:45	10:50	16:55	23:00		24	Market. Winter Solstice. New Year's Day / Long Starry Night. Reann revered. Emperor's Champion competition. Night of the Troll. Deep Night in the Mur Fostisyr.
2	7:55	12:11	16:27	●	○	"		4:05	10:10	16:15	22:20		22	Emperor's Champion competition. Enik Foor vanishes.
3	7:56	"	16:28	●	○	"		3:25	9:30	15:35	21:40		20	". Kalen & Co board ship to Haalkitaine.
4	"	12:12	16:29	●	○	"		2:45	8:50	14:55	21:00		18	"
5	"	"	"	●	○	"		2:05	8:10	14:15	20:20		16	Minor earthquake in Sel-kai. Kalen Avaniir & co. in Haalkitaine. Earthquakes and weather perturbations in Jaiman.. Emperor's Champion competition.
6	"	12:13	16:30	●	○	"		1:25	7:30	13:35	19:40		15	Storm Wizard unleashes snowstorm. Northern Emer caught in fringes. Emperor's Champion competition. Kartia's troupe leaves Noros for Norek.
7	"	"	16:31	●	○	"		0:45	6:50	12:55	19:00		14	Dragon sighted over Sel-kai.. Emperor's Champion competition.
8	"	12:14	16:32	●	○	"		0:05	6:10	12:15	18:20	24:25	14	Bad Luck Day.
9	"	"	"	●	○	"		5:30	11:35	17:40	23:45		14	"
10	7:57	12:15	16:33	●	○	South; ●		4:50	10:55	17:00	23:05		14	Gryphon College start of winter term.
11	"	"	16:34	●	○	●		4:10	10:15	16:20	22:25		13	Market. Hûta'arn arrives in Sel-kai.
12	"	12:16	16:35	●	○	Apogee; ●		3:30	9:35	15:40	21:45		12	
13	7:56	"	16:36	●	○	●		2:50	8:55	15:00	21:05		10	
14	"	12:17	16:37	●	○	●		2:10	8:15	14:20	20:25		8	
15	"	12:18	16:38	●	○	Zenith; ●		1:30	7:35	13:40	19:45		6	
16	"	12:19	16:39	●	○	●		0:50	6:55	13:00	19:05		5	
17	"	"	16:40	●	○	●		0:10	6:15	12:20	18:25	24:30	4	
18	"	12:20	16:41	●	○	●		5:35	11:40	17:45	23:50		4	
19	"	"	16:42	●	○	●		4:55	11:00	17:05	23:10		5	
20	7:55	12:21	16:44	●	○	North; ●		4:15	10:20	16:25	22:30		7	
21	"	"	16h46	○	○	Inv.		3:35	9:40	15:45	21:50		8	Market.

22	7:54	"	16:48	☉	☉	"	2:55	9:00	15:05	21:10	9	Navalak's birthday (Sel-kai).	
23	"	12:22	16:50	☉	☉	"	2:15	8:20	14:25	20:30	9		
24	7:53	"	16:52	☉	☉	"; Perigee	1:35	7:40	13:45	19:50	9		
25	7:52	12:23	16:53	☉	☉	"	0:55	7:00	13:05	19:10	9		
26	7:51	"	16:54	☉	☉	"	0:15	6:20	12:25	18:30	24:35		10
27	7:50	"	16:55	☉	☉	"	5:40	11:45	17:50	23:55	11		
28	"	"	16:57	☉	☉	"	5:00	11:05	17:10	23:15	13		
29	7:49	12:24	16:59	☉	☉	"	4:20	10:25	16:30	22:35	15		
30	7:48	"	17:00	☉	☉	"	3:40	9:45	15:50	21:55	17		
31	7:47	"	17:01	☉	☉	South; ☉	3:00	9:05	15:10	21:15	18		Market. Orhan/Charón conjunction.. Moon Winter. Jaysek revered. Approximate date of Gryphon College winter games.
32	7:46	12:25	17:03	☉	☉	☉	2:20	8:25	14:30	20:35	19		
33	7:45	"	17:05	☉	☉	☉	1:40	7:45	13:50	19:55	19		
34	7:44	"	17:07	☉	☉	☉	1:00	7:05	13:10	19:15	19		
35	7:43	12:26	17:09	☉	☉	☉	0:20	6:25	12:30	18:35	24:40	19	
36	7:41	"	17:11	☉	☉	Zenith; Apogee; ☉	5:45	11:50	17:55	24:00	19		
37	7:39	"	17:12	☉	☉	☉	5:05	11:10	17:15	23:20	19		
38	7:37	"	17:14	☉	☉	☉	4:25	10:30	16:35	22:40	19		
39	7:36	"	17:16	☉	☉	☉	3:45	9:50	15:55	22:00	19		
40	7:35	"	17:18	☉	☉	☉	3:05	9:10	15:15	21:20	19		
41	7:34	12:27	17:20	☉	☉	North; ☉	2:25	8:30	14:35	20:40	18	Market. Karstia's troupe in Norek.	
42	7:33	"	17:22	☉	☉	Inv.	1:45	7:50	13:55	20:00	17		
43	7:31	"	17:23	☉	☉	"	1:05	7:10	13:15	19:20	15		
44	7:29	"	17:25	☉	☉	"	0:25	6:30	12:35	18:40	24:45		13
45	7:27	"	17:27	☉	☉	"	5:50	11:55	18:00	24:05	11		
46	7:25	"	17:29	☉	☉	"	5:10	11:15	17:20	23:25	10		
47	7:24	"	17:30	☉	☉	"	4:30	10:35	16:40	22:45	9		
48	7:23	12:28	17:32	☉	☉	"; Perigee	3:50	9:55	16:00	22:05	9		
49	7:22	"	17:34	☉	☉	"	3:10	9:15	15:20	21:25	9		
50	7:20	"	17:36	☉	☉	"	2:30	8:35	14:40	20:45	9		
51	7:18	"	17:38	☉	☉	"	1:50	7:55	14:00	20:05	8	Market. Night of the 3rd Moon.	
52	7:16	"	17:40	☉	☉	South; ☉	1:10	7:15	13:20	19:25	7		
53	7:14	"	17:41	☉	☉	☉	0:30	6:35	12:40	18:45	24:50		5
54	7:12	"	17:42	☉	☉	☉	5:55	12:00	18:05	24:10	4		
55	7:10	12:27	17:44	☉	☉	☉	5:15	11:20	17:25	23:30	4		
56	7:08	"	17:46	☉	☉	☉	4:35	10:40	16:45	22:50	5		
57	7:06	"	17:48	☉	☉	Zenith; ☉	3:55	10:00	16:05	22:10	6		
58	7:04	"	17:50	☉	☉	☉	3:15	9:20	15:25	21:30	8		
59	7:02	"	17:52	☉	☉	☉	2:35	8:40	14:45	20:50	10		
60	7:00	"	12:54	☉	☉	Apogee; ☉	1:55	8:00	14:05	20:10	12		
61	6:58	"	17:56	☉	☉	☉	1:15	7:20	13:25	19:30	13	Market. Founding Day in Haalkitaine. Karstia's troupe leaves Norek for Cynar.	
62	6:56	"	17:58	☉	☉	North; ☉	0:35	6:40	12:45	18:50	24:55		14
63	6:54	"	18:00	☉	☉	Inv.	6:00	12:05	18:10	24:15	14		
64	6:52	12:26	18:01	☉	☉	"	5:20	11:25	17:30	23:35	14		
65	6:50	"	18:02	☉	☉	"	4:40	10:45	16:50	22:55	14		
66	6:48	"	18:04	☉	☉	"	4:00	10:05	16:10	22:15	15		
67	6:46	"	18:06	☉	☉	"	3:20	9:25	15:30	21:35	16		
68	6:44	"	18:08	☉	☉	"	2:40	8:45	14:50	20:55	18		
69	6:41	12:25	18:10	☉	☉	"	2:00	8:05	14:10	20:15	20		
70	6:39	"	18:11	☉	☉	"	1:20	7:25	13:30	19:35	22		

SPRING (ORHAN 2)

Jaiman. The snows begin to melt, but runoff combined with torrential rains further slow progress of any forces in the Rhakhaan conflict. It is almost as if Nature herself is trying to slow the progress of the war.

Emer. 2.10-2.25: Heavy rains and melting snow cause the canals in Sel-kai to rise above flood stage. Minor damage to lower levels of some structures. 2.15: The Bank of Sel-kai and Ullizi Bank call in their loans to Stroane. The realm is unable to pay,

so the banks claim the collateral (the crown jewels) and declare themselves in charge of the government. They send agents to Arakin. 2.18: In Stroane, a coup led by the Lord General Terell - backed in secret by members of Ahn Sye Zanar, Order of the Cloak - has the other two of the Trinity, as well as the agents of the Sel-kai Banks, arrested and the Katra's son rumored to be killed (actually, he is taken to the Ahrenreth). Terell declares martial law in Arakin. High Priest Shatang and the Katra's uncle are tried and executed for treason; the Sel-kai bankers are ordered to return home empty-handed. The Order of the Cloak asserts its influence. The bankers return (by Navigator Jump), and within hours Sel-kai declares the Stroane government invalid. They make plans to recover their investment. 2.31: A Portal opens on the plains of Miir in Hæstra and three beings from another time and place emerge. They are the Dreamlords. They depart for the East. This event unlocks the portal, and for several days, horrible creatures emerge: demons from and beyond the Pales. Finally, Loremasters arrive and seal the portal. But many of the hideous beings remain free. A Shay expedition, financed by House Elgata of Eidolon, enters the jungles of Quon; none return. A follow-up search party also disappears.

Day	S.rise	Zenith	S.set	Orhan	Varin	Charón	HT	LT	HT	LT	HT	LT	Tide	Notes
1	6:37	12:25	18:12	●	○	"	0:40	6:45	12:50	18:55			24	Market. Spring Starry Night. Emperor's Champion competition. Night of False Hope.
2	6:35	"	18:14	●	○	"; Perigee	0:00	6:05	12:10	18:15	24:20		22	Emperor's Champion competition.
3	6:33	"	18:16	●	○	South; ○		5:25	11:30	17:35	23:40		20	"
4	6:31	12:24	18:18	●	○	○		4:45	10:50	16:55	23:00		18	"
5	6:29	"	18:20	●	○	○		4:05	10:10	16:15	22:20		16	"
6	6:27	"	18:21	●	○	○		3:25	9:30	15:35	21:40		15	"
7	6:24	"	18:23	●	○	○		2:45	8:50	14:55	21:00		14	"
8	6:22	"	18:25	●	○	Zenith; ○		2:05	8:10	14:15	20:20		14	Bad Luck Day.
9	6:19	12:23	18:27	●	○	○		1:25	7:30	13:35	19:40		14	
10	6:17	"	18:29	●	○	○		0:45	6:50	12:55	19:00		14	Canal flood in Sel-kai.
11	6:15	"	18:31	●	○	○		0:05	6:10	12:15	18:20	24:25	13	Market. Canal flood.
12	6:12	12:22	18:32	●	○	○		5:30	11:35	17:40	23:45		12	Canal flood. Italana Day.
13	6:10	"	18:34	●	○	North; ○		4:50	10:55	17:00	23:05		10	Canal flood.
14	6:08	"	18:36	●	○	Inv.; Apogee		4:10	10:15	16:20	22:25		8	"
15	6:06	12:21	18:38	●	○	"		3:30	9:35	15:40	21:45		6	Vernal Equinox.. Canal flood. Sel-kai Banks call in loans to Stroane. Gryphon College end of winter term.
16	6:04	"	18:39	●	○	"		2:50	8:55	15:00	21:05		5	Canal flood.
17	6:02	"	18:41	●	○	"		2:10	8:15	14:20	20:25		4	"
18	5:59	12:20	18:42	●	○	"		1:30	7:35	13:40	19:45		4	Canal flood. Coup in Stroane.
19	5:57	"	18:43	●	○	"		0:50	6:55	13:00	19:05		5	Canal flood.
20	5:55	"	18:44	●	○	"		0:10	6:15	12:20	18:25	24:30	7	"
21	5:52	12:19	18:46	●	○	"		5:35	11:40	17:45	23:50		8	Market. Canal flood.
22	5:50	"	18:48	●	○	"		4:55	11:00	17:05	23:10		9	Canal flood.
23	5:48	"	18:50	●	○	"		4:15	10:20	16:25	22:30		9	"
24	5:45	12:18	18:51	●	○	South; ●		3:35	9:40	15:45	21:50		9	"
25	5:43	"	18:53	●	○	●		2:55	9:00	15:05	21:10		9	"
26	5:41	"	18:55	●	○	Perigee; ●		2:15	8:20	14:25	20:30		10	
27	5:38	12:17	18:56	●	○	●		1:35	7:40	13:45	19:50		11	
28	5:36	"	18:58	●	○	●		0:55	7:00	13:05	19:10		13	
29	5:34	"	19:00	●	○	Zenith; ●		0:15	6:20	12:25	18:30	24:35	15	
30	5:32	12:16	19:01	●	○	●		5:40	11:45	17:50	23:55		17	Lawgiver Day.
31	5:30	"	19:03	○	○	●		5:00	11:05	17:10	23:15		18	Market. Portal opens in Miir. Lawgiver Day.
32	5:27	"	19:05	○	○	●		4:20	10:25	16:30	22:35		19	Lawgiver Day.
33	5:24	12:15	19:07	○	○	●		3:40	9:45	15:50	21:55		19	"
34	5:21	"	19:08	○	○	North; ●		3:00	9:05	15:10	21:15		19	
35	5:19	"	19:09	○	○	Inv.		2:20	8:25	14:30	20:35		19	Moon Spring. Baeris Blessings Day. Lanaar 'Spring): The sun rises in the Mur Fostisy.
36	5:17	12:14	19:10	○	○	"		1:40	7:45	13:50	19:55		19	
37	5:15	"	19:12	○	○	"		1:00	7:05	13:10	19:15		19	
38	5:13	"	19:14	○	○	"; Apogee		0:20	6:25	12:30	18:35	24:40	19	
39	5:11	12:13	19:15	○	○	"		5:45	11:50	17:55	24:00		19	
40	5:09	"	19:17	○	○	"		5:05	11:10	17:15	23:20		19	Terisian Competitions in Haalkitaine.
41	5:07	"	19:19	○	○	"		4:25	10:30	16:35	22:40		18	Market. Terisian Competitions.
42	5:05	"	19:20	○	○	"		3:45	9:50	15:55	22:00		17	Terisian Competitions.

43	5:03	"	19:22	○	●	"	3:05	9:10	15:15	21:20	15	"	
44	5:01	"	19:24	○	●	"	2:25	8:30	14:35	20:40	13	"	
45	4:59	12:12	19:25	○	●	South; ●	1:45	7:50	13:55	20:00	11	"	
46	4:57	"	19:27	○	●	●	1:05	7:10	13:15	19:20	10	" Karstia's troupe in Cynar.	
47	4:55	"	19:29	○	●	●	0:25	6:30	12:35	18:40	24:45	9	Terisian Competitions.
48	4:53	"	19:30	○	●	●	5:50	11:55	18:00	24:05	9	"	
49	4:51	12:11	19:31	○	●	●	5:10	11:15	17:20	23:25	9	"	
50	4:49	"	19:32	○	○	Zenith; Perigee; ●	4:30	10:35	16:40	22:45	9	"	
51	4:47	"	19:34	○	○	●	3:50	9:55	16:00	22:05	8	Market.	
52	4:45	"	19:36	○	○	●	3:10	9:15	15:20	21:25	7		
53	4:43	"	19:38	○	○	●	2:30	8:35	14:40	20:45	5		
54	4:41	12:10	19:40	○	○	●	1:50	7:55	14:00	20:05	4		
55	4:39	"	19:41	○	○	North; ●	1:10	7:15	13:20	19:25	4		
56	4:37	"	19:42	○	○	Inv.	0:30	6:35	12:40	18:45	24:50	5	
57	4:36	"	19:43	○	○	"	5:55	12:00	18:05	24:10	6		
58	4:34	"	19:45	○	○	"	5:15	11:20	17:25	23:30	8		
59	4:32	"	19:47	○	○	"	4:35	10:40	16:45	22:50	10		
60	4:30	"	19:49	○	○	"	3:55	10:00	16:05	22:10	12		
61	4:28	"	19:51	○	○	" ; New	3:15	9:20	15:25	21:30	13	Market.	
62	4:26	12:09	19:52	○	○	" ; Apogee	2:35	8:40	14:45	20:50	14		
63	4:24	"	19:54	○	○	"	1:55	8:00	14:05	20:10	14		
64	4:22	"	19:56	○	○	"	1:15	7:20	13:25	19:30	14		
65	4:21	"	19:58	○	○	"	0:35	6:40	12:45	18:50	24:55	14	
66	4:20	"	20:00	○	○	South; ●	6:00	12:05	18:10	24:15	15	Night of the Satyr.	
67	4:19	"	20:01	○	○	●	5:20	11:25	17:30	23:35	16	Repentance Day.	
68	4:18	"	20:02	○	○	●	4:40	10:45	16:50	22:55	18		
69	4:16	"	20:03	○	○	●	4:00	10:05	16:10	22:15	20		
70	4:14	"	20:04	○	○	●	3:20	9:25	15:30	21:35	22		

SUMMER (ORHAN 3)

Jaiman. The Arnak Priest of Dansart *Osaran* sends his evil *Messengers of Ulkaya* on raids deep into the northern provinces of Rhakhaan. More strange creatures emerge from Zor to harass the Imperial forces - they are mutants of the Zor Wastes. Tanara faces more trouble from mysterious raiders and forces of Arnak.

Emer. Lord General Terell has trouble maintaining power in the sprawling, recently taken lands of Miir and Vornia. Independent-minded lords reassert their authority and much of Hæstra is torn by warfare. Resistance in the cities becomes more widespread. Wild wolves and stranger creatures continue to range far from the Spine highlands to harass homesteads in the hills. The Choak Pass becomes a dangerous route except for well-armed caravans - and even they have no chance against the occasional forays of the Red Dragon. Southern Silaar and much of Tai-emer suffer from drought. The Lankan Priests increase human sacrifices in hopes of appeasing Klysus. Barrin Qateris (oldest son of the Prince of Sel-kai) is inducted into the Unseen Eyes, a shadowy cabal. His Mentalism skills are rudimentary, but his position makes him a valued member. The *Prophet of Valris* first makes her presence known at Sel-kai. A tall Iylar Elf with golden blond hair and wearing shimmering blue robes, she refuses to give her name or home, saying only that she comes 'from the east.' Claiming to be a follower of the Orhan Goddess of wisdom, she is apparently an Astrologer who can see into people's futures. After a month in Sel-kai city, during which her reputation and influence grows, she travels towards Danarchis.

Day	S.rise	Zenith	S.set	Orhan	Varin	Charón	HT	LT	HT	LT	HT	LT	Tide	Notes
1	4:13	12:09	20:05	●	○	Zenith; ●	2:40	8:45	14:50	20:55			24	Market. Summer Starry Night. Emperor's Champion competition. Approximate date of Gryphon College summer games. Larish (Summer) in the Mur Fostisyr.
2	4:12	"	20:06	●	○	●	2:00	8:05	14:10	20:15			22	Emperor's Champion competition. Karstia's troupe leaves Cynar for O'Banthe.
3	4:10	"	20:08	●	○	●	1:20	7:25	13:30	19:35			20	"
4	4:08	"	20:09	●	○	Perigee; ●	0:40	6:45	12:50	18:55			18	"
5	4:07	"	20:11	●	○	●	0:00	6:05	12:10	18:15	24:20		16	"
6	4:06	"	20:12	●	○	North; ●	5:25	11:30	17:35	23:40			15	"
7	4:05	"	20:13	●	○	Inv.	4:45	10:50	16:55	23:00			14	"
8	4:04	12:10	20:15	●	○	"	4:05	10:10	16:15	22:20			14	Bad Luck Day.
9	4:03	"	20:16	●	○	"	3:25	9:30	15:35	21:40			14	

10	4:02	"	20:17	●	○	"	2:45 8:50 14:55 21:00	14	
11	4:01	"	20:19	●	○	"	2:05 8:10 14:15 20:20	13	Market.
12	4:00	"	20:20	●	○	"	1:25 7:30 13:35 19:40	12	
13	3:59	"	20:21	●	○	"	0:45 6:50 12:55 19:00	10	
14	3:58	"	20:23	●	○	"	0:05 6:10 12:15 18:20 24:25	8	Rise of Eidolon, 1401st anniversary.
15	3:57	12:11	20:24	●	○	"	5:30 11:35 17:40 23:45	6	
16	"	"	20:25	●	○	"; Apogee	4:50 10:55 17:00 23:05	5	
17	3:56	"	20:26	●	○	South; ●	4:10 10:15 16:20 22:25	4	
18	3:55	"	20:27	●	○	●	3:30 9:35 15:40 21:45	4	
19	3:54	"	20:28	●	○	●	2:50 8:55 15:00 21:05	5	
20	3:53	"	20:29	●	○	●	2:10 8:15 14:20 20:25	7	
21	"	"	20:30	○	○	●	1:30 7:35 13:40 19:45	8	Market.
22	3:52	"	20:31	○	○	Zenith; ●	0:50 6:55 13:00 19:05	9	
23	"	12:12	20:32	○	○	●	0:10 6:15 12:20 18:25 24:30	9	
24	"	"	"	○	○	●	5:35 11:40 17:45 23:50	9	
25	3:51	"	20:33	○	○	●	4:55 11:00 17:05 23:10	9	
26	"	"	"	○	○	●	4:15 10:20 16:25 22:30	10	
27	"	"	20:34	○	○	North; ●	3:35 9:40 15:45 21:50	11	
28	"	12:13	20:35	○	○	Inv.; Perigee	2:55 9:00 15:05 21:10	13	
29	3:50	"	"	○	○	"	2:15 8:20 14:25 20:30	15	Karstia's troupe in O'Banathi.
30	"	"	20:36	○	○	"	1:35 7:40 13:45 19:50	17	
31	"	"	"	○	○	"	0:55 7:00 13:05 19:10	18	Market.
32	"	"	20:37	○	○	"	0:15 6:20 12:25 18:30 24:35	19	
33	"	"	"	○	○	"	5:40 11:45 17:50 23:55	19	
34	"	"	"	○	○	"	5:00 11:05 17:10 23:15	19	
35	3:51	12:14	20:38	○	○	"	4:20 10:25 16:30 22:35	19	Summer Solstice. Mid-Year's Day / Summer Moon. Orianna, Phaon revered. Tanaran Myri gathering. Kieronalia.
36	"	"	"	○	○	"	3:40 9:45 15:50 21:55	19	Kieronalia.
37	"	"	"	○	○	"	3:00 9:05 15:10 21:15	19	Kieronalia. Karstia's troupe leaves O'Banathi for Kaytha.
38	"	"	"	○	○	South; ○	2:20 8:25 14:30 20:35	19	"
39	3:52	12:15	"	○	○	○	1:40 7:45 13:50 19:55	19	"
40	"	"	"	○	○	Apogee; ○	1:00 7:05 13:10 19:15	19	"
41	3:53	"	"	○	○	○	0:20 6:25 12:30 18:35 24:40	18	Market. Kieronalia.
42	"	"	"	○	○	○	5:45 11:50 17:55 24:00	17	Kieronalia.
43	3:54	12:16	"	○	○	Zenith; ○	5:05 11:10 17:15 23:20	15	"
44	"	"	"	○	○	○	4:25 10:30 16:35 22:40	13	"
45	3:55	"	"	○	○	○	3:45 9:50 15:55 22:00	11	Water Day. Neela revered.. Gryphon College start of Autumn term.
46	"	"	20:37	○	○	○	3:05 9:10 15:15 21:20	10	Music Festival in Haalkitaine.
47	3:56	"	"	○	○	○	2:25 8:30 14:35 20:40	9	"
48	3:57	12:17	"	○	○	North; ○	1:45 7:50 13:55 20:00	9	"
49	"	"	20:36	○	○	Inv.	1:05 7:10 13:15 19:20	9	"
50	3:58	"	"	○	○	"	0:25 6:30 12:35 18:40 24:45	9	"
51	3:59	"	20:35	○	○	"	5:50 11:55 18:00 24:05	8	Market.
52	4:00	"	"	○	○	"; Perigee	5:10 11:15 17:20 23:25	7	Karstia's troupe in Kaytha.
53	4:01	12:18	20:34	○	○	"	4:30 10:35 16:40 22:45	5	
54	4:02	"	"	○	○	"	3:50 9:55 16:00 22:05	4	
55	4:03	"	20:33	○	○	"	3:10 9:15 15:20 21:25	4	
56	4:04	"	20:32	○	○	"	2:30 8:35 14:40 20:45	5	
57	4:05	"	20:31	○	○	"	1:50 7:55 14:00 20:05	6	
58	4:06	"	20:30	○	○	"	1:10 7:15 13:20 19:25	8	
59	4:08	"	20:29	○	○	South; ○	0:30 6:35 12:40 18:45 24:50	10	
60	4:09	"	20:28	○	○	○	5:55 12:00 18:05 24:10	12	
61	4:10	"	20:27	○	○	○	5:15 11:20 17:25 23:30	13	Market.
62	4:12	12:19	20:26	○	○	○	4:35 10:40 16:45 22:50	14	
63	4:13	"	20:25	○	○	○	3:55 10:00 16:05 22:10	14	
64	4:14	"	20:24	○	○	Zenith; Apo.; ○	3:15 9:20 15:25 21:30	14	Night of the 3rd Moon.

65	4:15	"	20:23	●	●	○	2:35	8:40	14:45	20:50	14	Karstia's troupe leaves Kaytha for Prevan.	
66	4:16	"	20:22	●	●	○	1:55	8:00	14:05	20:10	15		
67	4:17	"	20:21	●	●	○	1:15	7:20	13:25	19:30	16		
68	4:18	"	20:20	●	●	○	0:35	6:40	12:45	18:50	24:55		18
69	4:20	"	20:18	●	●	North; ○	6:00	12:05	18:10	24:15	20		Empress Ajkara's Birthday.
70	4:21	"	20:17	●	○	Inv.	5:20	11:25	17:30	23:35	22		

AUTUMN (ORHAN 4)

Jaiman. The Dragonlord Sulthon Ni'shaang consolidates his hold over the western Wuliris highlands. He decides that Frelik has grown too powerful (he would prefer to see the Usurper and Emperor at each other's throats indefinitely) and considers a move south into the Zorian wastes. Klyrunak of the Ahrenreth acquires a copy of the Andraax Key (the ring necessary to enter the Tomb of Andraax). 4.39: Rolfe and Flora of the Instrumentality prepare to land in Northern Jaiman.

Emer. The deterioration of southern Hæstra continues: most lords refuse to pay taxes to Arakin, and desertion among the Stroane mercenary armies is rife. Volcanic eruptions in the Black Mountains of Khum-kaan. A trade ship arrives in Kaitaine claiming to have been attacked in the Grotto Path by 'giant insects with lightning staves'.

Day	S.rise	Zenith	S.set	Orhan	Varin	Charón	HT	LT	HT	LT	HT	LT	Tide	Notes	
1	4:23	12:19	20:15	●	○	Inv.	4:40	10:45	16:50	22:55			24	Market. Autumn Starry Night. Night of the Nine Dancers. Emperor's Champion competition. Night of Blood. Winter begins in the Mur Fostisyr. Emperor's Champion competition.	
2	4:24	"	20:14	●	○	"	4:00	10:05	16:10	22:15			22		
3	4:26	"	20:12	●	●	"	3:20	9:25	15:30	21:35			20		
4	4:27	"	20:11	●	●	"	2:40	8:45	14:50	20:55			18		
5	4:28	"	20:10	●	●	"	2:00	8:05	14:10	20:15			16		
6	4:29	"	20:08	●	●	"; Perigee	1:20	7:25	13:30	19:35			15		
7	4:31	12:18	20:06	●	●	"	0:40	6:45	12:50	18:55			14		
8	4:32	"	20:04	●	●	"	0:00	6:05	12:10	18:15	24:20		14		Bad Luck Day.
9	4:34	"	20:03	●	●	"		5:25	11:30	17:35	23:40		14		
10	4:35	"	20:01	●	○	South; ○		4:45	10:50	16:55	23:00		14		
11	4:37	"	19:59	●	○	○		4:05	10:10	16:15	22:20		13	Market. Crown Holiday.	
12	4:39	"	19:57	●	○	○		3:25	9:30	15:35	21:40		12		
13	4:41	12:17	19:54	●	●	○		2:45	8:50	14:55	21:00		10		
14	4:42	"	19:52	●	●	○		2:05	8:10	14:15	20:20		8		
15	4:44	"	19:50	●	●	Zenith; ○		1:25	7:30	13:35	19:40		6		
16	4:45	"	19:48	●	●	○		0:45	6:50	12:55	19:00		5		
17	4:46	"	19:46	●	●	○		0:05	6:10	12:15	18:20	24:25	4		
18	4:47	12:16	19:44	●	●	Apogee; ○	5:30	11:35	17:40	23:45			4		
19	4:49	"	19:43	●	●	○	4:50	10:55	17:00	23:05			5		
20	4:51	"	19:41	○	○	North; ○	4:10	10:15	16:20	22:25			7		Gryphon College approximate date of Autumn games.
21	4:53	"	19:39	○	○	Inv.	3:30	9:35	15:40	21:45			8	Market. Karstia's troupe in Prevan.	
22	4:54	"	19:37	○	○	"	2:50	8:55	15:00	21:05			9		
23	4:55	12:15	19:35	○	●	"	2:10	8:15	14:20	20:25			9		
24	4:57	"	19:33	○	●	"	1:30	7:35	13:40	19:45			9		
25	4:58	"	19:32	○	●	"	0:50	6:55	13:00	19:05			9		
26	5:00	"	19:30	○	●	"	0:10	6:15	12:20	18:25	24:30		10		
27	5:01	"	19:28	○	●	"		5:35	11:40	17:45	23:50		11		
28	5:02	12:14	19:26	○	●	"		4:55	11:00	17:05	23:10		13		
29	5:04	"	19:24	○	●	"		4:15	10:20	16:25	22:30		15		
30	5:06	"	19:22	○	○	"; Perigee		3:35	9:40	15:45	21:50		17		
31	5:07	12:13	19:19	○	○	South; ●		2:55	9:00	15:05	21:10		18	Market. Orhan/Charón conjunction. Moon Autumn. Beginning of Harvest. Iloura revered. Karstia's troupe leaves Prevan for Haalkitaine.	
32	5:09	"	19:17	○	○	○		2:15	8:20	14:25	20:30		19		
33	5:11	"	19:15	○	○	○		1:35	7:40	13:45	19:50		19		
34	5:12	12:12	19:12	○	○	○		0:55	7:00	13:05	19:10		19		
35	5:14	"	19:10	○	○	○		0:15	6:20	12:25	18:30	24:35	19		
36	5:16	"	19:08	○	○	Zenith; ●	5:40	11:45	17:50	23:55			19		
37	5:17	12:11	19:05	○	○	○	5:00	11:05	17:10	23:15			19		

38	5:19	"	19:03	○	●	●	4:20 10:25 16:30 22:35	19	
39	5:20	12:10	19:00	○	●	●	3:40 9:45 15:50 21:55	19	
40	5:22	"	18:58	○	○	●	3:00 9:05 15:10 21:15	19	Arrivée de Rolfe et Flora.
41	5:24	"	18:56	○	○	North; ●	2:20 8:25 14:30 20:35	18	Market.
42	5:25	12:09	18:53	○	○	Inv.; Apogee	1:40 7:45 13:50 19:55	17	
43	5:27	"	18:51	○	●	"	1:00 7:05 13:10 19:15	15	
44	5:28	"	18:49	○	●	"	0:20 6:25 12:30 18:35 24:40	13	
45	5:29	12:08	18:47	○	●	"	5:45 11:50 17:55 24:00	11	Arrivée de Virleann.
46	5:30	"	18:45	○	●	"	5:05 11:10 17:15 23:20	10	Déplacement vers les Crocs. Karstia's troupe in Haalkitaine.
47	5:32	"	18:43	○	●	"	4:25 10:30 16:35 22:40	9	Réveil de Rolfe.
48	5:33	12:07	18:41	○	●	"	3:45 9:50 15:55 22:00	9	
49	5:35	"	18:39	○	●	"	3:05 9:10 15:15 21:20	9	
50	5:37	"	18:37	○	○	"	2:25 8:30 14:35 20:40	9	
51	5:38	12:06	18:34	○	○	"	1:45 7:50 13:55 20:00	8	Market.
52	5:40	"	18:32	○	○	South; ●	1:05 7:10 13:15 19:20	7	Lambethfield Faire
53	5:41	12:05	18:30	○	○	●	0:25 6:30 12:35 18:40 24:45	5	"
54	5:42	"	18:28	○	○	Perigee; ●	5:50 11:55 18:00 24:05	4	"
55	5:43	12:04	18:25	○	○	●	5:10 11:15 17:20 23:25	4	"
56	5:45	"	18:23	○	○	●	4:30 10:35 16:40 22:45	5	"
57	5:46	12:03	18:20	○	○	Zenith; ●	3:50 9:55 16:00 22:05	6	"
58	5:48	"	18:18	○	○	●	3:10 9:15 15:20 21:25	8	Autumnal equinox.
59	5:50	"	18:16	○	○	●	2:30 8:35 14:40 20:45	10	
60	5:51	12:02	18:13	○	○	●	1:50 7:55 14:00 20:05	12	
61	5:53	"	18:11	○	○	●	1:10 7:15 13:20 19:25	13	Market. Karstia's troupe leaves Haalkitaine for Calthos.
62	5:55	"	18:09	○	○	North; ●	0:30 6:35 12:40 18:45 24:50	14	
63	5:56	12:01	18:06	○	○	Inv.	5:55 12:00 18:05 24:10	14	
64	5:58	"	18:04	○	○	"	5:15 11:20 17:25 23:30	14	
65	6:00	"	18:02	○	○	"	4:35 10:40 16:45 22:50	14	
66	6:01	12:00	17:59	○	○	"; Apogee	3:55 10:00 16:05 22:10	15	
67	6:03	"	17:57	○	○	"	3:15 9:20 15:25 21:30	16	
68	6:05	"	17:55	○	○	"; New	2:35 8:40 14:45 20:50	18	
69	6:06	11:59	17:52	○	○	"	1:55 8:00 14:05 20:10	20	
70	6:08	"	17:50	○	○	"	1:15 7:20 13:25 19:30	22	

FALL (ORHAN 5)

Jaiman. 5.21: At the climax of an important battle between Helyssa loyalists and forces of the Priest Arnak, Prince *Kier Ianis* appears in his homeland amidst a tremendous - and pyrotechnic - surge in the Essænce. He is wearing the *Sea-drake Crown*. Helpless against the full powers of the crown, unleashed after long years of disuse, the armies of Yarthraak are routed. Witnesses tell of Kier wading fearlessly into a crush of foes, and with a bellowing cry causing all within earshot to fall to the ground unconscious or dead. From his hands spewed volleys of luminous bolts of water, and the river itself would rise out of its banks to swallow legions of Lugrōki and the pale men of Ulor. At the same time, terrible storms pound the western coast of Helyssa, and all of Ly-aran (long ago part of the kingdom of U-Lyshak but held by Lorgalis of Ulor for many centuries) is shaken by earthquakes, her coasts shattered and highlands torn by storms (the crowns may command the very earth to rebel to purge the kingdom of invaders). The Sword is wielded by a young champion of Kier's (formerly a lieutenant of Baron Boshkar). The Priest of Yaarth vanishes from the battlefield, having managed to retrieve the Pendant; he flees to his tower, which is able to survive even this onslaught. Placed offshore, it is just outside the Crown-defined boundary. 5.22: Night skies above Jaiman are illuminated by unprecedented Flow-storm activity. The most intense disruptions are above the center of the continent. These storms are accompanied by minor but frequent earthquakes. 5.23: The vault of Crowns is disabled - though not destroyed. The main powers of all six helm-crowns of Jaiman fail; the General powers of all the Crowns are annulled, specific powers, swords and pendants are unaffected. The strange meteorological and geological events subside. Kier retreats to *Castle Sykara* to coordinate his offensive against the reduced and disorganized armies of Yaarth. 5.40: The Emperor, in order to head off rampant rumors of his cousin's legitimacy, declares Frelík's claims irrelevant, since the Crowns are no longer true symbols of the rightful monarchs. In addition, the Arch-prelate of Enov Turic declares Jerrin the rightful Emperor. Nevertheless, the realm is in a turmoil of uncertainty and fear. 5.69: Zener Morndaak's preliminary report to the Loremaster Council on the Artifacts of Jaiman.

Emer. A Caravan in Uj returns to Kaitaine to tell of a mighty nighttime battle between their Navigator Sulfean and a Herald of Darkness. Their situation was looking desperate when a Storm Herald suddenly appeared and helped to drive off the Minion

of the Unlife. The exact nature and intentions of the Storm Heralds remain a mystery. Mysterious drumming is heard from within the Vørken Mire in Silaar. The T'loc-loc go into hiding in the northern reaches of the *Asamis Arg* ('Great Grove'). Frequent storms threaten commerce in southern Emer. Several volcanoes erupt in the Morbek Highlands; smoke and ash clouds drift north and envelop Votania. 5.45: The Lankan Empire sends a small fleet across the Circular Sea from their port of Kúru-kal, with the goal of seizing the northwestern Loari isle of *Surt Naduum*.. The first war-boat barely reaches shore before airborne Loari battleships appear and drop exploding canisters - "bombs" - on Lankan ships. This marks the first known use of chemical explosives since the Interregnum. The Lankan ships are destroyed and the few Lankani who reach shore are captured. Námár-Tol sends a warning to the Lankani that any further aggression will be met by overwhelming force.

Day	S.rise	Zenith	S.set	Orhan	Varin	Charón	HT	LT	HT	LT	HT	LT	Tide	Notes
1	6:10	11:59	17:48	●	○	Inv.		0:35	6:40	12:45	18:50	24:55	24	Market. Fall Starry Night. Emperor's Champion competition. Karstia's troupe in Calthos. Night of the Spiders.
2	6:11	"	17:46	●	○	"		6:00	12:05	18:10	24:15		22	Emperor's Champion competition.
3	6:12	11:58	17:44	●	◐	South; ●		5:20	11:25	17:30	23:35		20	"
4	6:14	"	17:42	●	◑	●		4:40	10:45	16:50	22:55		18	"
5	6:16	"	17:40	●	●	●		4:00	10:05	16:10	22:15		16	". Karstia's troupe leaves for Sanaria.
6	6:18	"	17:38	●	●	●		3:20	9:25	15:30	21:35		15	Emperor's Champion Competition.
7	6:19	11:57	17:35	●	●	●		2:40	8:45	14:50	20:55		14	"
8	6:21	"	17:33	●	◐	Zenith; Perigee; ●		2:00	8:05	14:10	20:15		14	Bad Luck Day.
9	6:23	"	17:31	●	◑	●		1:20	7:25	13:30	19:35		14	
10	6:25	"	17:29	●	○	●		0:40	6:45	12:50	18:55		14	
11	6:27	"	17:27	●	○	●		0:00	6:05	12:10	18:15	24:20	13	Market.
12	6:28	11:56	17:24	●	○	●		5:25	11:30	17:35	23:40		12	
13	6:30	"	17:22	●	◐	North; ●		4:45	10:50	16:55	23:00		10	
14	6:32	"	17:20	●	◑	Inv.		4:05	10:10	16:15	22:20		8	Karstia's troupe in Sanaria.
15	6:34	"	17:18	●	●	"		3:25	9:30	15:35	21:40		6	Karstia's troupe leaves for Lethys.
16	6:36	"	17:16	●	●	"		2:45	8:50	14:55	21:00		5	
17	6:38	"	17:14	●	●	"		2:05	8:10	14:15	20:20		4	
18	6:39	"	17:12	●	◐	"		1:25	7:30	13:35	19:40		4	
19	6:40	"	17:10	●	◑	"		0:45	6:50	12:55	19:00		5	
20	6:42	11:55	17:08	●	○	"; Apogee		0:05	6:10	12:15	18:20	24:25	7	
21	6:44	"	17:06	●	○	"		5:30	11:35	17:40	23:45		8	Market. Reappearance of Prince Kier.
22	6:45	"	17:05	●	○	"		4:50	10:55	17:00	23:05		9	Flow-storms over Jaiman.
23	6:47	"	17:03	●	◐	"		4:10	10:15	16:20	22:25		9	Vault of Crowns disabled.
24	6:48	"	17:02	●	◑	South; ●		3:30	9:35	15:40	21:45		9	
25	6:50	"	17:00	●	●	●		2:50	8:55	15:00	21:05		9	
26	6:52	"	16:58	●	●	●		2:10	8:15	14:20	20:25		10	
27	6:53	"	16:56	●	●	●		1:30	7:35	13:40	19:45		11	
28	6:55	"	16:55	●	◐	●		0:50	6:55	13:00	19:05		13	
29	6:56	"	16:53	●	◑	Zenith; ●		0:10	6:15	12:20	18:25	24:30	15	
30	6:58	"	16:52	●	○	●		5:35	11:40	17:45	23:50		17	
31	7:00	11:56	16:51	○	○	●		4:55	11:00	17:05	23:10		18	Market. Karstia's troupe in Lethys.
32	7:02	"	16:50	○	○	Perigee; ●		4:15	10:20	16:25	22:30		19	
33	7:04	"	16:48	○	◐	●		3:35	9:40	15:45	21:50		19	
34	7:06	"	16:46	○	◑	North; ●		2:55	9:00	15:05	21:10		19	
35	7:08	"	16:44	○	●	Inv.		2:15	8:20	14:25	20:30		19	Moon Fall. Shaal revered. Wine Festival. Rethlorin in Tanara
36	7:09	"	16:42	○	●	"		1:35	7:40	13:45	19:50		19	Wine Festival.
37	7:11	"	16:41	○	●	"		0:55	7:00	13:05	19:10		19	Wine Festival. Rethlorin.
38	7:13	"	16:40	○	◐	"		0:15	6:20	12:25	18:30	24:35	19	Rethlorin.
39	7:15	11:57	16:39	○	◑	"		5:40	11:45	17:50	23:55		19	
40	7:17	"	16:38	○	○	"		5:00	11:05	17:10	23:15		19	The Emperor declares Frelik's claims irrelevant. Karakatuk Harvest. Caysian Competitions in Haalkitane.
41	7:18	"	16:36	○	○	"		4:20	10:25	16:30	22:35		18	Market. Caysian Competitions.
42	7:19	"	16:35	○	○	"		3:40	9:45	15:50	21:55		17	Caysian Competitions.
43	7:21	11:58	16:34	○	◐	"		3:00	9:05	15:10	21:15		15	"

44	7:23	"	16:33	○	●	" ; Apogee	2:20 8:25 14:30 20:35	13	"
45	7:24	"	16:32	○	●	South; ○	1:40 7:45 13:50 19:55	11	" ; Lankan invasion defeated.
46	7:26	11:59	"	○	●	○	1:00 7:05 13:10 19:15	10	Caysian Competitions.
47	7:27	"	16:31	○	●	○	0:20 6:25 12:30 18:35	9	"
48	7:29	"	16:30	○	●	○	5:45 11:50 17:55 24:00	9	"
49	7:31	12:00	16:29	○	○	○	5:05 11:10 17:15 23:20	9	"
50	7:32	"	16:28	○	○	Zenith; ○	4:25 10:30 16:35 22:40	9	" . Karstia's troupe leaves for Noros.
51	7:33	"	16:27	○	○	○	3:45 9:50 15:55 22:00	8	Market.
52	7:34	12:01	"	○	○	○	3:05 9:10 15:15 21:20	7	
53	7:35	"	16:26	○	○	○	2:25 8:30 14:35 20:40	5	
54	7:36	"	"	○	○	○	1:45 7:50 13:55 20:00	4	
55	7:38	12:02	16:25	○	○	North; ○	1:05 7:10 13:15 19:20	4	Amnesty Day.
56	7:39	"	"	○	○	Inv.; Perigee	0:25 6:30 12:35 18:40 24:45	5	
57	7:41	12:03	"	○	○	"	5:50 11:55 18:00 24:05	6	
58	7:42	"	16:24	○	○	"	5:10 11:15 17:20 23:25	8	
59	7:43	12:04	"	○	○	"	4:30 10:35 16:40 22:45	10	
60	7:44	"	"	○	○	"	3:50 9:55 16:00 22:05	12	
61	7:46	12:05	"	○	○	"	3:10 9:15 15:20 21:25	13	Market.
62	7:47	12:06	"	○	○	"	2:30 8:35 14:40 20:45	14	
63	7:48	"	"	○	○	"	1:50 7:55 14:00 20:05	14	
64	7:49	12:07	"	○	○	"	1:10 7:15 13:20 19:25	14	
65	7:50	"	"	○	○	"	0:30 6:35 12:40 18:45 24:50	14	
66	7:51	12:08	16:25	○	○	South; ○	5:55 12:00 18:05 24:10	15	
67	7:52	"	"	○	○	○	5:15 11:20 17:25 23:30	16	
68	7:53	12:09	16:26	○	○	Apogee; ○	4:35 10:40 16:45 22:50	18	
69	"	"	"	○	○	○	3:55 10:00 16:05 22:10	20	Morndaak's report. Karstia's troupe in Noros.
70	7:54	12:10	"	○	○	○	3:15 9:20 15:25 21:30	22	

LANGUAGES

1 * COMMON LANGUAGES

Following is a selection of common and/or interesting tongues spoken and written on Kulthea. Their 'Tier' (to be used by Nomenist casters of Essence) is also given.

Languages in the same family usually share the same writing system and may allow some similarity between skills.

- 1: Emerian family.
- 2: Elvish family.
- 3: Jaiman family.
- 4: Jaader family.
- 5: Theros family.
- 6: Umli family

LIVING LANGUAGES

Arlak¹: The language of the amazon people of Sarnak; it is remotely derived from Old Emer (I). Use *Elf Alphabet*.

Belgor⁵: An offshoot of the Narlbray language (Theros), completely unintelligible to most mainlanders (Fishing folk have nine words for «waves» and eleven for «current.») Use *Espruar*. (I).

Brugrim: The language of Ogres (I).

Centauri: The language of Centaurs (I).

Chíra: The chirping tongue of the avian species Hírazi (I).

Danari¹: Spoken by the people of Danarchis, it is related to Old Emer, and is the closest living tongue to that ancient language. Use *Elf Alphabet* (I).

Dwarvish (Taman): The racial language of Dwarves. It is quite uncommon and difficult for non-Dwarves to learn it. Use *Dethek* font. See *Cultures & Races* (II).

Dyar (Dark Elvish)²: Originally it was a dialect of Iylar but some differences have appeared during the passing of ages. Dyar is now a completely different language but it has kept most of its original sentence structure and grammar. Instead the vocabulary has been changed to express the more violent and sadistic tendencies of the Dyari. Some words were kept more or less unchanged, but most others were dropped over time to be replaced by others, or they were slowly corrupted to the point that they are unrecognizable to all but an expert of both languages. On the other hand the written language is basically the same as Iylar, both languages use the same set of runes (*Tengwar Sindarin*) to represent characters. *Normal*: Everyone; *Restricted*: Shinh Monkeys (Verbal) (I).

Erlin ('Speech of the Forest'; Wood Elvish)²: This musical language is probably the most commonly known and regularly spoken on Kulthea. Just about every Elf on Kulthea knows it and most other races have access to it or to a corrupted version of it. There are many dialects, including Muri-Erlin, Jaimani-Erlin, and others. Erlin is from time to time referred to as the common language of a non-elven area. It is a language that can be learned easily by all peoples, it has a smooth gentle flow and is quite pleasant to listen to. The written language is also easy to learn by being phonetic, and the runes facilitate fluid, swift writing due to a lack of sharp angles (use *Tengwar*

Gandalf). *Normal*: Everyone; *Restricted*: Shinh Monkeys (Verbal). See *Appendix 3* for dictionary (I).

Fustir⁶: A dialect of the Umli language. Use *Thorass*. (I).

Gark: The racial language of Garks (I).

Gnollish: Gnolls have their own language, which is quiet and melodious, but never used with non-Gnolls. It has never been translated. Volume in Gnoll society denotes urgency, much more so than in Mannish places. Many words in the Gnoll tongue resemble or are identical to words from other languages, for they have no qualms about borrowing the terminology of other people in areas where their own language may be lacking (II).

Goblin: The racial language of Goblins. See *Cultures & Races* (I).

Gremlin: The racial language of Gremlins (I).

Grirthn: The language of Manticores. Though articulated, it is not well-suited to human throats (I).

Ice Kral: Their spoken language bears a bias towards whistles and clicks, but has never been translated. It is believed that each Warfarer has adopted his own code, which makes translation even more difficult. See *Cultures & Races* (II).

Itanian¹: Actually a dialect of Old Emer, this language is very similar to the ancient tongue, but has a large vocabulary of its own. Use *Elf Alphabet*. (I).

Iylar (High Elvish)²: Iylar, like Erlin is also a world spanning language, but it lacks Erlin's broader acceptance across the globe due to its musical nature that involves sounds that most races have a hard time mastering, if they can master them at all. Some say that Iylar has mystical abilities, which may be true; its power to soothe the heart or invigorate the listener is legendary, although this is probably due to the sheer beauty of it over any magical qualities. The written counterpart is also very beautiful. Papers written in Iylar with the proper pens can be considered works of art in themselves, independently of the quality of the writing (use *Tengwar Sindarin*). Enris-Sokal and Iylar compete to be the scholars' main language; only the influence of Nomikos keeps Iylar from being the undisputed king for those of lore. It is very likely that any major community will have a few learned individuals versed in Iylar. Primarily a language of poetry, song and ceremonial usage. Men cannot speak it properly. *Normal (Spoken)*: Elves and those of Elven Blood, Fauns, Fosse-Grim, H'razi, K'ta'viiri, Nixies, Nymphs, Pixies, Sylphs, Tylweth Teg, Yaai; *Normal (Written)*: Everyone; *Restricted (Spoken)*: Everyone else (II).

Kad: The language of the Lot (Sky-giants). Kad is guttural and unintelligible to those of another race (I).

Kayvis²: The language of the Ky'taari people who live in the frozen Mur Fostisyr region of Jaiman. Over the years it has migrated to other far off places; this is perhaps due to many Ky'taari emigrating from the Mur Fostisyr region to greener pastures. This language is mainly a variant of Erlin with some appropriation of other languages of the area. It is closely related with the Ky'taari culture, and it is very difficult to find somebody able to teach it outside Mur Fostisyr. The tongue is recognized by its abundance of long vowel sounds, especially the use of 'a'. The Ky'taari themselves live in a constant state of war and persecution that is directed by the Iron Wind. Therefore, it is even

- more difficult to persuade a Ky'taari or an ally of theirs to teach it. It is known that a written version of Ky'taari exists, but it is seldom seen outside of Mur Fostisyr. Use *Tengwar Sindarin*. See *Appendix 3* for dictionary. *Normal*: Everyone; *Restricted*: Shinh Monkeys (Verbal) (I).
- Kileine**: The language of the lizard-men. It relies heavily on sibilants (I).
- Kuluk**: The 'personal' language of the Kuluku, a guttural tongue with varied inflections and highly dependent on facial expression (I).
- Lennai**: The unique, lilting tongue of the Forest Folk (II).
- Loariki**²: Written and spoken language of the Loari. A very old tongue, it is rarely taught to anyone outside their race or even spoken in the presence of others. It has an extensive vocabulary which allows great precision - perfect for histories and technical texts. It is often used by Loari scribes. Use *Tengwar Sindarin*. See *Appendix 3* for dictionary (II).
- Lugro (Dawl)**: The language of the Lugrôki race. See *Cultures & Races* (I).
- Luhi**: Luhi is the language of the men that live on the Shinh Archipelago. Every syllable of Luhi has its own meaning; people invent new terms by linking old ones together. *Normal*: Everyone; *Restricted*: Shinh Monkeys (Verbal) (I).
- Madook**: The indecipherable tribal language of the Madook tribe in Lu'Nak (II).
- Mavaun**⁴: A tongue shared by the Lankani and Pochanti peoples - though each has a very different dialect. While no Lankan would admit it, Mavaun is actually the invention of the Pochanti and was adopted by the Lankani as knowledge of the more complex Thanorian was lost. The written language is hieroglyphic and known only by the aristocracy and priesthood in Lankanok (I).
- Miir**¹: The language of the Miirian states; descended from Old Emer. Use *Elf Alphabet*. (I).
- Muri-Elven**²: An offshoot of pure Erlin, it is spoken in NE Emer - including the isles of Vog Mur - and by some in Sel-kai and Haalkitaine. The vocabulary and written forms are very similar (*Tengwar Gandalf*), but the spoken version can vary considerably (I).
- Nuyásu**: Language of the Nuyani (I).
- Punkar**: Punkar is completely different from all other elven languages, this is perhaps due to the longtime isolation of the Punkari. It is a language with many sounds, with clear, easy to hear syllables and some unusual sounds like tongue clicks, guttural rumbling and purring. The grammar is very complex, possessing declinations, short forms, formal expressions and informal ones. It is also difficult to learn unless you are born in to it. Since the Punkari are found only in the mountains of Folenn, and they rarely venture outside of their territory, the written language is even worse, as it is mainly ideograms, with some specific ones used to express the declination or the form of address. To top it all off, it is difficult for the Punkari to obtain parchment or other reliable writing surface, most of the texts are either etched in stone plates, or carved in clay plates that are cooked after, to give them some duration. *Normal*: Punkari; *Restricted*: Everyone else (I).
- Quells**³: The priests of Hrassk in Quellbourne speak this stultified version of the language of the old Wizard's Council (High Zori; use *Angerthas*) (I).
- Ranaka**³: The unusual, murmuring tongue of the Duranaki of Tanara (use *Angerthas*) (I).
- Rhaya** ('The Tongue')³: This and Erlin are the common languages found in Jaiman. While being a common tongue, Rhaya is composed of seven different dialects: Lu'nak, Meluria, Myri of Tanara, Rhakhaan, Saralis, U-Lyshak and Zor. Each dialect is similar enough that only accent and current cultural slang truly separates them. The Melurian dialect has a specific runic writing (use *Tolkien Dwarf Runes* for Melurian, *Angerthas* for other dialects). It is a fairly easy language to learn, and since Jaiman is a more or less civilized land, it is also easy to find a teacher willing to teach it, for the right price... *Normal*: Everyone; *Restricted*: Shinh Monkeys (Verbal). See *Appendix 3* for dictionary (I).
- Rhiani**: Language of the equestrian tribes of Uj (I).
- Seoltang**: Seoltang is a trade language of Jaiman, it is spoken mainly on the western and southern side, although it has started to make its way into far off places such as Emer. It is a spoken language with few complex words and concepts. There is no written counterpart. See *Appendix 3* for dictionary. *Everyman*: Everyone; *Normal*: Shinh Monkeys. (I)
- Shay**: The 'common' tongue of Emer, it has many dialects. Use *Aurabesh*. *Normal*: Everyone; *Restricted*: Shinh Monkeys (Verbal). (I).
- Shulur** (Aquatic Elvish): This strange language is found in only one place on Kulthea, the ocean. It is composed of high pitched sounds that are spoken underwater. To an untrained ear, it sounds very similar to dolphin sounds, and whale songs, although a trained ear would detect the difference. It is a very efficient way of communicating underwater, but it loses much of its effectiveness on land (Treat as if the speaker had only half there normal ranks, twice the speaking time, and no sonar). It is known that the Shuluri can communicate even kilometers apart from each other in the ocean (The number of ranks in Shulur divided by 2.5 is equal to number of kilometers the speaker can be effectively heard and still legible). Some scholars says that Shulur is an underwater form of sonar, thus allowing the speaker to determine a great deal about their environment even in very murky water, whether this is true, is unknown. There is no written form of Shulur, perhaps the Shuluri found it next to impossible to use traditional writing methods such as quill and ink, furthermore, anything that they successfully wrote upon or chiseled would soon be covered with barnacles and other sea life, thus making the whole situation frustrating and futile. *Everyman*: Dolphins and Porpoises; *Normal*: Merfolk and Shuluri; *Restricted*: K'ta'viiri and Whales. It is essentially impossible for another race to speak this language, and the GM may deem it so, however, some individuals with exceptional voices and vocal training, may at the GM's discretion be allowed to learn this language as a restricted skill. Furthermore, it is possible for all races when given enough time, to be able to learn how to interpret it, provided they have a very patient teacher who is willing to take the time to teach them. The student will then learn it as a restricted skill. (I).

Sulini²: Similar to the liltling, musical Elven languages, it has elements of its own as well (*Tengwar Gandalf*) (I).

Syrkan: Language of the *Syrkakar* of NW Jaiman; it is derived from Haidic and Umli roots but has its own unique character. Use *Thorass*. See *Appendix 3* for dictionary (I).

T'loc-loc: The unique clucking tongue of the people bearing the same name located in Silaar, it is nothing like any other language in Emer (I).

Tal³: Revealing their Jaimani origins, the Talath of Bodlea all speak what they call *Tal*, a sophisticated and beautiful language which is very close to the speech of the Myri of Tanara. This musical, liltling tongue is one of the most complex in Emer. The Bodleans have a rich oral history, and while writing is known to them it is usually taught only to the town shaman or healers. Use *Angerthas*. (I).

Theros⁵: The people of Narlshaw share a common language, called Theros, which employs a freeform grammar, forming phrases and sentences by running shorter words together. This construction leads to a rolling speech with many distinct syllables. Words gain subtle meanings by being used in longer ideas. The name of a rock, for instance, might come to imply a town where people quarry for it, and ultimately be incorporated into names, proverbs and legal decrees there. This creates different dialects in different parts of Narlshaw. Some say that Theros contains deeper meanings. Use *Espruar*. (II).

Trogli: The racial language of Trogli. See *Cultures & Races* (II).

Trolack: What you might expect. It is rather limited in vocabulary and sophistication. Less than a hundred words are in general use, and Trolls seem to avoid using these when possible. Instead they rely on grunts and hand signals for most of their conversation. See *Appendix 3* for dictionary (I).

Uluka: A singsong, birdlike tongue the Kuluku use for long-distance signaling (I).

Umli⁶: The language of the northern Umli people. Use *Thorass*. (I).

Vajaari: An unusual slurring language, it is unrelated to Old Emer, and its origins are a mystery (I).

Yatic: Yatic is a trade language of Emer, it is spoken throughout the central and southern part of the continent. It is language few words and simple concepts. There is no written counterpart to Yatic. *Everyman*: Everyone; *Normal*: Shinh Monkeys (I).

Yinka⁴: A hissing, whispering tongue is the language of the Yinka, with no common roots to any of the Elvish tongues, or any of the other languages in Tanara (it is in fact a dialect of Emerian Mavaun) (I).

Zjedrahir: The language of the Udahir in the Mur Fostisyr (I).

DEAD LANGUAGES

The learning opportunities for these languages would be very limited.

Black Nureti: The ancient tongue of the people of Aranmor. It has been extinct since the end of the Second Era (II).

Enris-Sokal: This technically dead language is really alive. It is the language of scholars the world over and its popularity is greatly due to the Scribes of Nomikos

incessant use of it, with most of their books being written in Enris-Sokal. It is very much alive on the Loremaster island of Karilôn and other scholarly institutions. Originally it was the language of the Terinians (an intellectual Elven society in southern Palia during the early Second Era, not to be confused with the *Taranians*), it was carried across the seas by students of history who studied there. The main reason why it is still used now is its concise writing and speech. You can transmit a fair amount of information in a simple phrase in Enris-Sokal. It reduces the size of the books, and shortens the length of lectures without sacrificing a loss of knowledge for time and space gained. It posses a large vocabulary, and a very complex structure. It is a difficult language to learn, but the most difficult part will probably be to find a teacher willing to teach it, since most of the scholars who know it don't have time for that sort of thing. *Normal*: Thalan; *Restricted*: Everyone else. (III).

High Zori³: The language of the ancient kingdom of Zor in Jaiman and the ancestor of the Rhaya tongue. The language has been mostly dead since the destruction of the Zor kingdom in SE 4980, but the Cloudlords of Tanara still use a nearly uncorrupt form. Use *Angerthas*. (II).

Iruaric: The language of the K'ta'viiri. It is partially telepathic in nature in addition to being a very powerful Essaence shaping tongue. Some Loremasters and Navigators are also rumored to speak it. Anyone who speaks it may add 1/4 of their total ranks in Iruaric to their Telepathy Discipline for the purpose of communicating with any race. The K'ta'viiri have no such limitations, they may add all their ranks in Iruaric to their Telepathic Discipline. Use *Klinzhai* font. *Everyman*: K'ta'viiri; *Normal*: Arcanedrakes, Dragonlords, Jhordi, Shinh Monkeys and Thalan; *Restricted*: Everyone else. A non-telepathic, non-magical version of it exists. This version may be learned by all races as a non-restricted language skill. See *Appendix 3* for dictionary (IV).

Kugor: The reverberating language of the Dragonlords (and other mighty drakes); not commonly spoken or even known of by most peoples. It was used in many ancient textx, however. Interestingly, it has similarities to Uscurac and Xytos. See *Appendix 3* for dictionary (III).

Mera: The High Men of Alaros once used Mera, but allowed it to wither. Mera condenses sentences and ideas into abbreviations and omissions. A few scribes still use it for fitting large volumes of information on scrolls or for recording speech quickly (II).

Old Emer¹: From c. TE 1200 to c. 1800 the entire continent of Emer was united under one Emperor and enjoyed a renaissance of culture. The people spoke one language (called Emerian at the time). Now little is left of this civilization except a few ruins and the isolated, often barbaric tribes which inhabit the inland areas. (Most coastal areas are inhabited by immigrants.) The indigenous peoples speak varying corruptions (most unrecognizable) of Emerian. Old Emer was brought to the continent by the Laan and is unrelated to *Shay*, the current common tongue. Use *Elf Alphabet*. (II).

MAGICAL LANGUAGES

Many of these are languages known as part of the process of becoming a spell-user, and utilized as part of learning and casting spells. Others are more arcane (and dangerous). The learning opportunities for these languages would be very limited, and in some cases would be prohibited unless the student was of the correct profession.

Aludos (Written only): The language of enrining (Essence.) Use *Zhayad* font. (I).

Enruth (Spoken only): Tongue of plants and growing things; also of repelling Undead (Channeling) (I).

Krônyt (Written only): The language of Symbols and Glyphs (Channeling.) Use *Nanduria* font. (I).

Kuskarûk: An arcane language utilized almost entirely by Dark Magicians and Sorcerers (used in the summoning of Demons) (I).

Logos ('The Word'; Spoken only). Logos is the language used by Mentalists all over the world. It is the tongue of word-thoughts, it is used to focus and enhance the mind while working Mentalism Essænce. The Masters of Votania are rumored to speak it, so are some Loremasters. Most magical colleges also teach it but only to worthy students. Logos is spoken only, it is believed that a written form would corrupt and lessen its ability to focus and expand the mind. *Normal*: Itanian, Jhordi, Kinsai, Shinh Monkeys, Titans and Thalan; *Restricted*: Everyone else. (I).

Mogradoth (Spoken only): Language of the demon-lord Agoth and its minions (I).

Sylmaria: Speech of the Flows. Almost musical in nature, it allows control of the Flows of Essænce. This language is very difficult to learn. Its teaching is closely guarded by Loremasters and Navigators (I).

Uscurac: "Common" language of the Essence, used by Mages and Sorcerers in their spells (I).

Var Arnak: This language is mainly used by the High Priests of the Unlife and some very special servants of the Unlife. It is purported that a word of Var-Arnak can kill. It is usually spoken during dark ceremonies, and sacrifices, or in horrible magical rituals. When spoken aloud, it sounds very dark and powerful, yet intriguing at the same time. In its written form, it allows spells to be embedded into rune paper or unholy stones without the knowledge or use of any rune embedding spells. It is also phonetic, and anyone who reads a passage in Var Arnak aloud may feel uneasy, or worse they may summon dark nightmares and fell powers upon themselves and their loved ones. For many poor souls, a word spoken in Var Arnak is the last thing they hear... *Normal*: Deeply enraptured servants of the Unlife; *Restricted*: Everyone else (I).

Xytos (Spoken Only): Language of Power-words (Essænce) (I).

PSIONIC LANGUAGES

Kuul: The language of the Shinh Monkeys, there is no verbal or written component because it is telepathic in nature. The Kuuli, Thalan, Jhordi and K'ta'viiri may apply any ranks of Kuul they know to their existing Telepathy Discipline for communication between those races; they may apply 1/4 of those ranks for communication with all other races.

If any other race by chance learns it, they may apply 1/4 of those ranks to their existing Telepathy Discipline for communication between any race. *Everyman*: Thalan; *Normal*: Jhordi, K'ta'viiri and Shinh Monkeys; *Restricted*: Everyone else.

SECRET LANGUAGES

The following Melurian groups use secret languages:

Blood Coven: a language of evil design (I).

Crafterguild of Abbeyville: A secret language of symbols and words (I).

Druids: symbols, glyphs, and code words, used amongst themselves only (I).

Stone-Druids: a language of evil design (I).

2 * DICTIONARIES

ERLIN

Below is a sampling of Erlin vocabulary. Scholars of Vog Mur will recognize it as similar to Muri-Elven, but keep in mind that while the vocabulary is similar, the Muri pronunciation is quite different. As noted elsewhere, Erlin is the most common language spoken in Sel-kai (whose name is, in fact, Erlini).

Plural of indigenous words tend to be formed by the addition of a second vowel after the last vowel in the singular word; usually it is an *i*. Lone u's are most often indicative of a singular. Compound words such as breakwater or waterfall are commonly separated by dashes, with any ending vowels dropped in both component words. The language has four distinct secondary vowels: a, e, i, and y, and one primary: u.

The term *arch*. that follows certain words is an abbreviation for 'archaic', and it indicates the older and less common term for a presently-used word. More powerful or educated folk tend to use the older forms in everyday speech.

ENGLISH TO ERLIN

air	ord
ale	gudd
avenue	thal
awake	nem
awaken	nemrais
bay	hel, yuil
black	burn
blade	saren
blue	orn
break	kura
breaker (waves)	sulem
bridge	cisur
broken	kurim
burn	lum
burning	luim
canal	lenov
cliff	kai; kurn
cloud	kindag
cove	lew
coven	dorth
dark	mar

dark (night)	ordak
dawn	cor
day	yen
death	vog
deathless	oevaag
depth	surth
dweller	eduum
dwelling	edos
eagle	resiv
earth	mel
east	esov
eat	krin
eater	kruin
elf	erlin
exile	vonn
eye	lon
fall	daart
fire	bur
fires	buir
fool	gorl
forever	yenor
frost	krik
gate	turic
glass	krem
gold	or (arch. orv)
grand	kyr
gray	burs
great	kyr
great hall	tyrl
green	voru
guardian	throk
hall	tyl
haven	cibur
head	faal
heather	haft
heavens	ordag
hidden	gedal
hill	wode
hollow	baas
hound	zurt
ice	wirs
iron	encla
island	dalov
islands	daloiv
islet	dalla
jewel	gref
keep	throg
lagoon	rel
lake	lyry
mist	vurl
money-less	oedum
moon	orha
narrows	shurth
part	lin
passing	veurd
piece	lin
pirate	yn
pit	murten
plaza	nadek
point	ien
privateer	yon

rain	udam
rite	vurd
river	sarat
secret	vurd
shore	ras
silver	dom; sel
sky	ordye
slow	derum
smoke	burth
spire	karn
spires	kirn
star	kya
steep	galeb
storm	kulag
straight water	perce
strait	perac
sun	ar
sword	saren
twin	matha
watch	mur
watching	lemira
water	usiv (arch. usuv)
waterfall	usiiv-daart
waters	usiva (arch. usiiv)
west	emer
wild	vurt
wind	purll
winds	perll (arch. puirl)
wolf	zart
woods	nadum

ERLIN TO ENGLISH

ar	sun
baas	hollow
buir	fires
bur	fire
burn	black
burs	gray
burth	smoke
cibur	haven
cisur	bridge
cor	dawn
daart	fall
dalla	islet
daloiv	islands
dalov	island
derum	slow
dom	silver
dorth	coven
edos	dwelling
eduum	dweller
emer	west
encla	iron
erlin	elf
esov	east
faal	head
galeb	steep
gedal	hidden
gorl	fool
gref	jewel
gudd	ale

haft	heather
hel	bay
ien	point
kai	cliff
karn	spire
kindag	cloud
kim	spires
krem	glass
krik	frost
krin	eat
kruin	eater
kulag	storm
kura	break
kurim	broken
kurn	cliff
kya	star
kyr	grand
lemira	watching
lenov	canal
lew	cove
lin	part; piece
lon	eye
luim	burning
lum	burn
lyry	lake
mar	dark
matha	twin
mel	earth
mur	watch
murten	pit
nadek	plaza
nadum	woods
nem	awake
nemrais	awaken
oedum	money-less
oevaag	deathless
ord	air
ordag	heavens
ordak	dark (night)
ordye	sky
orha	moon
orn	blue
orv	gold
perac	strait
perce	straight water
perll (arch. puirl)	winds
purll	wind
ras	shore
rel	lagoon
resiv	eagle
saral	river
saren	blade; sword
sel	silver
shurth	narrows
sulem	breaker (waves)
surth	depths
thal	avenue
throg	keep
throk	guardian
turic	gate
tyl	hall

tyrl	great hall
udam	rain
usiiv-daart	waterfall
usiv (arch. usuv)	water
usiva (arch. usuiv)	waters
veurd	passing
vog	death
vonn	exile
voru	green
vurd	secret, rite
vurl	mist
vurt	wild
wirs	ice
wode	hill
yen	day
yenor	forever
yon	privateer
yuil	bay
yyn	pirate
zart	wolf
zurt	hound

IRUARIC

Following is a brief glossary of word-parts in the ancient language of the Lords of Essænce. As with nearly all languages, it is not entirely consistent and is at times contradictory.

Some forms utilize the apostrophetic syllable breaks, while later forms smoothed the words for human tongues.

Some leeway is necessary to interpret the Iruaric to common references. For instance, the names of the Elvish races are actually simplistic references to their stereotypical aptitudes or appearance. The High Elves are known as *Iylari* or literally 'beauties', because of their looks. Sometimes an 'r' is added before the pluralizing 'i'; this is believed to be an indication of increase; instead of more than one, it indicates many more - often applied to a race of beings.

ENGLISH TO IRUARIC

(modifier 'to'; er)	is
(plural)	i
apart	lenn
assassin	khâng
barren	hulkanen
beautiful	iyla
blade	dag
blind	xyg
born	thal
broken	tairken
build	loa
builder	loar
cavern	trog
chilling	kiskaa
circle	reth
claw	raax
cloud	hulum
cold	kiskaa; rak
crystal	iæn; laen
cult	Jerak
dark	dyar
dead	shon

death	shin
dread	Iyx
dwel	az
elder	dæn
empty	hulkanen
enchanted	vul
enchanter	vuul
endless	malvin
Essænce	viir
eternity	lan
female/feminine	mur
fire	shú
first	and
flame	shú
forbidden	farok
forever	lan; lair
gather	fol
giant	ho
gift	jai
glass	kemm
god	Luar
green	serem
grower	erlin
guardian	throk
half	ta-
haven	then
heart	emer
high	larn
hill	mún
history	gaalek; gaalenakh
home	az; man
island	nuul
lake	lak
land	-ia
lonely	loorn
lord	K'
lore	Pn
lost	laakh
maker	lavan
male/masculine	syr
master	kort
mind	xu
mist	ran
mountain	thos
ocean	usuiv
of	ta
past	nae
pillar	tai
place (n)	-is
power	ra; vir
pretty	iyła
ring	reth
sea	tesea
secret	ahren
sect	Jerak
see	arul
seer	arulis
separated	lenn
shackle	dir
shadow	kul; torg
shallow	dom

sing	lina
singer	linær
sky	hír
song	lin
soul	ryk
spirit	lo
star	kygar
stone	aek
stupid	rôk
tall	larn
thirsty	aer
tiny	tykil
tower	nak
travel	phœn
turn(ing), twist	iyx
ugly	lug
vision	her
water	arus
wet	shulu
wild	puk
world	thea

IRUARIC TO ENGLISH

-ia	land
-is	place (n)
aek	stone
aer	thirsty
ahren	secret
and	first
arul	see
arulis	seer
arus	water
az	dwel; home
dag	blade
dæn	elder
dir	shackle
dom	shallow
dyar	dark
emer	heart
erlin	grower
farok	forbidden
fol	gather
gaalek; gaalenakh	history
her	vision
hír	sky
ho	giant
hulkanen	barren; empty
hulum	cloud
i	(plural)
iæn	crystal
iyła	pretty; beautiful
iyx	turn(ing); twist
jai	gift
Jerak	cult, sect
K'	lord
kemm	glass
khâng	assassin
kiskaa	chilling
kort	master
kul	shadow
kygar	star

laakh	lost
laen	crystal
lair	forever
lak	lake
lan	eternity; forever
larn	tall; high
lavan	maker
lenn	apart; separated
lin	song
lina	sing
linær	singer
lo	spirit
loa	build
loar	builder
loorn	lonely
Luar	god
lug	ugly
lyx	dread
malvin	endless
man	home
mur	female; feminine
mún	hill
nae	past
nak	tower
nuul	island
phœn	travel
Pn	lore
puk	wild
ra	power
raax	claw
rak	cold
ran	mist
reth	circle; ring
rôk	stupid
ryk	soul
serem	green
shin	death
shon	dead
shulu	wet
shú	fire; flame
syr	male; masculine
ta	of
ta-	half
tai	pillar
tairken	broken
tesea	sea
thal	born
thea	world
then	haven
thos	mountain
throk	guardian
torg	shadow
trog	cavern
tykil	tiny
usuiv	ocean
vir	power
viir	Essænce
vul	enchanted
vuul	enchanter
xu	mind
xyg	blind

KAYVIS

The language of the Ky'taari is soft and lyrical, with many whisperings like the sound of wind through the pines. Overall, the tongue is very onomatopoeic, the words imitating the things they describe. The structure of the language is similar in many aspects to Elvish, and it would almost classify as a dialect rather than an independent tongue. Below is listed a very brief index of Ky'taari words and word-parts, hopefully to convey the flavor of the language.

A few notes on pronunciation:

“A” at the beginning of a word is said ‘ay’. For example, the Ky'taari word for pain is pronounced “aynka”. A double “a” is said in the same manner, with a slight breath to accent it. ‘Lord’ is said ta-arn (the break is very subtle and should not sound like gagging).

“Y”, when beginning a word or flanked by consonants, is always said like eye. The word for town is said teyeka. When next to an “n”, however, it is a soft ya sound. ‘Boat’ in Ky'taari is pronounced far-yin.

“O” and “I” are said short as in bomb and tin.

“U” is always pronounced in the long form. The word for dark is said koor .

To pluralize a noun, the letter “I” is used as a suffix; hence lamp (kaalin) becomes lamps (kaalini, pronounced ka'alinee).

ENGLISH TO KAYVIS

ale	kel
armor	chaka
arrow	jak
beautiful	arin
birth	karilin
black	nor
blade	ashaan
blanket	falith
blind	ornok
blizzard	kronof
blood	thun
blue	lun
boat	faryn
book	tanaar
bow	trin
burn	urk
castle	kritaal
cave	norok
chasm	yorn
cheerful	tarin
child	laan
chill	larn
city	tykaar
cloud	fui
cold	krak
common	tan
darkness	kur
day (daylight)	arlir
death	aynon
dread	runak
edge	ynka

enter	nin	short	kun
ever	oi	sight	ril
evil	anja	silver	itil
eye	klyn	skate	shik
fair	arin	ski	shar
fall	jirik	sky	lir
field	kalash	small	koy
fire	nar	snow, dry	kriif
fish	nyfan	snow, falling	kiroyf
fly	ika	snow, wet	krof
forge	korth	song	liraan
freeze	kryk	spring	lanaar
glacier	arkoyn	star	ilaar
glitter	kyran	steel	torl
glow	alan	stone	taal
gold	araan	strong	atur
good	thir	sun	ar
green	kali	supreme	a
hair	fin	tall	arn
hand	rin	temple	arnaar
heal	jan	three	kayn
hidden	nak	town	tyka
high (supreme)	a	tree	tonak
hill	vitaa	twilight	yial
holy	aria	uniform (monk's)	kej
home	itaal	valley	lain
husband	atan	vision	siril
ice, clear	ky	walk	faynar
ice, cloudy	ku	warm	rish
ice, treacherous	kon	water, moving	fath
iron	chort	water, still	kaldar
jewel	tayn	weak,	il
king	ataarn	wheat	shir
lamp	kaalin	whip	jrok
language	star	wife	aran
library	tashishen	wine	oryk
light	alan	woman	ana
look	nyk		
lord	taarn		
man	ta		
monk	tarnaak		
monk, initiate	tarn		
month	rif		
moon, generic	tiril		
mountain	vintaarn		
night	dakur		
pain	anka		
paper	frol		
people	taari		
plain	kalash		
priestess	ryaan		
pure	thir		
rain	katik		
red	thi		
river	fath		
road	tal		
robe	thon		
run	iral		
shadow	norin		
sharp	akish		
shield	fon		

KAYVIS TO ENGLISH

a	high, supreme
akish	sharp
alan	glow, light
ana	woman
anja	evil
anka	pain
ar	sun
araan	gold
aran	wife
aria	holy
arin	beautiful, fair
arkoyn	glacier
arlir	day, daylight
arn	tall
arnaar	temple
ashaan	blade
ataarn	king
atan	husband
atur	strong
aynon	death
chaka	armor
chort	iron

dakur	night
falith	blanket
faryn	boat
fath	river, moving water
faynar	walk
fin	hair
fon	shield
frol	paper
fui	cloud
ika	fly
il	weak
ilaar	star
iral	run
itaal	home
itil	silver
jak	arrow
jan	heal
jirik	fall
jrok	whip
kaalin	lamp
kalash	field, plain
kaldar	still water
kali	green
karilin	birth
katik	rain
kayn	three
kej	monk's uniform
kel	ale
kiroyf	snow, falling
klyn	eye
kon	ice, treacherous
korth	forge
koy	small
krak	cold
kriif	snow, dry
kritaal	castle
krof	snow, wet
kronof	blizzard
kryk	freeze
ku	ice, cloudy
kun	short
kur	darkness
ky	ice, clear
kyran	glitter
laan	child
lain	valley
lanaar	spring
larn	chill
lir	sky
liraan	song
lun	blue
nak	hidden
nar	fire
nin	enter
nor	black
norin	shadow
norok	cave
nyfan	fish
nyk	look
oi	ever
ornok	blind

oryk	wine
rif	month
ril	sight
rin	hand
rish	warm
runak	dread
ryaan	priestess
shar	ski
shik	skate
shir	wheat
siril	vision
star	language
ta	man
taal	stone
taari	people
taarn	lord
tal	road
tan	common
tanaar	book
tarin	cheerful
tarn	monk, initiate
tarnaak	monk
tashishen	library
tayn	jewel
thi	red
thir	good, pure
thon	robe
thun	blood
tiril	moon, generic
tonak	tree
torl	steel
trin	bow
tyka	town
tykaar	city
urk	burn
vintaarn	mountain
vitán	hill
yial	twilight
ynka	edge
yorn	chasm

KUGOR

ENGLISH TO KUGOR

all powerful (pl)	folmurian
all powerful	folmuurian
allies	chag
ally	chaag
ancient	bu
anvil	lesh
archive	cuiva
armor-cloth	paake
armor-clothes	pake
bane of hope	chaurka
battle	bulchyy
bay	biar
bear	dryyn
bears	dryn
birthplace	saer
birthplaces	sar
black	ulya

blade	daag	flames; fire	chig
blades	dag	forest	chow
blessed place	goaak	forest	chaw
blessed places	goak	forge (noun)	chooth
blood	hurm	forge (verb)	chort
blue	ir	forges (noun)	choth
bow	amriig	forges (verb)	choort
bows	amrig	ghost	khomul
burn	hiig	gift of glass	laen
burns	hig	gift	womuul
castle	aalk	gifted folk	womaw
cave	aayiig	gifts	womul
caves	ayig	glass	rúan
circle	awg	golden	utum
clan	aw	great	bre
claw	aax	great spine	h-in
claws	ax	great spine under the sun	h-in-ta
cloud	uon	green	pryka
coast	kael	group of assassins	gaagur
coast	vraak	groups of assassins	gagur
coasts	vrak	growth	Churk
cold (extreme)	raath	guardian	yaalc
cold demon	raathmaur	guardians	yalc
cold fire demon	raathmauriig	hammer	tarmen
colds	rath	hate	gart
cool	raav	hated one	gaark
cove	kraaw	hated one	gark
coves	kraw	heat	liig
crystalline	ean	heats	lig
cult	awg	helm	aed
death	gaak	hiding	faaw
deaths	gak	hidings	faw
demon	maaur	high; exalted	folm
demons	maur	hill	karn
desert	vaalg	hills	brod
deserts	valg	history	andros
dragon	kuugor	holy	Y-home
dragon's breath	stoyig	home	haarg
dragon's fire	stoyiig	home	wom
dragon-helms	soeyaed	homes	harg
dragons	kugor	hope	pronaa
drake	ssoei	hopes	prona
drakes	ssoi	ice	jatar
dreaded one	gaath	interpreter	druul
dreaded ones	gath	isle	arg
elite	hoerk	isle	molac
elites	hork	isles	aarg
ember; fire	riig	keepers	urdu
embers	rig	keepings	drur
empire	drus	killer	aarp
essence	uscurac	killers	arp
eye	kye	land	tuuriak
father of the sky	kodur	lands	turiak
fire drake	stoyy	leaping fire	truliik
fire drakes	stoy	leaping fire	trulik
fire	shaang	leg	tanuur
fireball	siig	legs	tanur
fireballs	sig	library	olas
fish (sing.)	luub	light	piri
fish	lub	lord	kanga
flame	chiig	lord	oran

lords	kang	ship	proga
lost	ord	silver	cowi
magic	uscirac	silver	voriig
maker	leer	silvers	vorig
makers	ler	singing mail	ain
man/male	ul	singular	baag
many	bak	skies	awdu
master	muul	sky	awduu
master of arms	byg	smith	arxdu
masters	mul	snow	Kuurf
masters of arms	byyg	snows	kurf
mayor	kaag	soft	ithloss
mayors	kag	son of the sky	kod
mind	shryy	song	aen
minds	shry	south	harn
monastery	orc	star	kygaar
moving fire	tiig	stars	kygar
moving fires	tig	stone	org
multiple	bag	struggle	cunaaci
mystic	fawshry	swamp	naag
never-ending glen	locha	sweet	simo
north stone	eog	talisman	shryaac
of	ac	talismans	shryac
offspring (sing)	dusduur	text	olyas
offspring	dusdur	the first	andos
one of the sky	kodul	the	N'
order	ryt	the one	baak
outcast	iirm	the one of the sky	kodaak
outcasts	irm	thief	gaatu
overlord	oranir	thieves	gatu
pain	iirs	thought	demiik
pains	irs	thoughts	demik
people	aan	traitor	banuuk
place afire	viig	traitors	banuk
place of battle	bulchyades	trees	horl
places afire	vig	tribe	aw
plague	baemic	vale	ny
plagues	bamic	wall	alg
plain	desdiis	wander	suurk
plain	syton	warrior	buulg
plains	desdis	warriors	bulg
point	urul	warship	boerk
poison	guug	warships	bork
poisons	gug	watch	yenor
priest	trae	water	aactos
queen	shek	waters	dawass
rain	lyyg	wing	bowaa
rains	lyg	wings	bowa
rainy	lygar	woman/female	iis
red	sulthon	womb	saers
river	ams	wombs	sars
road	taniis	word	olias
roads	tanis		
runner	tanuuk		
runners	tanuk		
salvation	deraamiis	aactos	water
salvations	deramiis	aalk	castle
scarlet; red	drakla	aan	people
seer	drul	aarg	isles
shadow	daath	aarp	killer
shadows	dath	aax	claw
		aayiig	cave

KUGOR TO ENGLISH

water
castle
people
isles
killer
claw
cave

ac-	of	demik	thoughts
aed	helm	deraamiis	salvation
aen	song	deramiis	salvations
ain	singing mail	desdiis	plain
alg	wall	desdis	plains
amrig	bows	drakla	scarlet; red
amriig	bow	drul	seer
ams	river	drur	keepings
andos	the first	drus	empire
andros	history	druul	interpreter
arg	isle	dryn	bears
arp	killers	dryyn	bear
arxdu	smith	dusdur	offspring
aw	tribe, clan	dusduur	offspring (sing)
awdu	skies	ean	crystalline
awduu	sky	eog	north stone
awg	circle, cult	faaw	hiding
ax	claws	faw	hidings
ayig	caves	fawshry	mystic
baag	singular	folm	high; exalted
baak	the one	folmurian	all powerful (pl)
baemic	plague	folmuurian	all powerful
bag	multiple	gaagur	group of assassins
bak	many	gaak	death
bamic	plagues	gaark	hated one
banuk	traitors	gaath	dreaded one
banuuk	traitor	gaatu	thief
biar	bay	gagur	groups of assassins
boerk	warship	gak	deaths
bork	warships	gark	hated one
bowa	wings	gart	hate
bowaa	wing	gath	dreaded ones
bre	great	gatu	thieves
brod	hills	goaak	blessed place
bu	ancient	goak	blessed places
bulchyades	place of battle	gug	poisons
bulchyy	battle	guug	poison
bulg	warriors	h-in	great spine
buulg	warrior	h-in-ta	great spine under the sun
byg	master of arms	haarg	home
byyg	masters of arms	harg	homes
chaag	ally	harn	south
chag	allies	hig	burns
chaurka	bane of hope	hiig	burn
chaw	forest	hoerk	elite
chig	flames; fire	hork	elites
chiig	flame	horl	trees, forest
choort	forge (verb)	hurm	blood
chooth	forge (noun)	iirm	outcast
chort	forge (verb)	iirs	pain
choth	forges (noun)	iis	woman/female
Churk	growth	ir	blue
cowi	silver	irm	outcasts
cuiva	archive	irs	pains
cunaaci	struggle	ithloss	soft
daag	blade	jatar	ice
daath	shadow	kaag	mayor
dag	blades	kael	coast
dath	shadows	kag	mayors
dawass	waters	kang	lords
demiik	thought	kanga	lord

karn	hill	sar	birthplaces
khomul	ghost	sars	wombs
kod	son of the sky	shaang	fire
kodaak	the one of the sky	shek	queen
kodul	one of the sky	shry	minds
kodur	father of the sky	shryaac	talisman
kraaw	cove	shryac	talismans
kraw	coves	shryy	mind
kugor	dragons	sig	fireballs
kurf	snows	siig	fireball
kuugor	dragon	simo	sweet
Kuurf	snow	soeyaed	dragon-helms
kye	eye	ssoei	drake
kygaar	star	ssoi	drakes
kygar	stars	stoy	fire drakes
laen	gift of glass	stoyig	dragon's breath
leer	maker	stoyiig	dragon's fire
ler	makers	stoyy	fire drake
lesh	anvil	sulthon	red
lig	heats	suurk	wander
liig	heat	syton	plain
locha	never-ending glen	taniis	road
lub	fish	tanis	roads
luub	fish (sing.)	tanuk	runners
lyg	rains	tanur	legs
lygar	rainy	tanuuk	runner
lyyg	rain	tanuur	leg
maaur	demon	tarmen	hammer
maur	demons	tig	moving fires
molac	isle	tiig	moving fire
mul	masters	trae	priest
muul	master	truliik	leaping fire
N'	the	trulik	leaping fires
naag	swamp	turiak	lands
ny	vale	tuuriak	land
olas	library	ul	man/male
olias	word	ulya	black
olyas	text	uon	cloud
oran	lord	urdu	keepers
oranir	overlord	urul	point
orc	monastery	uscuroc	magic, essence
ord	lost	utum	golden
org	stone	vaalg	desert
paake	armor-cloth	valg	deserts
pake	armor-clothes	vig	places afire
piri	light	viig	place afire
proga	ship	vorig	silvers
prona	hopes	voriig	silver
pronaa	hope	vraak	coast
pryka	green	vrak	coasts
raath	cold (extreme)	wom	home
raathmaur	cold demon	womaw	gifted folk
raathmauriig	cold fire demon	womul	gifts
raav	cool	womuul	gift
rath	colds	y-	holy
rig	embers	yaalc	guardian
riig	ember; fire	yalc	guardians
rúan	glass	yenor	watch
ryt	order		
saer	birthplace		
saers	womb		

LOARIKI

Note: plural is -a to -æ

ENGLISH TO LOARIKI

air	ayro
alchemist	jeramian
ancestor	progha
archeology	aeoyolia
armor	hyplon
Autumn	thinoporo
blacksmith	sidhirdan
blind	tiphloa
blood	ema
boat	varka
boat	plion
boy	agho
bracelet	vrachioli
burn	engavma
captain	pliarchos
chemist	pharzaka
cloak	sakaki
cold	kriox
compass	pixidha
craftsman	vurga
cruel	skloer
dark	skotinor
doctor	yiatri
dreadful	tromera
East	Dhur
engine	mikani
engineer	vikanira
Fall	Iunio
family	ikoyenia
farmer	yeorghian
fever	pireta
fire	photia
fish	pisara
glass	votir
gold	kris
goldsmith	krisirdhan
grape	stamil
guard	phrurin
hall	ethusa
hall	dhiadromo
horrible	tromera
house	koenia
ink	melaniak
iron	sidher
jeweler	kosimatis
judge	dhikatis
knife	makiera
lady	kiria
library	nomikos
lift	asanser
light	phos
lord	kirie
magic	uscura
merchant	embrærian
narrow	stenos
noble House	evynikoenia
noble	evyni

ocean	okano
paper	charkis
passage	perasma
passenger	epivatis
poison	ditirion
priest	nosokoma
proud	iperianos
pure	katharos
ring	dhata
sail	pani
sailor	naftis
sculpture	glirtis
sculptor	ghlirtian
sea	talasa
silver	-hirdhan
sky	ayro
sky steamship	ayroatmoplion
Smith	hirdhan
spell	taiphaes
Spring	Aniki
steamship	atmoplion
storm	ubrimo
strong	kinatos
Summer	kalori
sword	gladen
sword (curved)	saren
text	kimeno
thirsty	dipsasmen
vine	klima
wine	ghliki
wine	kræsi
warrior	hokiter
Winter	chimonask
wise	sojos
writer	singras
yacht	talasika

LOARIKI TO ENGLISH

aeoyolia	archeology
agho	boy
Aniki	Spring
asanser	lift
atmoplion	steamship
ayro	air
ayro	sky
ayroatmoplion	sky steamship
charkis	paper
chimonask	Winter
dhata	ring
dhiadromo	hall
dhikatis	judge
Dhur	East
dipsasmen	thirsty
ditirion	poison
ema	blood
embrærian	merchant
engavma	burn
epivatis	passenger
ethusa	hall
evyni	noble
evynikoenia	noble House

ghliki	wine
ghlirtian	sculptor
gladen	sword
glirtis	sculpture
hirdhan	Smith
-hirdhan	silver
hokiter	warrior
hyplon	armor
ikoyenia	family
iperianos	proud
Iunio	Fall
jeramian	alchemist
kalori	Summer
katharos	pure
kimeno	text
kinatos	strong
kiria	lady
kirie	lord
klima	vine
koenia	house
kosimatis	jeweler
kræsi	wine
kriox	cold
kris	gold
krisirdhan	goldsmith
makiera	knife
melaniak	ink
mikani	engine
naftis	sailor
nomikos	library
nosokoma	priest
okano	ocean
pani	sail
perasma	passage
pharzaka	chemist
phos	light
photia	fire
phrurin	guard
pireta	fever
pisara	fish
pixidha	compass
pliarchos	captain
plion	boat
progha	ancestor
sakaki	cloak
saren	sword (curved)
sidher	iron
sidhirdan	blacksmith
singras	writer
skloer	cruel
skotinator	dark
sojos	wise
stamil	grape
stenos	narrow
taiphaes	spell
talasa	sea
talasika	yacht
thinoporo	Autumn
tiphloa	blind
tromera	dreadful
tromera	horrible

ubrino	storm
uscura	magic
varka	boat
vikanira	engineer
votir	glass
vrachioli	bracelet
vurga	craftsman
yeorghian	farmer
yiatrix	doctor

RHAYA

ENGLISH TO RHAYA

broken	boelta
cliffs	rica
coves	dar
green	haeli
haven	nor
hidden	boesi; hoeney
silent	or
singing	calaer
sister	mian
song	phyrn
storm	craedi
valley	bron

RHAYA TO ENGLISH

boelta	broken
boesi	hidden
bron	valley
calaer	singing
craedi	storm
dar	coves
haeli	green
hoeney	hidden
mian	sister
nor	haven
or	silent
phyrn	song
rica	cliffs

SEOLTANG

Word order will be that of the speaker's native tongue. Gaps in the language will be filled in by hand gestures and facial expressions.

ENGLISH TO SEOLTANG

ambush	gon
angry	belli
awkward	hud
bad	wal
beard	haar
big	jar
bitter	gal
blow, blown	bloa
bottle	blad
brier	karn, orn
bubble	blad
choke	kel, quel
cloth	flimel
cloud	claede

clumsy	hud	ore vein	strake
cold	cole	path	wey
copper	roa	peaceful	lik
correct	riho	peak	toth
creek	burn	pest	stan
curse	vaar	pine, six-neededled	dak
cursed	hud	place	strek
curses !	wrack	poison	gal
dagger	karn, orn	practical	grot
danger	ter	prefer	daan
daydream, pleasant	blad	price	fare
disappointing	wal	put	strek
dissatisfied	wrack	rain	waether
edge of the sea	brim	reach	ricc
effort	vaar	red	roa
evil	wal	rich	ricc
fall	wey	right	riho
far, fear	feor	road, roll	wey
fiber	flimel	rope	flimel
find	strake	salt	brim
fish	flish	sea	burn
fog	claede	sell	seol
food	flish	ship	wey
freeze	kel, quel	silver	seol
freezing	cole	slope	wey
friendly	lik	small	sma
go	fare	smelly	dool
good sailing	taloh	speak	tang
greedy	threk	spire	toth
greeting	taloh	startle	gon
hair, coarse	haar	stench	dool
hard	vaar	stick, pointed	karn, orn
heal	bluest	storm	waether
hello	taloh	streak	strake
help	bluest	strike	strake
herbivore, herd beast	elin	tall	heo
high	heo	tell	tang
hill	wey	threaten	gon
hold	strek	tiny	sma
horn	karn, orn	toll	fare
hungry	threk	tongue	tang
increase	jar	trade	vaar
insignificant	sma	trade, bad	wrack
island	boarne	unclear	claede
isolated	feor	unfortunate	wal
journey	fare	unhappy	wrack
kill	kel, quel	upright	riho
land	boarne	useful	grot
language	tang	vicious	threk
large	jar	wagon	wey
leave	fare	water	burn, waether
like	daan	waves	brim
lumber	dak	weed	stan
make	vaar	windy	bloa
money	seol	wool	haar
monster	ter	work	vaar
month, moon	senit	year	fiwak
mountain	toth		
noisy	belli		
noisy thing	bel	bel (n)	SEOLTANG TO ENGLISH a noisy thing
nourishment	flish	belli (adj)	noisy, angry

blad (n)	bubble, bottle, pleasant daydream
bluest (v)	to heal, help
bloa (v, adj)	to blow, blown, windy
boarne (n)	land, island
brim (n)	edge of the sea, salt, waves
burn (n)	water, creek, sea
claeđe (n, adj)	cloud, fog, unclear
cole (adj)	cold, freezing
dak (n)	six-needled pine, other lumber
daan (v)	to like, prefer
dool (n, adj)	stench, smelly
elin (n)	herbivore, herd beast
fare (n, v)	journey, price, toll, to go, to leave
feor (v, adj)	to fear, far, isolated
fiwak (n)	year
flish (n)	nourishment, fish, food
flimel (n)	fiber, rope, cloth
gal (adj)	bitter, poison
gon (v, n)	to startle, threaten, ambush
grot (adj)	useful, practical
haar (n)	coarse hair, beard, wool
heo (adj)	high, tall
hud (adj)	awkward, clumsy, cursed
jar (adv, v)	big, large, to increase
karn (n)	brier, horn, pointed stick, dagger
kel (v)	to kill, to choke, to freeze
lik (adj)	friendly, peaceful
orn (n)	brier, horn, pointed stick, dagger
quel (v)	to kill, to choke, to freeze
ricc (v, adj)	to reach, rich
riho (adj)	right, upright, correct
roa (adj)	red, copper
senit (n)	month, moon
seol (v, n)	to sell, money, silver
sma (adj)	right, upright, correct
stan (n)	weed, pest
strake (n, v)	to strike, to find, a streak, an ore vein
strek (v)	to put, to place, to hold
taloh (interj)	hello, greeting, good sailing
tang (n,v)	tongue, language, to speak, tell
ter (n)	danger, monster
threk (adj)	hungry, greedy, vicious
toth (n)	peak, mountain, spike
vaar (n, v, adj)	effort, work, trade, to make, hard, a curse
waether (n)	rain, water, storm
wal (adj)	evil, bad, unfortunate, disappointing
wey (n)	road, path, wagon, ship
wina (n, v)	slope, hill, to roll, to fall
wrack (adj, n, int.)	dissatisfied, unhappy, bad trade, curses!

SYRKAN

Speech, like all aspects of Syrkakar life, is patterned around color. The sharp contrasts between the brilliant hues of the brief northern summer and the somber tones of their long winter have apparently given these people a belief that color reflects a creation's internal power. This concept has ancient roots, although the influence of color on their language may be more recent. In any case, the pattern is unique.

Nouns

Syrkakar nouns are composed of three parts: 1) the root, which indicates inner character; 2) the core, which is descriptive of outward appearance; and 3) the joint, which joins the other two parts and denotes plurals.

Example: The noun "Sevay" means "Channel" and is composed of three parts: root "Se" (light blue) + joint "v" (opening) + core "ay" (open water).

Roots

There are ten primary roots in Syrkkan and they are broken into two groupings of five:

DARK (MALE) ROOTS

Hy - Green
Ky - Black
Ly - Purple
Ny - Gray
Sy - Blue

LIGHT (FEMALE) ROOTS

Ad - White
Hu - Clear
Ju - Yellow
Ku - Red
Pu - Orange

The ten secondary roots are all based on subtle shade combinations and variations dominant in the North and commonly denote the hidden or unspectacular:

DARK (COOL) ROOTS

Go - Dark Brown
Ho - Dark Green
No - Dark Gray
Ro - Brown
To - Tan

LIGHT (COLD) ROOTS

Da - Yellowish white
Ne - Light Gray
Ra - Cream
Sa - Bluish White
Se - Light Blue

These roots precede modifiers which create nouns based on the color theme. For example, the "clear" root is indicative of transparency: Hur = "glass"; Hu = "(clear) ice"; Hul = "gem".

Cores

In Syrkkan, a word's core is tied to the physical shape of the subject. This is initially confusing, since the Syrkakar often link beasts that one would never consider even remotely similar; however, one eventually learns their pattern of families and constructs and can then classify unique subjects with some hope of accuracy. Since the cold Mur Fostisyr embraces relatively few species and focuses on familiar themes, a few examples will permit the reader a good deal of insight. Keep in mind that cores fall at the end of words and

are not capitalized; thus the Syrkakar avoid confusing them with similar or identical roots.

WATER CORES

ay - Open water
en - Running water
on - Narrow water
oy - Stagnant water
y - Cool
yr - Mist
yn - Dew

FIRE CORES

hef - Poison
jef - Fire
kef - Warm heat
pef - Medium heat
ref - Molten lava

ICE CORES

du - White ice
hu - Clear ice
ku - Black ice
nu - Grey ice
su - Blue ice
u - Icy
umu - Extreme cold

ANIMAL CORES

ar - Man
gi - Ox
ji - Deer
li - Bear
ri - Pony/horse

EARTH CORES

ag - Metal
mur - Land/Continent
ti - Isle
ug - Stone
ur - Earth
urm - Height
wy - Hold

PLANT CORES

ga - Lichen.
gra - Bark
ra - Wood
ya - Tree
ye - Flower

Joints

Joints connect the roots and cores, allowing the completion of the idea and the formation of the word. These are the most complex word parts. The most common Syrkan word joints follow:

MODIFYING JOINTS

The doubling of the first consonant of the core denotes a simple, unspecified plural.

b - fast
br - array
c - five
cr - pair/two
m - great
r - collection
s - variable opening
t - diminutive
v - opening
w - enclosed
z - slow

BASIC JOINTS

Roots which end in vowels often lose the vowel when formed as part of a complete word. Thus, a lone “H” may carry the same meaning as the root “Hu”.

a - connects preceding root consonant and following core consonant

e - connects preceding root consonant and following core vowel

ka - connects compound words

n or l - connect preceding root vowel and following core vowel

Verbs

Verbs are constructs of lone vowels or vowel groups which are based on concepts of feeling, weight, or motion. The verb “e” means “run” and is based on the concept of “lightness”.

a - stay

aa - sleep or die. These are the same, distinguished only by a subtle inflection, as the Syrkakar believe sleep and death to be similar states.

ae - freeze

au - listen

ay - at

e - run

ee - try

eu - warm

ey - go

i - cry

ii - mourn

o - cool

oo - swim

u - open

ui - strike

uy - turn

y - obscure

yu - trade

yo - fly

Since verbs only combine with joints that serve as adverbs, they generally stand alone. Note their position in the sentence whenever you seek to avoid confusing them with vowels that serve as nouns, cores, or joints. Anyone dealing with Syrkan would follow suit, and always remember that the Syrkakar have no diphthongs; all Syrkan sounds or letter representations are distinct and pronounced separately. Generally, they translate as “long” rather than “short” units.

Example: “oo” or “swim” is pronounced “o . . . o” and is a pair of long sounds.

Rules of Speech

Syrkan is rather pleasant, for it is a simple - albeit harsh - tongue. The rules below will help illuminate its manner.

Formation of Concepts: Adjectives follow the nouns they modify and are formed out of a joint and core or a lone root. Verbs and adverbs are also ordered according to this pattern.

Example: “Sevay Maji” means “Great-deer Channel”; maji is an adjective composed of the modifying joint “m” (great) and the core “ji” (deer); the basic joint “a” connects the two. “Ez” means “fast run”.

Point of Speech: Speech is assumed to be in first person unless the statement is preceded by “Mag” (second person) or “Sag” (third person). A shift back into first person is marked by the word Ag.

Example: “Mag Sevay Maji ay” means “You (are) at Great-deer Channel.” The term “Mag” shifts the point of speech to second person; thus the preceding “You”.

Tense indicators: Speech is assumed to be present and active. Passive tenses involve shifting the verb and adverb combination to the position preceding the subject. Past tense is achieved by beginning the statement with the word “E” (e.g. “Sag-e” = past and third person); future tense employs the use of the word “I”. A shift back into present tense requires use of the word “O”. These are all long sounds.

Example: “Mag-e Sevay Maji ay” translates into “You were at Great-deer Channel.”

Inquiry modifiers: A statement is considered to be a question if it is followed by the sound “A”.

Example: “Mag Sevay Maji ay, A” means “You (are) at Great-deer Channel?”

Sentence Pattern: (speaker/person) + tense indicator + subject + subject adjective + object + object adjective + verb + adverb (+ inquiry modifier).

Example: “Sag-e Hul Jef Sevay Meji al, A” is from the point of view of the third person and translates as: (he said) “The Fire Gem laid beside the Great-deer Channel?”

ENGLISH TO SYRKAN

array	br
at	ay
bark	gra
bear	li
blue	sy
blue, light	se
bluish white	sa

brown	ro
brown, dark	go
clear	hu
cold, extreme	umu
collection	r
continent	mur
cool	o, y
cream	ra
cry	i
dark brown	go
dark gray	no
dark green	ho
deer	ji
dew	yn
die	aa
diminutive	t
earth	ur
enclosed	w
fast	b
fire	jef
five	c
flower	ye
fly	yo
freeze	ae
go	ey
gray	ny
gray, dark	no
gray, light	ne
great	m
green	hy
green, dark	ho
heat, medium	pef
heat, warm	kef
height	urm
hold	wy
horse	ri
ice, black	ku
ice, blue	su
ice, clear	hu
ice, gray	nu
ice, white	du
icy	u
isle	ti
land	mur
lava, molten	ref
lichen	ga
light blue	se
light gray	ne
listen	au
man	ar
metal	ag
mist	yr
mourn	ii
obscure	y
open	u
opening	v
opening, variable	s
orange	pu
ox	gi
pair	cr
poison	hef

pony	ri
purple	ly
red	ku
run	e
sleep	aa
slow	z
stay	a
stone	ug
strike	ui
swim	oo
tan	to
trade	yu
tree	ya
try	ee
turn	uy
two	cr
warm	eu
warm heat	kef
water, narrow	on
water, open	ay
water, running	en
water, stagnant	oy
white	ad
white, bluish	sa
white, yellowish	da
wood	ra
yellow	ju
yellowish white	da

ju	yellow
ka	(connecting joint)
kef	warm heat
ku	red, black ice
ky	black
l	(connecting joint)
li	bear
ly	purple
m	great
mag	(second person)
mur	land, continent
n	(connecting joint)
ne	light gray
no	dark gray
nu	gray ice
ny	gray
o	cool (shift back to present tense)
on	narrow water
oo	swim
oy	stagnant water
pef	medium heat
pu	orange
r	collection
ra	cream, wood
ref	molten lava
ri	pony, horse
ro	brown
s	variable opening
sa	bluish white
sag	(third person)
se	light blue
su	blue ice
sy	blue
t	diminutive
ti	isle
to	tan
u	icy, open
ug	stone
ui	strike
umu	extreme cold
ur	earth
urm	height
uy	turn
v	opening
w	enclosed
wy	hold
y	cool, obscure
ya	tree
ye	flower
yn	dew
yo	fly
yr	mist
yu	trade
z	slow

SYRKAN TO ENGLISH

a	stay (connecting joint, question mark)
aa	sleep, die.
ad	white
ae	freeze
ag	metal
ar	man
au	listen
ay	open water, at
b	fast
br	array
c	five
cr	pair/two
da	yellowish white
du	white ice
e	run (connecting joint, past tense)
ee	try
en	running water
eu	warm
ey	go
ga	lichen
gi	ox
go	dark brown
gra	bark
hef	poison
ho	dark green
hu	clear, clear ice
hy	green
i	cry (future tense)
ii	mourn
jef	fire
ji	deer

TROLACK

In reflection of their limited intellect, Troll language is quite simple. Less than a hundred words are in general use, and Trolls seem to avoid using these when possible. Instead they rely on grunts and hand signals for most of their conversation. For example, "mine," synonymous with "I

want," is generally indicated by a low growl and an outstretched hand, the fingers curved into talons. Below are some of the most common words in Troll.

ENGLISH TO TROLACK

agree	grenk	fight	aktgrek
ale	krik	fire	klak
ambush	grekurk	five	it
animal (large)	trirk	flat	merg
animal (small)	trirkog	flower	prek
armor	rinkrek	food	trik
army	pregurk	fort	pregurk
attack	grekurk	four	ut
axe	grikrek	fur	ronk
bad	preng	gathering	prergakt
battle	aktgrek	get rid of	tikrek
battle axe	grikrek	give	pregurk
bay	prergrik	Gnoll	grorkenk
bear	trirk	hammer	prelk
beat	gret	hard	krek
beer	krik	heave	tikrek
bench	aktrek	hill	pregrek
bend	truk	hillside	mergkrek
big	prerg	hockey (Troll)	tikrelk
break	truk	hold	prerprek; trent
burn	klaktrik	hole	ning
burrow	ning	hot	klak
bush	prek	humanoid (large)	gurkenk
cage	trenurk	humanoid (small)	grorkenk
calm	rneg	hunt	trigurk
castle	pregurk	hurt	ager; aktgrek; gret; truk
catch	prerprek; trenurk	I	akt
cave	ning	ice	prentrikt
chair	aktrek	important	prerg
city	pregurk	injury	ager
cleric	gunkikt	keep	trent
cliff	mergkrek	kill	grek
cloth	ronk	Kral	gurkenk
club	prelk	lake	rik
cook	klaktrik	lance	kiktprek
cover	ronk	large	prerg
creek	tikrik	leave	krenk; krent; prent
crush	prerprek	let go, let loose	prent
dagger	kiktrek	level	merg
day	trek	light	trek
dead	reng	loud	gronk
defeat	gret	mace	prelk
die	krenk	machine, magic	prenkikt
dig	ning	magician	gunkikt
disagree	preng	man	gurkenk
drink	aktrik	many	ukit
drop	prent	mate	treg
Dwarf	grorkenk	me	akt
eat	aktrik	meal	trik
edged	kikt	metal	krek
enchanted	prenkikt	mine (pron.)	akt
end	krenk	money	prenk
enemy	gurk	mountain	pregrek
evil	preng	net	trenurk
fast	tik	no	preng
festival	prergakt	noisy	gronk
		ocean	prergrik
		one	uk
		our	aktreg
		pain	ager; trek
		pit	ning

place	prengurk
pointed	kikt
put	prengurk
quick	tik
raid	grekurk
rain	prentriikt
river	tikrik
rock	krekk
rock (flat)	trikrek
rock (my)	aktrek
run	aktik
scimitar	kiktrek
sharp	kikt
shout	gronk
slow	reng
small	grog
snow	prentriikt
spear	kiktprek
spell	prenkikt
spell-caster	gunkikt
squeeze	preprek
staff	prekk
steal	krent
stick (sharpened)	kiktprek
still	reng
stone	krekk
stool	aktrek
storm	prentriikt
stream	tikrik
sun	klakk
surrender	prengurk
sword	kiktrek
table	trikrek
take	krent; trent
them	gurk
three	akk
throw	tikrek
tiny	grog
town	pregurk
trap	trenurk
treasure	prenk
tree	prek
two	ikk
us	aktreg
village	pregurk
warm	klakk
water	rik
we	aktreg
weak	prek
wealth	prenk
wine	krik
wizard	gunkikt
wolf	trirkog
worthless	grog
wound	agrer
yell	gronk
yes	grenk
you	gurk

agrer
akk
akt
aktgrek
aktik
aktreg
aktrek
aktrik
grek
grekurk
grenk
gret
grikrek
grog
gronk
grorkenk
gunkikt
gurk
gurkenk
ikk
itt
kikt
kiktprek
kiktrek
klakk
klaktrik
krekk
krenk
krent
krik
merg
mergkrekk
ning
prek
prekk
preng
prengurk
prenk
prenkikt
prent
prentriikt
preng
prengakt
pregrek
prengrik
pregurk
preprek
reng
rik
ronk
ronkrekk
tikk
tikrek
tikrelk
tikrik
treg
trekk
trent
trenurk
trigurk

TROLACK TO ENGLISH

wound, injury, pain, hurt
three
I, me, mine
hurt, fight, battle
run
us, we, our
stool, bench, chair, my rock
eat, drink
kill
raid, attack, ambush
agree, yes
beat, hurt, defeat
axe, battle axe
small, tiny, worthless
yell, shout, loud, noisy
Gnoll, Dwarf, other small humanoids
Wizard, spell-caster, Magician, Cleric
them, you, enemy
Man, Kral, other large humanoids
two
five
sharp, pointed, edged
spear, lance, sharpened stick
sword, dagger, scimitar
fire, sun, hot, warm
cook, burn
rock, stone, metal, hard
die, leave, end
take, leave, steal
wine, beer, ale
flat, level
cliff, hillside
cave, hole, pit, burrow, dig
bush, tree, flower, weak
club, hammer, mace, staff
no, disagree, bad, evil
put, place, give, surrender
treasure, wealth, money
magic, spell, enchanted, machine
drop, let go, let loose, leave
rain, storm, snow, ice
big, large, important
festival, gathering
mountain, hill
bay, ocean
town, village, city, fort, castle, army
crush, squeeze, hold, catch
slow, still, calm, dead
lake, water
fur, cloth, cover
armor
fast, quick
throw, heave, get rid of
Troll hockey
river, creek, stream
mate
day, light, pain
hold, keep, take
trap, cage, net, catch
hunt

trik	food, meal
trikrek	table, flat rock
trirk	bear, other large animal
trirkog	wolf, other small animal
truk	break, bend, hurt
uk	one
ukit	many
ut	four

ar	Syrkan	man
araan	Kayvis	gold
aran	Kayvis	wife
arg	Kugor	isle
aria	Kayvis	holy
arin	Kayvis	fair (beautiful)
arkoyn	Kayvis	glacier
arlir	Kayvis	day (daylight)
arn	Kayvis	tall
arnaar	Kayvis	temple
arp	Kugor	killers
arul	Iruaric	see
arulis	Iruaric	seer
arus	Iruaric	water
arxdu	Kugor	smith
asanser	Loariki	lift
ashaan	Kayvis	blade
ataarn	Kayvis	king
atan	Kayvis	husband
atmoplion	Loariki	steamship
atur	Kayvis	strong
au	Syrkan	listen
aw	Kugor	tribe, clan
awdu	Kugor	skies
awduu	Kugor	sky
awg	Kugor	circle, cult
ax	Kugor	claws
ay	Syrkan	open water, at
ayig	Kugor	caves
aynon	Kayvis	death
ayro	Loariki	air, sky
ayroatmoplion	Loariki	sky steamship
az	Iruaric	dwelling; home
b	Syrkan	fast
baag	Kugor	singular
baak	Kugor	the one
baas	Erlin	hollow
baemic	Kugor	plague
bag	Kugor	multiple
bak	Kugor	many
bamic	Kugor	plagues
banuk	Kugor	traitors
banuuk	Kugor	traitor
bel (n)	Seoltang	a noisy thing
belli (adj)	Seoltang	noisy, angry
biar	Kugor	bay
blad (n)	Seoltang	bubble, bottle, pleasant daydream
bloa (v, adj)	Seoltang	to blow, blown, windy
bluest (v)	Seoltang	to heal, help
boarne (n)	Seoltang	land, island
boelta	Rhaya	broken
boerk	Kugor	warship
boesi	Rhaya	hidden
bork	Kugor	warships
bowa	Kugor	wings
bowaa	Kugor	wing
br	Syrkan	array
bre	Kugor	great
brim (n)	Seoltang	edge of the sea, salt, waves
brod	Kugor	hills

3 * KULTHEAN ROOT WORDS

-hirdhan	Loariki	silver
-i	Iruaric	(plural)
-ia	Iruaric	land
-is	Iruaric	place (n)
a	Kayvis	high (supreme)
a	Syrkan	stay (connecting joint, question mark)
aa	Syrkan	sleep, die.
aactos	Kugor	water
aalk	Kugor	castle
aan	Kugor	people
aarg	Kugor	isles
aarp	Kugor	killer
aax	Kugor	claw
aayiig	Kugor	cave
ac-	Kugor	of
ad	Syrkan	white
ae	Syrkan	freeze
aed	Kugor	helm
aek	Iruaric	stone
aen	Kugor	song
aeoyolia	Loariki	archeology
aer	Iruaric	thirsty
ag	Syrkan	metal
agho	Loariki	boy
agrer	Trolack	wound, injury, pain, hurt
ahren	Iruaric	secret
ain	Kugor	singing mail
ak	Trolack	three
akish	Kayvis	sharp
akt	Trolack	I, me, mine
aktgrek	Trolack	hurt, fight, battle
aktik	Trolack	run
aktreg	Trolack	us, we, our
aktrek	Trolack	stool, bench, chair, my rock
aktrik	Trolack	eat, drink
alan	Kayvis	light (glow)
alg	Kugor	wall
amrig	Kugor	bows
amriig	Kugor	bow
ams	Kugor	river
ana	Kayvis	woman
and	Iruaric	first
andos	Kugor	the first
andros	Kugor	history
aniki	Loariki	Spring
anja	Kayvis	evil
anka	Kayvis	pain
ar	Erlin	sun
ar	Kayvis	sun

bron	Rhaya	valley	deramiis	Kugor	salvations
bu	Kugor	ancient	derum	Erlin	slow
buir	Erlin	fires	desdiis	Kugor	plain
bulchyades	Kugor	place of battle	desdis	Kugor	plains
bulchyy	Kugor	battle	dhata	Loariki	ring
bulg	Kugor	warriors	dhiadromo	Loariki	hall
bur	Erlin	fire	dhikatis	Loariki	judge
burn	Erlin	black	dhur	Loariki	East
burn (n)	Seoltang	water, creek, sea	dipsasmen	Loariki	thirsty
burs	Erlin	gray	dir	Iruaric	shackle
burth	Erlin	smoke	ditirion	Loariki	poison
buulg	Kugor	warrior	dom	Erlin	silver
byg	Kugor	master of arms	dom	Iruaric	shallow
byyg	Kugor	masters of arms	dool (n, adj)	Seoltang	stench, smelly
c	Syrkan	five	dorth	Erlin	coven
calaer	Rhaya	singing	drakla	Kugor	scarlet; red
chaag	Kugor	ally	drul	Kugor	seer
chag	Kugor	allies	drur	Kugor	keepings
chaka	Kayvis	armor	drus	Kugor	empire
charkis	Loariki	paper	druul	Kugor	interpreter
chaurka	Kugor	bane of hope	dryn	Kugor	bears
chaw	Kugor	forest	dryyn	Kugor	bear
chig	Kugor	flames; fire	du	Syrkan	white ice
chiig	Kugor	flame	dusdur	Kugor	offspring
chimonask	Loariki	Winter	dusduur	Kugor	offspring (sing)
choort	Kugor	forge (verb)	dyar	Iruaric	dark
chooth	Kugor	forge (noun)	e	Syrkan	run (connecting joint, past tense)
chort	Kayvis	iron	ean	Kugor	crystalline
chort	Kugor	forge (verb)	edos	Erlin	dwelling
choth	Kugor	forges (noun)	eduum	Erlin	dweller
churk	Kugor	growth	ee	Syrkan	try
cibur	Erlin	haven	elin (n)	Seoltang	herbivore, herd beast
cisur	Erlin	bridge	ema	Loariki	blood
claede (n, adj)	Seoltang	cloud, fog, unclear	embraerian	Loariki	merchant
cole (adj)	Seoltang	cold, freezing	emer	Erlin	west
cor	Erlin	dawn	emer	Iruaric	heart
cowi	Kugor	silver	en	Syrkan	running water
cr	Syrkan	pair/two	encla	Erlin	iron
craedi	Rhaya	storm	engavma	Loariki	burn
cuiva	Kugor	archive	eog	Kugor	north stone
cunaaci	Kugor	struggle	epivatis	Loariki	passenger
da	Syrkan	yellowish white	erlin	Erlin	elf
daag	Kugor	blade	erlin	Iruaric	grower
daan (v)	Seoltang	to like, prefer	esov	Erlin	east
daart	Erlin	fall	ethusa	Loariki	hall
daath	Kugor	shadow	eu	Syrkan	warm
dag	Iruaric	blade	evyni	Loariki	noble
dag	Kugor	blades	evynikoenia	Loariki	noble House
dak (n)	Seoltang	six-needled pine, other lumber	ey	Syrkan	go
dakur	Kayvis	night	faal	Erlin	head
dalla	Erlin	islet	faaw	Kugor	hiding
daloiv	Erlin	islands	falith	Kayvis	blanket
dalov	Erlin	island	fare (n, v)	Seoltang	journey, price, toll, to go, to leave
dar	Rhaya	coves	farok	Iruaric	forbidden
dath	Kugor	shadows	faryn	Kayvis	boat
dawass	Kugor	waters	fath	Kayvis	river, water (moving)
dæn	Iruaric	elder	faw	Kugor	hidings
demiik	Kugor	thought	fawshry	Kugor	mystic
demik	Kugor	thoughts	faynar	Kayvis	walk
deraamiis	Kugor	salvation			

feor (v, adj)	Seoltang	to fear, far, isolated	haarg	Kugor	home
fin	Kayvis	hair	haeli	Rhaya	green
fiwak (n)	Seoltang	year	haft	Erlin	heather
flimel (n)	Seoltang	fiber, rope, cloth	harg	Kugor	homes
flish (n)	Seoltang	nourishment, fish, food	harn	Kugor	south
fol	Iruaric	gather	hef	Syrkan	poison
folm	Kugor	high; exalted	hel	Erlin	bay
folmurian	Kugor	all powerful (pl)	heo (adj)	Seoltang	high, tall
folmuurian	Kugor	all powerful	her	Iruaric	vision
fon	Kayvis	shield	hig	Kugor	burns
frol	Kayvis	paper	hiig	Kugor	burn
ful	Kayvis	cloud	hirdhan	Loariki	Smith
ga	Syrkan	lichen	hír	Iruaric	sky
gaagur	Kugor	group of assassins	ho	Iruaric	giant
gaak	Kugor	death	ho	Syrkan	dark green
gaalek; gaalenakh	Iruaric	history	hoeney	Rhaya	hidden
gaark	Kugor	hated one	hoerk	Kugor	elite
gaath	Kugor	dreaded one	hokiter	Loariki	warrior
gaatu	Kugor	thief	hork	Kugor	elites
gagur	Kugor	groups of assassins	horl	Kugor	trees, forest
gak	Kugor	deaths	hu	Syrkan	clear, clear ice
gal (adj)	Seoltang	bitter, poison	hud (adj)	Seoltang	awkward, clumsy, cursed
galeb	Erlin	steep	hulkanen	Iruaric	barren; empty
gark	Kugor	hated one	hulum	Iruaric	cloud
gart	Kugor	hate	hurm	Kugor	blood
gath	Kugor	dreaded ones	hy	Syrkan	green
gatu	Kugor	thieves	hyplon	Loariki	armor
gedal	Erlin	hidden	i	Syrkan	cry (future tense)
ghliki	Loariki	wine	iæn	Iruaric	crystal
ghlirtian	Loariki	sculptor	ien	Erlin	point
gi	Syrkan	ox	ii	Syrkan	mourn
gladen	Loariki	sword	iirm	Kugor	outcast
glirtis	Loariki	sculpture	iirs	Kugor	pain
go	Syrkan	dark brown	iis	Kugor	woman/female
goaak	Kugor	blessed place	ik	Trolack	two
goak	Kugor	blessed places	ika	Kayvis	fly
gon (v, n)	Seoltang	to startle, threaten, ambush	ikoyenia	Loariki	family
gorl	Erlin	fool	il	Kayvis	weak
gra	Syrkan	bark	ilaar	Kayvis	star
gref	Erlin	jewel	iperianos	Loariki	proud
grek	Trolack	kill	ir	Kugor	blue
grekurk	Trolack	raid, attack, ambush	iral	Kayvis	run
grenk	Trolack	agree, yes	irm	Kugor	outcasts
gret	Trolack	beat, hurt, defeat	irs	Kugor	pains
grikrek	Trolack	axe, battle axe	it	Trolack	five
grog	Trolack	small, tiny, worthless	itaal	Kayvis	home
gronk	Trolack	yell, shout, loud, noisy	ithloss	Kugor	soft
grorkenk	Trolack	Gnoll, Dwarf, other small humanoids	itil	Kayvis	silver
grot (adj)	Seoltang	useful, practical	iunio	Loariki	Fall
gudd	Erlin	ale	iyla	Iruaric	pretty; beautiful
gug	Kugor	poisons	iyx	Iruaric	turn(ing); twist
gunkikt	Trolack	Wizard, spell-caster, Magician, Cleric	jai	Iruaric	gift
gurk	Trolack	them, you, enemy	jak	Kayvis	arrow
gurkenk	Trolack	Man, Kral, other large humanoids	jan	Kayvis	heal
guug	Kugor	poison	jar (adv, v)	Seoltang	big, large, to increase
h-in	Kugor	great spine	jatar	Kugor	ice
h-in-ta	Kugor	great spine under the sun	jef	Syrkan	fire
haar (n)	Seoltang	coarse hair, beard, wool	jerak	Iruaric	cult, sect
			jeramian	Loariki	alchemist
			ji	Syrkan	deer
			jirik	Kayvis	fall

jrok	Kayvis	whip	krenk	Trolack	die, leave, end
ju	Syrkan	yellow	krent	Trolack	take, leave, steal
k'	Iruaric	lord	krik	Erlin	frost
ka	Syrkan	(connecting joint)	krikrilif	Trolack	wine, beer, ale
kaag	Kugor	mayor	krin	Kayvis	snow (dry)
kaalin	Kayvis	lamp	kriox	Erlin	eat
kael	Kugor	coast	kris	Loariki	cold
kag	Kugor	mayors	krisirdhan	Loariki	gold
kai	Erlin	cliff	kritaal	Loariki	goldsmith
kalash	Kayvis	plain, field	krof	Kayvis	castle
kaldar	Kayvis	water (still)	kronof	Kayvis	snow (wet)
kali	Kayvis	green	kruin	Kayvis	blizzard
kalori	Loariki	Summer	kryk	Erlin	eater
kang	Kugor	lords	ku	Kayvis	freeze
kanga	Kugor	lord	ku	Kayvis	ice (cloudy)
kariin	Kayvis	birth	ku	Syrkan	red, black ice
karn	Erlin	spire	kugor	Kugor	dragons
karn	Kugor	hill	kul	Iruaric	shadow
karn (n)	Seoltang	brier, horn, pointed stick, dagger	kulag	Erlin	storm
katharos	Loariki	pure	kun	Kayvis	short
katik	Kayvis	rain	kur	Kayvis	darkness (not night)
kayn	Kayvis	three	kura	Erlin	break
kef	Syrkan	warm heat	kurf	Kugor	snows
kej	Kayvis	uniform (monk's)	kurim	Erlin	broken
kel	Kayvis	ale	kurn	Erlin	cliff
kel (v)	Seoltang	to kill, to choke, to freeze	kuugor	Kugor	dragon
kemm	Iruaric	glass	Kuurf	Kugor	snow
khâng	Iruaric	assassin	ky	Kayvis	ice (clear)
khomul	Kugor	ghost	ky	Syrkan	black
kikt	Trolack	sharp, pointed, edged	kya	Erlin	star
kiktpek	Trolack	spear, lance, sharpened stick	kye	Kugor	eye
kiktrek	Trolack	sword, dagger, scimitar	kygaar	Kugor	star
kimeno	Loariki	text	kygar	Iruaric	star
kinatos	Loariki	strong	kygar	Kugor	stars
kindag	Erlin	cloud	kyr	Erlin	grand
kiria	Loariki	lady	kyran	Kayvis	glitter
kirie	Loariki	lord	l	Syrkan	(connecting joint)
kirn	Erlin	spires	laakh	Iruaric	lost
kiroyf	Kayvis	snow (falling)	laan	Kayvis	child
kiskaa	Iruaric	chilling	laen	Iruaric	crystal
klak	Trolack	fire, sun, hot, warm	laen	Kugor	gift of glass
klaktrik	Trolack	cook, burn	lain	Kayvis	valley
klima	Loariki	vine	lair	Iruaric	forever
klyn	Kayvis	eye	lak	Iruaric	lake
kod	Kugor	son of the sky	lan	Iruaric	eternity; forever
kodaak	Kugor	the one of the sky	lanaar	Kayvis	spring
kodul	Kugor	one of the sky	larn	Iruaric	tall; high
kodur	Kugor	father of the sky	larn	Kayvis	chill
koenia	Loariki	house	lavan	Iruaric	maker
kon	Kayvis	ice (treacherous)	leer	Kugor	maker
kort	Iruaric	master	lemira	Erlin	watching
korth	Kayvis	forge	lenn	Iruaric	apart; separated
kosimatis	Loariki	jeweler	lenov	Erlin	canal
koy	Kayvis	small	ler	Kugor	makers
kraaw	Kugor	cove	lesh	Kugor	anvil
krak	Kayvis	cold	lew	Erlin	cove
kraw	Kugor	coves	li	Syrkan	bear
kræsi	Loariki	wine	lig	Kugor	heats
krek	Trolack	rock, stone, metal, hard	liig	Kugor	heat
krem	Erlin	glass	lik (adj)	Seoltang	friendly, peaceful
			lin	Erlin	part; piece

lin	Iruaric	song	no	Syrkan	dark gray
lina	Iruaric	sing	nomikos	Loariki	library
linær	Iruaric	singer	nor	Kayvis	black
lir	Kayvis	sky	norin	Rhaya	haven
liraan	Kayvis	song	norok	Kayvis	shadow
lo	Iruaric	spirit	nosokoma	Kayvis	cave
loa	Iruaric	build	nu	Loariki	priest
loar	Iruaric	builder	nuul	Syrkan	gray ice
locha	Kugor	never-ending glen	ny	Iruaric	island
lon	Erlin	eye	ny	Kugor	vale
loorn	Iruaric	lonely	nyfan	Syrkan	gray
luar	Iruaric	god	nyk	Kayvis	fish
lub	Kugor	fish	nʹ	Kayvis	look
lug	Iruaric	ugly	o	Kugor	the
luim	Erlin	burning		Syrkan	cool (shift back to present tense)
lum	Erlin	burn	oedum	Erlin	money-less
lun	Kayvis	blue	oevaag	Erlin	deathless
luub	Kugor	fish (sing.)	oi	Kayvis	ever
ly	Syrkan	purple	okano	Loariki	ocean
lyg	Kugor	rains	olas	Kugor	library
lygar	Kugor	rainy	olias	Kugor	word
lyry	Erlin	lake	olyas	Kugor	text
lyx	Iruaric	dread	omok	Kayvis	blind
lyyg	Kugor	rain	on	Syrkan	narrow water
m	Syrkan	great	oo	Syrkan	swim
maaur	Kugor	demon	or	Rhaya	silent
mag	Syrkan	(second person)	oran	Kugor	lord
makiera	Loariki	knife	oranir	Kugor	overlord
malvin	Iruaric	endless	orc	Kugor	monastery
man	Iruaric	home	ord	Erlin	air
mar	Erlin	dark	ord	Kugor	lost
matha	Erlin	twin	ordag	Erlin	heavens
maur	Kugor	demons	ordak	Erlin	dark (night)
mel	Erlin	earth	ordye	Erlin	sky
melaniak	Loariki	ink	org	Kugor	stone
merg	Trolack	flat, level	orha	Erlin	moon
mergkrek	Trolack	cliff, hillside	orn	Erlin	blue
mian	Rhaya	sister	orn (n)	Seoltang	brier, horn, pointed stick, dagger
mikani	Loariki	engine	orv	Erlin	gold
molac	Kugor	isle	oryk	Kayvis	wine
mul	Kugor	masters	oy	Syrkan	stagnant water
mur	Erlin	watch	paake	Kugor	armor-cloth
mur	Iruaric	female; feminine	pake	Kugor	armor-clothes
mur	Syrkan	land, continent	pani	Loariki	sail
murten	Erlin	pit	pef	Syrkan	medium heat
muul	Kugor	master	perac	Erlin	strait
mún	Iruaric	hill	perasma	Loariki	passage
n	Syrkan	(connecting joint)	perce	Erlin	straight water
naag	Kugor	swamp	perll (arch. puirl)	Erlin	winds
nadek	Erlin	plaza	pharzaka	Loariki	chemist
nadum	Erlin	woods	phos	Loariki	light
nae	Iruaric	past	photia	Loariki	fire
naftis	Loariki	sailor	phœn	Iruaric	travel
nak	Iruaric	tower	phrurin	Loariki	guard
nak	Kayvis	hidden	phyrn	Rhaya	song
nar	Kayvis	fire	pireta	Loariki	fever
ne	Syrkan	light gray	piri	Kugor	light
nem	Erlin	awake	pisara	Loariki	fish
nemrais	Erlin	awaken	pixidha	Loariki	compass
nin	Kayvis	enter			
ning	Trolack	cave, hole, pit, burrow, dig			

pliarchos	Loariki	captain	runak	Kayvis	dread
plion	Loariki	boat	rúan	Kugor	glass
pn	Iruaric	lore	ryaan	Kayvis	priestess
pregrek	Trolack	mountain, hill	ryk	Iruaric	soul
pregurk	Trolack	town, village, city, fort, castle, army	ryt	Kugor	order
			s	Syrkan	variable opening
prek	Trolack	bush, tree, flower, weak	sa	Syrkan	bluish white
prelk	Trolack	club, hammer, mace, staff	saer	Kugor	birthplace
preng	Trolack	no, disagree, bad, evil	saers	Kugor	womb
prengurk	Trolack	put, place, give, surrender	sag	Syrkan	(third person)
prenk	Trolack	treasure, wealth, money	sakaki	Loariki	cloak
prenkikt	Trolack	magic, spell, enchanted, machine	sar	Kugor	birthplaces
			saral	Erlin	river
prent	Trolack	drop, let go, let loose, leave	saren	Erlin	blade; sword
prentrikt	Trolack	rain, storm, snow, ice	saren	Loariki	sword (curved)
prerg	Trolack	big, large, important	sars	Kugor	wombs
prergakt	Trolack	festival, gathering	se	Syrkan	light blue
prergrik	Trolack	bay, ocean	sel	Erlin	silver
prerprek	Trolack	crush, squeeze, hold, catch	senit (n)	Seoltang	month, moon
proga	Kugor	ship	seol (v, n)	Seoltang	to sell, money, silver
progha	Loariki	ancestor	serem	Iruaric	green
prona	Kugor	hopes	shaang	Kugor	fire
pronaa	Kugor	hope	shar	Kayvis	ski
pryka	Kugor	green	shek	Kugor	queen
pu	Syrkan	orange	shik	Kayvis	skate
puk	Iruaric	wild	shin	Iruaric	death
purll	Erlin	wind	shir	Kayvis	wheat
quel (v)	Seoltang	to kill, to choke, to freeze	shon	Iruaric	dead
r	Syrkan	collection	shry	Kugor	minds
ra	Iruaric	power	shryaac	Kugor	talisman
ra	Syrkan	cream, wood	shryac	Kugor	talismans
raath	Kugor	cold (extreme)	shryy	Kugor	mind
raathmaur	Kugor	cold demon	shulu	Iruaric	wet
raathmauriig	Kugor	cold fire demon	shurth	Erlin	narrows
raav	Kugor	cool	shú	Iruaric	fire; flame
raax	Iruaric	claw	sidher	Loariki	iron
rak	Iruaric	cold	sidhirdan	Loariki	blacksmith
ran	Iruaric	mist	sig	Kugor	fireballs
ras	Erlin	shore	siig	Kugor	fireball
rath	Kugor	colds	simo	Kugor	sweet
ref	Syrkan	molten lava	singras	Loariki	writer
rel	Erlin	lagoon	siril	Kayvis	vision
reng	Trolack	slow, still, calm, dead	skloer	Loariki	cruel
resiv	Erlin	eagle	skotinor	Loariki	dark
reth	Iruaric	circle; ring	sma (adj)	Seoltang	right, upright, correct
ri	Syrkan	pony, horse	soeyaed	Kugor	dragon-helms
rica	Rhaya	cliffs	sojos	Loariki	wise
ricc (v, adj)	Seoltang	to reach, rich	ssoei	Kugor	drake
rif	Kayvis	month	ssoi	Kugor	drakes
rig	Kugor	embers	stamil	Loariki	grape
riho (adj)	Seoltang	right, upright, correct	stan (n)	Seoltang	weed, pest
riig	Kugor	ember; fire	star	Kayvis	language
rik	Trolack	lake, water	stenos	Loariki	narrow
ril	Kayvis	sight	stoy	Kugor	fire drakes
rin	Kayvis	hand	stoyig	Kugor	dragon's breath
rish	Kayvis	warm	stoyiig	Kugor	dragon's fire
ro	Syrkan	brown	stoyy	Kugor	fire drake
roa (adj)	Seoltang	red, copper	strake (n, v)	Seoltang	to strike, to find, a streak, an ore vein
ronk	Trolack	fur, cloth, cover			
ronkrek	Trolack	armor	strek (v)	Seoltang	to put, to place, to hold
rôk	Iruaric	stupid	su	Syrkan	blue ice

sulem	Erlin	breaker (waves)	tiril	Kayvis	moon (generic)
sulthon	Kugor	red	to	Syrkan	tan
surth	Erlin	depths	tonak	Kayvis	tree
suurk	Kugor	wander	torg	Iruaric	shadow
sy	Syrkan	blue	torl	Kayvis	steel
syr	Iruaric	male; masculine	toth (n)	Seoltang	peak, mountain, spike
syton	Kugor	plain	trae	Kugor	priest
t	Syrkan	diminutive	treg	Trolack	mate
ta	Iruaric	of	trelk	Trolack	day, light, pain
ta	Kayvis	man	trent	Trolack	hold, keep, take
ta-	Iruaric	half	trenurk	Trolack	trap, cage, net, catch
taal	Kayvis	stone	trigurk	Trolack	hunt
taari	Kayvis	people	trik	Trolack	food, meal
taarn	Kayvis	lord	trikrek	Trolack	table, flat rock
tai	Iruaric	pillar	trin	Kayvis	bow
taiphaes	Loariki	spell	trirk	Trolack	bear, other large animal
tairken	Iruaric	broken	trirkog	Trolack	wolf, other small animal
tal	Kayvis	road	trog	Iruaric	cavern
talasa	Loariki	sea	tromera	Loariki	dreadful, horrible
talasika	Loariki	yacht	truk	Trolack	break, bend, hurt
taloh (interj)	Seoltang	hello, greeting, good sailing	truliik	Kugor	leaping fire
tamaak	Kayvis	monk	trulik	Kugor	leaping fire
tan	Kayvis	common	turiak	Kugor	lands
tanaar	Kayvis	book	turic	Erlin	gate
tang (n,v)	Seoltang	tongue, language, to speak, tell	tuuriak	Kugor	land
taniis	Kugor	road	tyka	Kayvis	town
tanis	Kugor	roads	tykaar	Kayvis	city
tanuk	Kugor	runners	tykil	Iruaric	tiny
tanur	Kugor	legs	tyl	Erlin	hall
tanuuk	Kugor	runner	tyrl	Erlin	great hall
tanuur	Kugor	leg	u	Syrkan	icy, open
tarin	Kayvis	cheerful	ubrimo	Loariki	storm
tarmen	Kugor	hammer	udam	Erlin	rain
tarn	Kayvis	initiate (monk)	ug	Syrkan	stone
tashishen	Kayvis	library	ui	Syrkan	strike
tayn	Kayvis	jewel	uk	Trolack	one
ter (n)	Seoltang	danger, monster	ukit	Trolack	many
tesea	Iruaric	sea	ul	Kugor	man/male
thal	Erlin	avenue	ulya	Kugor	black
thal	Iruaric	born	umu	Syrkan	extreme cold
thea	Iruaric	world	uon	Kugor	cloud
then	Iruaric	haven	ur	Syrkan	earth
thi	Kayvis	red	urdu	Kugor	keepers
thinoporo	Loariki	Autumn	urk	Kayvis	burn
thir	Kayvis	good/pure	urm	Syrkan	height
thon	Kayvis	robe	urul	Kugor	point
thos	Iruaric	mountain	uscura	Loariki	magic
threk (adj)	Seoltang	hungry, greedy, vicious	uscurac	Kugor	magic, essence
throg	Erlin	keep	usiiv-daart	Erlin	waterfall
throk	Erlin	guardian	usiv (arch. usuv)	Erlin	water
throk	Iruaric	guardian	usiva (arch. usuiv)	Erlin	waters
thun	Kayvis	blood	usuiv	Iruaric	ocean
ti	Syrkan	isle	ut	Trolack	four
tig	Kugor	moving fires	utum	Kugor	golden
tiig	Kugor	moving fire	uy	Syrkan	turn
tik	Trolack	fast, quick	v	Syrkan	opening
tikrek	Trolack	throw, heave, get rid of	vaalg	Kugor	desert
tikrelk	Trolack	Troll hockey	vaar (n, v, adj)	Seoltang	effort, work, trade, to make, hard, a curse
tikrik	Trolack	river, creek, stream	valg	Kugor	deserts
tiphloa	Loariki	blind	varka	Loariki	boat

veurd	Erlin	passing	z	Syrkan	slow
vig	Kugor	places afire	zart	Erlin	wolf
viig	Kugor	place afire	zurt	Erlin	hound
viir	Iruaric	Essænce			
vikanira	Loariki	engineer			
vintaarn	Kayvis	mountain			
vir	Iruaric	power			
vitan	Kayvis	hill			
vog	Erlin	death			
vonn	Erlin	exile			
vorig	Kugor	silvers			
voriig	Kugor	silver			
voru	Erlin	green			
votir	Loariki	glass			
vraak	Kugor	coast			
vrachioli	Loariki	bracelet			
vrak	Kugor	coasts			
vul	Iruaric	enchanted			
vurd	Erlin	secret, rite			
vurga	Loariki	craftsman			
vurl	Erlin	mist			
vurt	Erlin	wild			
vuul	Iruaric	enchanter			
w	Syrkan	enclosed			
waether (n)	Seoltang	rain, water, storm			
wal (adj)	Seoltang	evil, bad, unfortunate, disappointing			
wey (n)	Seoltang	road, path, wagon, ship			
wina (n, v)	Seoltang	slope, hill, to roll, to fall			
wirs	Erlin	ice			
wode	Erlin	hill			
wom	Kugor	home			
womaw	Kugor	gifted folk			
womul	Kugor	gifts			
womuul	Kugor	gift			
wrack (adj, n, int.)	Seoltang	dissatisfied, unhappy, bad trade, curses!			
wy	Syrkan	hold			
xu	Iruaric	mind			
xyg	Iruaric	blind			
y	Syrkan	cool, obscure			
y-	Kugor	holy			
ya	Syrkan	tree			
yaalc	Kugor	guardian			
yalc	Kugor	guardians			
ye	Syrkan	flower			
yen	Erlin	day			
yenor	Erlin	forever			
yenor	Kugor	watch			
yeorghian	Loariki	farmer			
yial	Kayvis	twilight			
yiatriis	Loariki	doctor			
yn	Syrkan	dew			
ynka	Kayvis	edge			
yo	Syrkan	fly			
yon	Erlin	privateer			
yorn	Kayvis	chasm			
yr	Syrkan	mist			
yu	Syrkan	trade			
yuil	Erlin	bay			
yyn	Erlin	pirate			

KULTHEAN WRITINGS AND QUOTES

Here follow extracts from Kulthean works of knowledge to which the characters might gain access in the course of research. They are classified by author and work. A date is usually given, as well as the place where this work may be found.

AJKARA III (EMPRESS OF RHAKHAAN)

Did I say that? Then I've changed my mind.

5091 TE

ANDRAAX

ANNALS OF THE WARS OF DOMINION

(SE 6669)

A shimmering curtain of energy wavered before us, undulating with an eerie beauty amidst the violence of this deafening Flow-storm. And through that curtain - as if through an impure glass - we saw dim shapes: creatures of such ghastly form and movement that we were enthralled in a fascination of horror and disbelief. Fur and tentacle, claw and fin, oozing pustules and pulsing, distended protrusions, all mixed in unthinkable combinations, made up the form of these beasts. It was as if the gods had gathered the most loathsome, unspeakable rejections from their creation of the races and beasts and combined them in a haphazard mass to form shapes which had no shape and creatures which could not live... yet did. Even our nightmares lacked the ability to conjure living things of such inconceivable shape. They were majestic in their sheer grossness of appearance.

These were the Older Ones, demons wholly alien to our world.

Nomikos Library

THE BATTLE AT MÆGRIS (SE 6820)

We gathered on the hillock, a fair showing after a campaign which had protracted into a decades-long confrontation with forces which seemed limitless.

Then the Earth opened and there gushed forth a seething tide of creatures. A churning mass of clawed limbs and burning, thirsty eyes streamed toward us. The rocky slope was nothing to their steely claws and they scrambled upwards. But they swarmed in silence, an eerie quiet somehow more unnerving than their wrenching blood-lust shrieks.

There were literally tens of thousands of demons, such that I thought all the Near Pales must be emptied. They were led by the pale Heralds of Night astride their ebon unicorns, and at the van a monstrosity: a Lord Ordainer from the Outer Planes. More than five times my height, his great reptilian wings spread larger than a dragon's, and in his clawed hand was a huge sword burning with runes of Chaos.

Titus Hiaz, Captain of the Titans, his skin white and sleek as marble, held forth his golden hammer and faced us to call the attack.

But before he could speak, the ground began to shudder. From the spreading cracks issued a black smoke; the sulfurous odor was unbearable. Then, at the center of the radiating cracks, amidst a hateful red glow of afflicted earth rose he whom I had hoped long ago I would never face again: Scalû. A Dark God had come to earth to wage war.

For the first time in my long life, I felt the ache of despair.

A cry of grim elation rose from the dark armies. Yet Titus leapt skyward and faced the rising Ordainer, the two evenly matched in strength. The demons sprang up the hill to engage our powers, which suddenly seemed hopelessly outnumbered. Scalû, with skin like black iron and strength to torment the very earth, turned his hideous jackal-head towards me. I could not escape him this time. He approached at a leisurely pace, swatting men, elves and demons out of his path with casual swipes of his mighty axe; his luminous red eyes never left me. Darkness surrounded him like a foul stench. Against his full will I had little chance; my spells were useless.

Without fanfare beyond a silvery luminescence, a presence materialized between me and Scalû. Golden skin bare but for a tunic of azure, a simple youth bearing only a spear had appeared to stand before the Dark God. Before the youth, the Jackal halted, and his mouth opened in a human exclamation of surprise. "Cay!"

And even as the youth seemed to grow in size to match Scalû in height, he held aloft his gleaming spear and spoke with a voice like music, yet it carried over the tumult: "Take heart, people of Kulthea! Orhan has joined the fray!"

And I took heart, for at last the very heavens had come to our aid.

Nomikos Library

BOOK OF DARK TALES

Once She whispered and life was death
Gogur arose, his wide wings spread
Talons to tear and fangs to feed
The skies were darkened with dread.

Twice She whispered and life was death
Night or day now Kæden might walk
They sleep for years, wake at a touch
Claw and stinger, silently stalk.

Fear the webs of darkness, the shrill call to die.

Thrice She whispered and life was death
Sixty and six, swift by the limbs
Shar-bu their lord, most evil of all
Demons obeying Her cruel whims

... And watch for the Winds of Fate

(SE 1782)

Nomikos Library

CONVERSATIONS

Things change when you pass the Great Equator. People behave strangely; spells have variable effects. The Stars are different.

Of course, that is nothing compared to the East. To the East lies madness.

*An unverified compilation by
The Historian Viiris Taldain
Nomikos Library, c. TE 4900*

EARLY LOREMASTER LECTURES

Deities are an integral part of Kulthea, and there are many such beings, real and imagined, of various power levels, scope, with influence all over the globe.

A discussion of the nature of gods is always one to stimulate the imagination, as they are not really a 'race' like Men or Elves, yet they are very real beings. Immortal in the truest sense, gods do not age or grow old and they cannot be killed, even through violence. A god can only be 'slain' (permanently rendered discorporate) should the focus of his power be destroyed - a feat nearly impossible for even another god. A god is an independent being whose spirit is truly undying, and will apparently survive in one form or another until the end of time.

Beings who can be considered similar to the gods in some ways are the Titans, or the Nymphs (or, conversely, these races were perhaps born from the mating of gods with mortals in the distant past). The greatest among the gods - the Lords of Orhan - also have the distinction of predating the Lords of Essænce.

Some Loremasters theorize that the gods are actually manifestations of the Flows of Essænce: entities of pure energy who evolved intelligence and independence over the eons. While this seems somewhat far-fetched, the theory has merit. However, this does not explain one aspect of the gods: they are apparently able to mate with intelligent races and parent offspring.

One thing is clear: they are not *the* Lords of Essænce, though at times a Lord would impersonate a god, or set up a realm in which he or she desired to be considered a god. Gods of Kulthea are a group unto themselves, with strengths and weaknesses unique to their kindred.

S.E. c. 300, Karilôn

NOMIKOS MONOLOGUES

They are the 'Born forever ones.' Powerful Mentalists, they travel the world gathering information and pursuing quests which only they know and understand. Although the Thalan have no power to radically change their actual physical form, they are able to go into a state of hibernation at the death of their body and enter an inanimate object. Then (eventually, often several hundred or even thousand years later) they will mystically impregnate a female. Be it animal or humanoid, their consciousness is able to slightly mutate the offspring, and they are born fully aware, with their mental powers intact.

While only a handful of the Thalan race are known to have revealed themselves, since they actually have the physical form of other peoples, there are quite possibly far

more of them than we could know. Their powers of reincarnation, however, are apparently not genetically transmittable, so the race is doomed to remain at the same number forever. This begs the question: where and how did their people come to be?

Nomikos Library

NOTES ON THE ESSÆNCE

The appearance of chaos is merely indicative of a more sophisticated system which turns out to be - in fact - based upon very simple laws.

Nomikos Library

NOTES ON THE ILARSIRI

(and Additional Commentary regarding Tethior and Krelj the Smiths)

In the early part of the Second Era the Iylari asserted their influence over large portions of the World. The East had already been laid waste; the continent of Emer was largely wilderness. Jaiman, however - as well as the Vashaanic and Ronic lands to the south - were widely populated with the Immortals.

Although the Iylar Lords rarely dominated the Ruyari by force, they were often royal advisers and even rulers over mortals by default. The Elves were not held in fear in most lands, but were respected for their inevitable wisdom.

The Iylari of the period heavily influenced the Habitable Lands not only politically, but in the areas of art, music and craftsmanship as well. Their smiths were skilled beyond imagining.

It was about 4790 SE that the Iylar craftsman Tethior fashioned the Great Orbs (also called the Ilarsiri, 'eyes of far vision'). These magical devices were reputedly among the most subtly powerful artifacts ever created, their capabilities variable depending on the mental prowess of the wielder. At the least they allowed the user to see across great distances, and even gulfs of time. There is some evidence that they could be used for darker purposes as well, a capability unintended by their maker.

Four Master Orbs there were, and sixteen lesser (called *Access*) spheres. The Master Stones were nearly 1.5 m in diameter, and set in great pedestals of stone or wrought metal. The Access stones, only designed to communicate with the Masters, were 60 cm across, and usually found berth in a graceful metal pedestal formed like a many-branched tree. Of all of Tethior's creations (which include the Six Jaimani royal helmets, the Pendants and the arcane Images), the Master Orbs were the most impressive, if not the most famous.

Krelj was Tethior's brother, and also a master smith. In some ways he surpassed his older sibling, yet he always seemed jealous of Tethior's creations. While Tethior made items of nuance which brought vision and insight, Krelj was always at work on the brutal tools of war. Although at first not cruel by nature, Krelj was short-tempered and secretive. His greatest works were probably the *Narsælkin*, fabulous swords designed to combat the evil remnants of the Unlife. In the end, Krelj succumbed to those very temptations, and

became sundered from his brother. He traveled in the Northeast where the Unlife was strong, and in analyzing it to determine its weakness he was ensnared. The Narsælkin were pure and true however: weapons to stand against the *Implementors*, blades forged by the Lords of Essænce and since corrupted.

The final fate of either brother is uncertain. One tale speaks of a confrontation in which Krelj, insane with jealousy, tried to murder Tethior. This tale asserts that the elder brother slew Krelj in self-defense, wielding one of the Narsælkin.

(6214 SE)

*Copied from the original scroll in Nomikos
by Loremaster Seris Forle, 1256 TE.*

TALE OF THE WORLD

THE BATTLE FOR THE SHADOW WORLD

Fountains of lava spewed from the tortured earth, washing over verdant lands in a burning tidal wave. Shattered ruins lay where boulders had been hurled like a rain of pebbles to crush glittering cities. Oceans vaporized. The Sun and the Five Moons were lost behind a black cloud of soot.

At last two stood upon the planet which had become one vast battlefield. Kadæna, Empress of the Galaxy and Queen of the K'ta'viiri race, faced her opponent: the rebel Utha. They had the look of siblings but for the glaze of hate in Kadæna's violet eyes, and the haunted mask which Utha's face had become. He held in his bleeding hands a sword. A strange barbaric weapon for a time when ships flew between the stars and the people of his race could slay with one thought of their telepathic minds, but the Soulsword was all that could protect him from She who wore the Shadowstone.

Pulsing with a thirsty crimson light, that gem lay upon Kadæna's breast, held by a heavy chain of black iron. Kadæna thrust her hands forward, palms out at waist height, her bearing one of readiness. "Here we stand at the end of all things, my cousin. Are you well pleased that you have brought about the downfall of your people?" Her words were barbed with psionic knives, but Utha was beyond feeling.

"You destroyed us long ago, my Queen. Better that we die now than live on as a mockery of what we should have been."

"You wanted my throne!" Her hands snapped forwards and from her fingers lashed twisting bolts of white-hot energy, arcing towards her opponent.

But they splashed aside harmlessly: the sword shielded Utha. It diverted those deadly charges, but it took its own toll on his strength. The earth trembled. He took an unsteady step closer to his cousin.

Again Kadæna attacked with lightning, again the Soulsword absorbed the energy. The black blade began to glow with a faint silvery light.

Utha raised the sword, his sinewy shoulders protesting, every muscle trembling with fatigue.

"No!"

The sword flashed in a mighty horizontal arc, severing the beautiful Kadæna's head.

Groaning in its own pain, the earth opened at her feet, and the Shadowstone tumbled from Kadæna's shoulders into a

fiery crevasse. The Empress of the Galaxy's body trembled, then disintegrated to dust, floating to the smoking ground.

Utha stood silent for a moment to gather his strength. He touched a finger to his forehead and vanished from that battlefield. The most difficult task was yet to do.

THE INTERREGNUM

Clouds of ash and smoke covered the globe in a shroud of twilight. The oceans boiled and the lands were aglow with molten rock. The fragile life of the world hid in what few refuges could be found... and waited.

Ages passed. From the tortured works of the Conflict, new lands arose from the steaming seas. Green shoots sprouted from cooling black earth, and life began anew.

Nomikos Library

VISIONS

We cleared the summit and it was as Kirin had said: ahead of us lay a wide vale, filled with the green of growing things. Sunlight warmed us and shimmered across a long lake ahead.

But scattered across the valley were dark patches which raced across the rolling hills, sliding like ethereal snakes. They were only shadows cast by clouds under the sun, but they gave me a feeling of menace; of malignant purpose. Even as I pondered this, one of the dark patches rose up the hillside and covered us. The sun went out, and suddenly the air was cold. I have never been so afraid before or since.

We were in the presence of the Unlife.

Nomikos Library

MISCELLANEOUS

All knowledge is heresy. Yes, you heard me correctly. It is the nature of dark religions to thrive on ignorance.

Date Unknown

Zor was destroyed by thoughtless greed on a quest for ultimate power. If you find that you walk this path, then go there to consider and meditate. The answers will come to you by the dry winds and the voices of the dead!

Date Unknown

Tethior, draped in an elegant robe, swept into the forge. The room was filled with steam and the crash of hammers on anvils. He had to shout above the din. "Greetings, younger brother!" He smiled, but his eyes furtively scanned the chamber. *What secret projects is he working on?*

Krelj turned reluctantly from his work. He wore a leather apron and sweat glistened on his tanned, handsome face. "You are not welcome in my home, Tethior." Several of Krelj's imposing smiths stopped their work, wiping their hands on blackened rags and staring at Tethior in open hostility.

The elder brother looked disappointed, though he was not surprised by this cool reception. "I have come to make amends."

"Then invite me to your forge at Arion, where you made the famous Crowns and Swords."

"I would be happy to share with you my sword-making techniques," Tethior edged. *It is not that I don't trust you, my brother, it is that I don't trust your associates.*

Krelij snorted in derision. "I taught you all you know about sword-making, revered brother. Leave me; I am busy." He turned his back on Tethior and returned to his work.

You might ask, skeptical reader, how I know the details of this conversation and the thoughts behind it. I was there.

SE 6814.

Echoes of whispers in
hallowed halls of stone
escorts to the unwary
Now the spirits walk alone.

Six hearts turned black
by ugly words
the land is broken
by foolish lords.

Thoughts unspoken
a mild deception
so it began:
the way of good intention.

*Date unknown,
Possibly late Second Era*

The following fragments should not be accessible to the characters, as they were written by Andraax during the Third Era. They should at least be hard to come by, and their authorship be dubious.

The Guardian Mind stood watch over the Vault of the Past, one of the few works of the Imperial Age to survive uncorrupted by the perversions of Kadæna. Perhaps even she was afraid to tamper with the venerable Guardian.

Kadæna died and the world rested. But the Guardian never slept. From its home in the Vault deep beneath the earth it studied and learned. Its purpose was to learn... and to teach.

An age later, Schrek entered the world and soon discovered the Guardian Mind. He learned much from it, but the Mind in its turn learned Schrek's nature and refused to impart the Greater Knowledge. In a black rage, Schrek laid a curse upon the Guardian that even he cannot undo. The Mind's knowledge is lost.

TE 4500

Of the order Ahrenreth...

Eight were the servants of Dænkú.
Powerful lords, they served a greater master.

But time was cruel, and eight slept or died.
Daenku at last had none allied.
Eight returned, yet they sought new guidance:
Ondoval filled the void with Darkness.

While Dænkú slept for the second time,
His Cult turned from the Narrow grey line.
Crystal reflections were to defeat the Eyes
If both are lost than hope dies.

Few guessed the First Secret's tales:
Subtle as whispers in a gale.
Now their actions speak and realms fall.
The Order meets again in the Hallowed Hall.

Of the Six I-Lats: A treatise on the Constructs

Dir: There is a great forest in northwestern Jaiman, and it is called Dir. Of all of the non-desolate Northern realms, it is the closest to the pole, and thus laid open to the Umli. Yet, Kadæna was of mind and allowed only a few - survivors of the war on the forest men. Four hundred came, forever to reside down under the wicked cloak of six and sixty Shards. And then there was Shar-Ti.

Samli: Fifty leagues and over the northern pole, that is what Arak said to the Dark Captain. It was here that the "White Lat" came. With the rings of ice they stood, and the land was subjugated. All fine, for the light was never strong.

Viour: In the glen of Norg, astride the northern face of the Shadowed Hills, the Shards of Hoar Ak settled at the bidding of the Ahrenreth. They drank the blood of the lowland breed. Perhaps this is why Hoar Ak traded brown for burgundy.

Thanor: The men's label was ironic in sound, but it was given to Thaan alone. This was the reason for the Thanor Stand, the remains of the northern flanks of the Asamis Arg ("Great Grove"). Here, betwixt Iron and the Lake of Glass lay the remains of an army as well: the host of Roth the Flamboyant fell before the lungs of Voriig Kye. Only the Shards rebounded and, later, when Gholach followed, the land arose to be proud. Six went south to Ruar-Værk.

Ubenmas: Along the Sea of Fate there is a green beach. There are trees aside the water. Do not, if you can see life, attempt to uncover those who dwell there.

Aarn Voru: In the forest by that name in the land of Rulaash, Kadæna left a scar. To undo it would be trying. And one would have to face Leste Kii Lormas.

(Date unknown)

GM note: regarding Dir, this simply refers to Kadæna's subjugation of the land, and how it was ruled under the frightening sway of Shar Ti, chief of the i-lat of Dir.

Samli: a region near the northern pole was depopulated by these Shards, who could operate for months at a time in the dim light.

Viour: brown for burgundy is a reference to the blood-drinking proclivities of this lat.

Thanor: tells of the fall of Thanor (in northeast Emer) against the Dragonlord Voriig Kye. But the Shards of the land escaped, and at least six still live in the Værken Mire.

Ubenmas: pretty obvious.

Aarn Voru: again, refers to waiting Shards, and their leader Leste Kii Lormas.

ANULE KYBERDRAC

In the great war many noble races cast their lot in fire, and some were called to smash the great cities, not the least of which was Tarek Nev. Aranmor was lost, and the door was open to the Black Hel...

3311 TE

ARA-SHAAN (CHANGRAMAI OF NOMIKOS)

While traveling in northern Saralis, I met a man who claimed to be Elor Once Dark. He resembled descriptions I had heard, but of course any physical description is meaningless when dealing with Elor. This man lives in a strange house of eclectic design near the mouth of a river in the southern foothills of the Saral March. The house was built upon a small island in the middle of the river, reached by nearly a dozen strange and unique bridges. When I asked the man about them, he laughed and replied that he was indulging a fascination with engineering. He possessed a vast library but kept diverting me from serious research with bizarre anecdotes, most of which were completely meaningless. I stayed for several hours while he talked at his ease, but at the chime of midnight he leapt from his chair and ordered me to leave. ‘It is the Iron Wind!’ he cried, and insisted that I flee the area immediately. He could not be dissuaded, and so I left, without ever opening a book. I have tried to return on several occasions, but cannot find that strange house.

*Copied by scribe Rabideau
TE 5988
Nomikos Library*

ARDUVAAL OF VRANIIS

... and of six Pales were demons made, the sixth being the most strong and fierce, and the first being the least in might. But also there were the great demons: those who were beyond the Pale. Of these there were always few in number, but their strength in arms and magic is to be feared. For the most part they were aligned to a certain element of the world, be it fire, ice, earth, or air. Mighty among them was Aztaur, the Lord Demon of cold. His was the realm of chilling ice, the far North, and his reign was of utter terror. Little has been learned of his fate after the Wars of Dominion, and many assume he was slain by the lord of Ky’taari in the final battle...

*Texts
Year 2361, Third Age of Ire*

DECADUS BARRUS (TRADER-PRINCE)

Either those tapestries go, or I do.

Last words of the infamous trader-prince Decadus Barrud, who died penniless in a convent of Eissa

EARTHWARDENS

Walk the way the fishes know
Safe beneath the domain of storms
Living stone arches above
All life allied; the world is one.
Entry is gained by knowing the key
Clues aplenty left by the door where
The fish speak

*Translation of an Earthwarden Codex
Interregnum, date unknown*

ELOR ONCE DARK (LOREMASTER)

OF THE SHARDS

Kadæna owned the Lat and so ruled them. Yet, she was cool to speak to others than the I-Lat Norg. Of these there were six, Shar-Bu the one. It was his terror that killed uncounted hundreds by the laws of the heart alone. His very presence proclaimed the ire of his accursed mistress.

Shar-Bu threw discs of untold natures, resided in high spires, seemed impervious to flame and foil, and killed with a smile; and in the last I should be taken quite literally.

*Of the Shards
Nomikos Library*

GM note: *This refers to the fact that Kadæna created the lat ('group') of shards, and that she didn't deal with any directly except the six lords of the i-lats, and the high lord Shar-Bu.*

THE PRIESTS ARNAK

As we have seen, the Unlife acts through many minions and hides behind many names. In the North and throughout Jaiman it is served by black cults led by priests, servants of what there is called the Iron Wind.

The Iron Wind is known only as a power — and only through its minions. Among these are the Priests Arnak (of High Imla Arna — “The Evil High Priests”), and they are the first to enter a given land that is marked for conversion. They wear the garb of the culture they infiltrate and spread the power of their master not through violence, but by intrigue and knowledge of the superstitions of the people...

Few who have seen these priests will speak of them, but what reports there are seem to indicate that they may be of Elven character. They are learned in geography, language, mathematics, religion and the arts... Some have aspired to

become advisers of the secular leaders, but the more powerful perhaps remain — like their masters — in the shadows.

The Priests are of six distinct orders, and carry rings to identify themselves accordingly.

These rings embrace great power, but their force is channeled toward multiplying the power of their masters. Each ring is tied to its brethren, and the presence of a bearer is known by his comrades such that the pain of one is spread amongst all: Priests Arnak are but tentacles of the larger body, the Order.

Unlike the subtle Priests Arnak, the Messengers bear only death. These assassins understand not such human things as compassion or pain, save only how to use them on others. They appear singly, or in groups of no more than six, riding great fell creatures through the night. They are known to be accompanied by familiars: intelligent animals who serve their will.

c. TE 1200
Nomikos Library

FROM THE HISTORY ARNAK

Six orders like six fingers of the same hand, united yet separate, the Arnak take hold on a continent. Their purpose is the destruction of civilization, the end of life.

Of Gaath is known, the Dragon-cult of the Northern Isles. Few now stand against the Evil which lurks amidst the frozen peaks. Athimurl as well holds sway; the Snow Lion rules the lands of Blue Light.

Of Lyak the Hawk I know little, yet I have heard hints of a dark order in the land known as Tanara...

Dansart is quiet for now. The Desert Wolf rules the windy plains of Zor, dead as the taste of dust. In the silence soon will arise whispers on the wind.

Words of the Priest of Thargondaak now echo across the rolling hills of Taldaar; horsemen hear the call and their reward is madness.

Of Yarthraak I hear whispers most ominous. The Cult of the Sea-Drake awakens to a new realm built upon the foundations of old, yet forged reborn terror and hate. By a dark victory a Crown is the tool of the Unlife.

TE 4150
Nomikos Library

CHRONICLES

GM Note: For this work, see Mur Fostisyr. References are as follows: Chronicles, c. 4200 Third Era, with annotations by the historian Salthay Ryne, Nomikos Library.

EOG AND LAEN

Eog is extremely hard and so brittle that, in its pure form, it is useless. Alloyed with iron and traces of copper, it forms a super-hard yet forgeable steel. Such Eog-steel, I am told, repels enchantments and resists the most extreme temperatures.

Laen well merits its special rarity, formed as it was solely by the powers that shaped the earth. Laen itself is neither rock nor metal, but magic, the trapped energy of the unmaking of

the world within a mineral. Impurities in the host rock give varied colors and properties, as a rainbow depends upon dust for its beauty. Conjure an image of frozen light and you behold Laen, the greatest natural treasure of the world.

Nature guards her hoard well: Laen can only be hewn from the surrounding basalt with the utmost patience before it will assume the shape for which it is prized. Pride is taken not only in the finished product, but in the effort and materials whereby it was created. White Laen, which is actually clear, predominates, for it is both the most available and the strongest variety, being pure. Other varieties are red, green and blue (which resist fire, magic and cold respectively), and a much rarer silver Laen, which is neutral and extremely receptive to enchantment.

I had thought to describe the beauty of the Laen sword my companion, Ydirak, showed to me, but words do not suffice. Ages ago, a high Laenworker with his own hands recovered the magic rock. Perhaps he endured the frustration of a dozen or more smeltings before he found a sample containing raw Laen. Heating it to a point where the ordinary rock around it melted away, he began to work it to the desired shape, for Laen can not be cast, and must be caressed to form. With Eog tools it may then be sculpted to perfection. Years later a Seer had blessed it and imbued it with magical power. In but an instant it could cut through plate armor without dulling its magnificent edge, and lucky was Ydirak to win the right to bear it.

TE c. 4300
Nomikos Library

ERIDAN SKY TRADE ALLIANCE

Wherever you want to go, we can take you;
Whatever you want, we can get it.

Slogan of the
Eridan Sky Trade Alliance.
Eidolon

FENRIK ELVAR (ALCHEMIST OF ARION)

... Tethior and Andraax took thought, and together they devised the recipes which would bring forth wondrous devices of steel and laen and jewels. First came six crowns for the kings and queens, enchanted diadems which could take on the practical form of an ornate helm of war. Next followed glorious blades to be wielded by the Kings' Champions. Aid for these was given by Tethior's younger brother Krelj — a promising sword-maker...

Finally, with the aid of Andraax's powerful spells, the most subtle items of all were made: the Six pendants to be worn by Royal Councilors. Lovely glittering orbs, imprisoned in each the heraldic beast of the realm...

It was not surprising that the design if not the wondrous powers of the Pendants was copied by many of the apprentices at Arion and elsewhere. No doubt there are many baubles now made in flattery of the Six, but pale and dim by comparison...

*On the Making of the Jaimani Royal Artifacts
SE 3890
Nomikos Library*

GARATH OF CARLSDALE

My brother and I rode so fast I swear that Teris could not have caught us, for our horses were as afraid for their lives as Daric and I. Even that Messenger of the Lords of Orhan could not have outrun the winged horror which pursued us. Its skin was aglow with a burning red light like coals in a fire, and a foul stench swept before it in a hot wind. Twice the height of a man, the beast was from the Darkness, a demonic lord summoned by our own foolishness.

Daric sensed that the spell was going awry before he finished the second chant, and we fled that ancient ruin, hoping that the wards would hold. Little did we suspect that we could summon forth such a terror as this... an Ordainer of the Dark Essaence. Our only hope was to reach the Place of the Old Race on the Jareth Plain a few kilometers away. Surely nothing evil could pass that ancient ring of stones.

I cried out with joy as I saw the dim blue glimmering ahead; it seemed as if the Standing Stones of Nilôm were already aroused by the nearness of the demonic presence.

Almost - almost to our goal! The outer ring of standing stones was but two hundred meters ahead... then a wall of fire leapt seemingly out of the very earth to obscure the blue pillars. My horse reared and I reined it around, only to see the smoldering form of the Ordainer shambling towards us.

I knew then that we were lost.

Journals

GARL V'SHAAN (LOREMASTER)

Andars and I entered a large chamber, bare except for a single glowing orb in the very center. It spoke as we stepped within, a booming sound that nearly shook me out of my breeches. The sphere flickered as the sounds echoed through the room, a tongue that seemed familiar, yet I could not discern the words.

Then the orb suddenly burst into a flare of rainbow light - and the room was gone. We stood in a strange place, flanked by towering pillars of what looked like glass and silver. Overhead wingless things darted at impossible velocities. And all about us swirled a cacophony of strange sounds - and people stranger still. Though most seemed human, they walked with monsters of unheard of form. And all wore strange garments. We had been teleported to another place!

Then, barely had I begun to grasp this new reality, when it rippled like a reflection in a pool. Even after that I was unprepared for our new location.

Darkness was all around us, but a darkness thick with stars. Andars and I stood on a rock no more than ten feet long. We were drifting in the black emptiness of space! I was seized by terrible vertigo, and my legs gave ways as I fell to the rock.

Andars fell next to me whimpering and out little platform bucked unsteadily. What nightmare was this? Our boat-like rock wheeled about to face what must have been a world. It was a great globe hanging in the void, beautiful and terrible in its blue-green immensity. A crescent of it exploded with light as the sun rose from around its curving horizon.

Then there was a sickening sensation of falling which ended with a bump. Andars and I lay in the domed chamber again. The sphere in the center was speaking again, clearly asking a question which we could not fathom. We retreated.

HURICH OF HAALKITAINE

The Oracle of Syne (I. "Gift") is said to dwell on a cliff-side, high up the face of a bluff, a great arched doorway, on either side of which stands an eternal Warder. Some say the Oracle is fickle; others say that it is all-knowing...

The Oracle hides amidst the ruined city of Lomh, dwelling place of kings long gone, on the mesa of Omrih (OZ. "Mighty Stone"), supposedly built by the refugees of Zor. Fashioned after the Devastation, this great city only stood for a millennia, being fled prior to the Wars of Dominion. It appears that the residents vanished, leaving no trace as to their whereabouts, never to be heard from again. It is assumed they joined the Armies of the Phoenix against the Gray Horde, their small number being assimilated by that powerful land...

Once again, the past falls into obscurity...

The stone which the city of Lomh stands upon is made up of almost pure granite, and the City was quarried from this dull gray rock. Sorcerers of Zor carved down into the rock (taking perhaps an average of three meters of the top of the mesa within the perimeter of the city), and built up with it, warding it and reinforcing it with magic. Many of the structures reinforced with magic have stood the test of time, as they were built over 5000 years ago and don't look a year over 3. Others not so lucky to have structural wardings have met an unfortunate demise; they have crumbled to the ground, and been worn by the wind and rain of millennia.

All in all, it shows none of the flamboyance of earlier architecture, as finally the mighty Zori were humbled by their demise. This architecture, which marks the sub-period Lorrelan Sorci cube-form, is perhaps the only one of its kind. It reflects the mood of perhaps one of the greatest Mages to live through the cataclysm of the Devastation: Lord Lorrelan of Verzor, Grand Vizier of the Gryphon, Master of the Three Realms. The style is characterized by the shape of spell; supposedly modified Disintegration and the like. While I do not confess to know the magics involved, it is apparent that the clear angles are the work of spells specifically designed for the task, or the Nom-ri...

*Tales of the Zori and their Descendants
TEI 3586-7
Gryphon College*

ILMARIS TERISONEN (LOREMASTER)

My fellows, know this: gone are the days when Kulthea was a garden. The chill breath of the Unlife is freezing our world to death.

*Speech to the assembled Loremaster Council
Karilón, 2250 Second Era*

There was a light like a thousand suns rising suddenly, but it was in the north, not east over the mountains. I turned away from the brilliance, but a moment later I was assaulted by the sound - and a hot wind which nearly knocked me to the ground. I did not realize it then, of course, but I had just seen the end of Zor.

4980 Second Era

IMPERIAL KNIGHTS OF RHAKHAAN

*Fie on Goodness, Fie!
Fie on Goodness, Fie!
Fie! Fie! Fie!*

Five months of kindness to your neighbor,
Making sure that the meek are treated well;
Five months of philanthropic labor,
Lord's truth to tell, Cay this is hell!

(chorus)

It's been depressing all the way, (Another ale! Another ale!)
And getting glummer every day (Another ale! Another ale)
I want to burn a little town or slay a dozen men...
Anything to laugh again!

(chorus)

Lechery and vice have been arrested
Not a maiden is ever more in threat
Virgins may wander unmolested!
'Aye and well met;' gad it's a sweat!

(chorus)

There's not a folly to deplore (Another ale! Another ale!)
Temple confession is a bore (Another ale! Another ale!)
I want to spend a tortured evening staring at the floor
Guilty and alive once more!

*Fie on virtue! Fie on mercy!
Fie on justice! Fie on goodness!
Fie! Fie! Fie! Fie! Fie!!!*

Drinking Song

KABIS

Your souls are wisps of air I inhale to Dark Oblivion!

*The only quote attributed to Kabis,
authenticated by Andraax.*

KIER IANIS (PRINCE OF HELYSSA)

We have a saying in Helyssa when someone tries to convince one of us of something that is patently untrue: «If you believe that, I have some farmland in Saralis you might be interested in.»

KIRIN T'THAAN (LOREMASTER)

More mysteries, more history may lie in the deeps of the seas than in all the lands of the world.

*The Record of Years
Karilón Archives*

Imprisoned Kabis resides behind a guarded gate,
Now he rages beyond our world,
Best forgotten, there to remain!

Suffering eternal unfree,
His grip no longer extends,
Not even to the Void!

Leave Kabis out of all thought,
Write not a word or sing a tale anymore,
Lest this dreaded Prince of the Unlife hears you and answers!

Quoted at the close of the Wars of Dominion

KULUKU

Xuul!
Master of the sky,
Giver of life,
Hear our cry!

Xuul!
Fell from above
Master of air
Receive our love!

Kuluku ritual chant

KURIAC SU

Ugus was lord in Lu'nak. He ruled the Blue Forest for two centuries long ago, implying power and plenty to those around him. Yet, he was too weak in arms; only the dense tree-laden land gave shelter to his warriors. Still, the minions

of the Unlife were broken many times, and the siege became long and hard. Time was the tool of the dark. The Priest Arnak felt the pangs of wait, however; and his master had an awesome wanting which could not be swayed. Thus came the new strains bred upon the Fustir and the Demon. They came as six and sixty, led by one standing some three meters in height. And they were cruel beyond hate. Uttermost evil floated in their wake, as the cool green coats blended among the boughs of the great trees; few fled; all died.

To this writing, it is said these were the instruments that slew a land altogether, sparing only the youngest of Ugus' daughters for the Sorcerous Priest that was their mentor and master. In three days the army that had so proudly stood fast for four faces of Orhan bled their last cries of freedom. All of their four thousand saw the rays of light no longer. The silent, swift breeze in the trees had passed, leaving no life. The chill breath of the Iron Wind had come to stay the land.

As the largest of the six and sixty stood forth, the foul lords of Gaath settled to divide the soils. This, the leader of the Ku'ul, or so it is said, was one called Shar-Ti; he wore deep brown, with a helm of shimmering crimson. He ate the brains and bowels of Ugus Fost, taking the organs from the living body of his mannish foe. So darkness devoured Lu'nak.

Lu'nak was the last of the northern forest realms, and was given over to the masters of the branches to mark their lives in the trees they so coveted. Only there did the Priest of Unlife relieve the soil of his haunting desolations. Even now it remains a land of great trees and hardy woods. Should the beasts that ravaged its people ever be cleared from this planet's fair face, the lovers of the yew will once again see what Iloura meant by the "lords of the land."

*Annals (4166),
Transcribed by Elor Once Dark.*

KY'TAARI

In the days when men and Elves first saw the beauty of the world, and all was new, Ariaana bore the Sun into the Sky for the first time.

Many who were living in the mountains of the north saw the golden orb and worshiped it for its warmth and light.

Perceiving these people, who were of mixed human and Elven blood, Ariaana found them pure of heart, and worthy of her blessing. Thus did Ariaana leave the Sun and come to earth.

The chosen leader of the Ky'taari was Aratur, the strongest, wisest, and most fair of their people. Ariaana came in the guise of a tall woman with golden blond hair, tanned skin, and eyes of gold. Aratur took the lady of the Sun to be his bride, for he loved her and she him above all others. Of their union were born two mighty children, one of each sex in the image of the parents but with eyes of gold.

Ariaana and Aratur departed the world as the children of the Sun came of age, leaving behind the fair to continue their rule. Aasan, their son, became the first Ataarn of the Ky'taari, and he was a great warrior, never stayed in battle. Aara, the daughter of the Sun, beheld before all others the true religion - the worship of the Sun - and brought this wisdom to her people. And in the keeping of each, to safeguard her people, Ariaana left a great artifact: a sword for Aasan and for

Aara a pendant of Crystal - The Pendant Taynaar and The Sword Ashaanaar.

Excerpt from the 'Book of the Ky'taari.'

LERIANIS OF NOMIKOS

For many years only petty warlords ruled the lands of Jaiman, despite the efforts of the Loremasters and a succession of powerful individuals all determined to unite at least a significant portion of the continent. Meanwhile a dark force known only as Lorgalis the White settled on the isle of Ulor, and in but a few years fortified it and then seized the lands of Xa'ar and Ly-Aran. It was feared that this Lord - suspected to be a servant of the Unlife - would soon send his armies swarming over all Jaiman. He as yet did not have a foothold on the main shores of the continent; any action to stop him would have to come soon.

The High Council of Loremasters met and debated the problem, deciding at last that stronger guidance was needed. Loremaster Kirin T'thaan objected, but the majority held the day: Order was necessary or the Unlife would prevail. Andraax took thought and traveled to the land of Valemarna - home of the Lord Alchemist. The two united their skills and knowledge, and the Alchemist toiled for many years in the design before the Six Crowns came forth. These items were of surpassing power, empowering the wearer with arcane abilities and the insight of rulership. The Crowns were of the Essænce - one with the Flows and so able to tap the unlimited forces of the World. Within each Crown was a Pattern, and by that pattern were the very lands organized. Borders were set and maintained by the power that was within the Crowns. They could not be violated. Only the strong could tap the full powers of the Crowns - the six Lords destined to rule as selected by the Loremasters - and only the reigning monarchs' designated heirs would be able to wear the Crowns and claim their lands. With the Crowns came Swords, powerful tools of the chosen champions of the kings; and in addition were six Pendants, amulets to be borne by appointed advisers to each monarch - men and women of wisdom to temper the fiery spirits inherent in the passionate rulers. The Crowns of course would also do this.

Varis Faslurin was first given the Phoenix Crown, and with it was granted central Jaiman: the realm of Rhakhaan. Durók Arain received the Pegasus Crown and the eastern land of Tanara. Isara Lankôr, awarded the Gryphon Crown, consolidated Northern Jaiman as the land of Zor. To the northwest the men of Saralis stood forth, and their lord Raal accepted the Wyvern Crown; Queen Laria of U-Lyshak in the southwest took the Sea Drake Crown, and Jari Rilis was granted the Unicorn Crown to rule the easternmost land - the great Elven isle of Urulan.

All seemed to go smoothly for many turns of years. For nine centuries the Six Realms grew rich, powerful and secure, each country with defined borders, friendly with its neighbors and presenting a united front against any military assault by forces of the Unlife. The Crowns were mighty artifacts indeed, but as such they tended to weigh heavily on their owners after a time. The same attributes which allowed a given ruler to maintain absolute control over his or her land also tended to restrict his thought patterns (necessary to

prevent border disputes and expansionism). Of course, the entire situation was somewhat subjective and artificial. Rulers began to don their Crowns less and less frequently - realizing that while they did not wear the Crown they felt greater freedom of thought. When this occurred, the agents of the Unlife saw their opportunity to sow dissent. The Swords and Pendants were not restrictive like the Crowns - though each held a spirit of its own. Only the Crowns controlled the very land and held the borders.

Each ruler knew intuitively that - even though he or she did not wear the Crown and so could not exert the mystical Earth-Essænce power over their land - while the other monarchs wore their Crowns, they had no desire to assault a neighbor. It was only when two or more leaders abandoned their Crowns that strife was possible; or when there was an outside threat. All knew that the Crowns brought security, but stifled initiative. The more self-assured grew impatient and desired to expand their lands. The Crowns would not allow it. Dissatisfaction arose.

This problem was exacerbated by the arrival of certain men, seemingly with great knowledge and wisdom, from the east. They were more free with their lore than the almost grudging, always condescending Loremasters. These Wise Men counseled the removal of the Crowns, saying instead, "Who rules when you wear the Crown? Not you, my friend, but the Loremasters far away. They control you as a puppeteer manipulates a wooden dummy! Would you have such a master?"

The plans of Andraax and the Alchemist began to crumble before their eyes.

The first to fall was Zor, the largest of the Six Realms. King Haril Kitaan VI listened to the words of his Court Seer, the Lady Yalaan, and refused to put on the Crown at his coronation (and so never even received the initial Patterning which allowed full use of the Crown's powers). He heeded not the advice of his late father's adviser Temeris (who wore the Pendant) and began to seek for ways to expand his realm. The other five Crown-kings were disturbed by this turn of events, but Haril remained on friendly terms with them - and in any case their lands were unassailable: no one could stand against the full might of the Earth-Essænce. However, Haril acquired the Mur Fostisyr, along with a number of western islands previously independent. At Yalaan's urging he began to seek for ancient relics of the Lords of Essænce - items of power from the First Era. One mighty device was indeed found - to the utter undoing of Zor. A strange metal sphere was brought to the capital city; Yalaan declared it an Orb of Power. Temeris fled the city, taking with him the Crown and Pendant. He barely escaped before the Orb's power was unleashed - vaporizing the city and turning the surrounding land into a desert for a hundred kilometers.

The Tanarans were the next to succumb, though in a different manner. Few now know that the original Lords of Tanara were the ancestors of the Dúranaki people. A proud and fair race, they built gleaming cities on high peaks and delved deep mines. Their craftsmanship was renowned. With the aid of the Pegasus Crown, they tamed the Steardan and rode the winged horses all across Jaiman. Craft and Spell were their ways, and few rivaled their skill in either. Once again, though, came men from the north who called themselves the Sorcerer Sages: men with great knowledge of

the Essænce, and strange powers. The Tanarans, with their lust for knowledge, succumbed quickly to this lure. Lord Kerr Arain VIII rode north with the Sage Teleus and never returned. The fates of the Pegasus Crown and Sword remain unknown. In the ensuing confusion, Tanara was attacked by a force from the north, demonic creatures and evil men astride black unicorns. Most Tanarans were slain; the few survivors were driven underground. They have since evolved into a paranoid, subterranean culture just now returning to the level of technology and social sophistication they once had.

Even as the Tanarans were being seduced by the words of the Sorcerer Sages, Saralis and U-Lyshak were suffering similar fates. Both fell to the seduction of treachery, and once-great realms descended into barbarism.

Meanwhile the King of Rhakhaan was listening to the advice of a man who called himself the Magician. The Mage, a powerful magician and clearly a knowledgeable man, counseled King Arej Faslorin IX that there were vast lands - since left nearly vacant by the Zorians - which were ripe for conquest. Arej was reluctant at first (the Crown's power still held him somewhat in thrall) but after a few years of careful maneuvering the Magician had his way. The old lands of Southern Zor were annexed. Soon other ideas came to Arej's head: he was too tolerant of Elves; those immortal creatures were taking advantage of him. Only four realms remained on Jaiman anyway - and why shouldn't Rhakhaan rule the entire continent?

The chaos on Jaiman culminated in the Wars of Dominion. Although the forces of life were victorious, conflict soon resumed between the kingdoms of Jaiman. All the while the Loremasters agonized over their failure and were in doubt over how to correct it. Some suggested drastic corrective measures while others counseled restraint: too much damage had been done already through interference; only more pain could result. It was not long before Kelir IV named himself *Emperor of Jaiman* and attacked Urulan. The war lasted for five hundred years and was inconclusive. Though the Unicorn Crown protected the borders of Urulan, her people suffered from the isolation. In addition, there were many Elven settlements in Tanara and southern Rhakhaan, all of which were either destroyed or their inhabitants persecuted. Finally Arej XI died - assassinated by an unknown murderer, his plans unfulfilled. The realm fell into anarchy, a number of heirs vying for power. Two brothers and a number of cousins began to break off their Duchies and Earldoms. Arej's only child was a son, Jehiil, who took the seat of power but was unable to consolidate his position as true Emperor of Jaiman. While he refused the Crown, he was more moderate than his father. He disliked the Elven-kind, but was unwilling to launch an effective assault. Rhakhaan declined into a small, threatened land for many years.

Weakened by the continued assaults by the Rhakhai, Urulan was unable to weather a plague which wiped out most of their crops, and a series of unnaturally harsh winters. The various shore villages were cut off from each other across the mountain passes. Then came an earthquake which destroyed the capital city utterly, sending it into the ocean - along with the King, and no doubt the Unicorn Crown.

It was only with the ascension of Ajkara III that Rhakhaan achieved unity again. Hardly had she inaugurated her court, however, when the Magician appeared. Whether a descendant

of his questionable predecessor or the same man, he somehow made his way into Ajkara's inner circle of advisers. She, however, had somehow acquired the Phoenix pendant, and the aid of one Jeril Sumnari, a Loremaster. Sumnari and the Mage were frequently at odds, and Ajkara was wise enough to play one against the other. She even survived an attack by a spectral creature described (according to records) as the "Wraith Lord," apparently a powerful manifestation of the Unlife. Ajkara was only saved by the Phoenix pendant. Soon afterward Ajkara renounced her rule and fled with Sumnari to an unknown destination. She left no heir and Rhakhaan was sundered into its provincial holdings - which warred amongst themselves until the entire fabric of the civilization was destroyed.

TE 6020
Gryphon College

LLYORN (THE GIFTED)

THE CALL OF THE DRAGON

The Dragon is an ancient creature, both terrible and wondrous, both living and Death. Dragons have seen the dawn of at least two ages of History, as recorded texts in the fabled Library of Nomikos have shown; the Essaence Wyrms have challenged man's (and Elves') authority since the dawning of the Second Era of Ire.

No one knows quite where these creatures of might and myth came from. Perhaps they are not even of this world. Certainly they are one with the Essaence, power given shape and form, gifted with vision and cursed with vanity. They are wholly unpredictable creatures.

Ancient tales speak of men (and women) who would call themselves Dragons, humans who could become drakes (or was it drakes who could become men?), few in number and fortunate for us. But to what aim? Could it be the nature of the beast, or is there some purpose to this monstrous and splendid duality of form (and who knows what else?)

What is certain: Dragons are unstoppable sentients, a force that even kings must bow to. That is, unless those kings had claws the size of children and fangs that dripped Karoush venom. Unholy in their might, and vicious to the end.

"Taste the wind with carbon tongue
and raze the land with burning lung,
Lift the wing on Orhan high
a jagged trail that clouds the sky

Sacred Wyrms of eons dawn
Kulthea's child born into light,
Master of both body and soul
body of fire and soul of night

Ancient forces spawn the Drake
Essaence bound and magic-made
Thirst for power rarely slake
For never said were Dragons staid.

THE STORY OF THE CROWNS

Llyorn: Darkness came to the Land, and realms fell. When exactly and why, only the Lords of Orhan know. But came it did. And when the peoples of the Land beheld the Darkness, they fell in sorrow and blood, fear and pain. Their lives were extinguished and their bodies used for the swelling armies of Demons and Troll. A Dark Lord led this monstrosity against nature and its inhabitants. One by one the western realms fell, first the land of Ly-Aran and its powerful army, then Xa'ar and the warrior-priests of Phum, and then powerful U-Lyshak in all its glory, though it was known by another name at the time. They charred a black path into the heart of U-Lyshak, forever carving the Alunn Road into the skin of this fair land, as they continued their march towards the Rhakhaan armies to the east.

The protectors of this land and all lands, the Loremasters, that secret cabal that even I balk to hint at, became worried at the progress of Evil, and were moved to stop it. The birth of Tethior the Smith centuries before, perhaps the greatest of Enchanters to ever live, gave form to hopeful dreams. With the help of Andraax, one of the Ancient Ones, Tethior's labors became items of such power they bent the very Flows to their will. Six Crowns were created, six pendants, six swords. Each of the Six realms of the day received a crown for the King, a pendant for the Vizier, and a sword for the Champion of the King's armies. The Phoenix, the Gryphon, the Sea-Drake, the Unicorn, the Pegasus, and the Wyvern. The result was lasting; the armies of Darkness were held at bay for generations, centuries.

But then came the Wars of Dominion. And all things changed.

Unspeakable horrors poured forth from the bowels of the earth, unleashing their hatred and foulness upon our ancestors. This war lasted centuries, Darkness devouring the delicate flesh of society, until nothing was left. All was seemingly lost. And then the Lords of Orhan came and walked the Land, Gods did battle with unholy spirits and monstrous Ordainers. And one by one, the Dark Gods were imprisoned, and the Land, though twisted and fragmented by the impossible power released during the battle, fell silent, as if mute. The residents of this fair Land breathed a sigh of relief and counted themselves among the lucky ... and the few. This was the closing of the Second Era of Ire.

(A brief silence, and a look to the stars).

Barou: And what of the Crowns now?

Llyorn: Lost in time, my friend. The crowns adorn the heads of Kings no more. Unless, of course, Frelík, cousin to Jerrin III, Emperor of Rhakhaan, is to be believed. He has supposedly stolen the crown and retreated north into the plains of Zor. Jerrin III has labeled him a traitor. A dangerous man it seems.

Karstia: Certainly this is not the problem of these hardy folk. Rhakhaan might as well be on the other side of the world.

Llyorn: Closer than one might think I suppose.

BALLADS

(I)

Rage is the storm of destiny, calling
Dark is the clash of war.
Fate is the form of nations, falling
Rotting from the core.
Six fingers touch and burn the land
Their presence felt, but shadowed hand
Is never seen for subtle is their roar.

Power is the goal of leaders, grasping
Knowledge is an open door.
The turning of events depends
On what has come before.
So darkness stirs and walks among us
Ancient paths that fast become us
Foul tragedy has blossomed from their sores.

(II)

Seek ye the ancient paths
Find that which is concealed
In unfortunate disregard.
The contemporary
Sports a profane allure;
Offending the wiser mind,
Offending the wiser mind.

It is not that the new
Has nothing to offer,
But that the old is essential.
It is the rock of new walls,
It is the words of new thoughts.
It is the principle of planes.
It is the principle of planes.

That which is right is right.
Nothing can be gained in walk
Which abandons truths found before.
The obvious is so
Frequently overlooked
It almost always should speak.
It almost always should speak.

Seek ye the ancient paths
Find that which is concealed
In unfortunate disregard.
Enlightenment gives wings,
Power forgotten yet
Gives might to one who is wise.
Gives might to one who is wise.

LORDS OF ESSÆNCE

It is only after centuries of study in other planetary systems that we have been able to decipher the mystery of our own home. The strange and unique perturbations of our world have finally been isolated: Kulthea is on the threshold of a radically different universe. This planet stands just outside of a gateway to a plane of existence which has physical laws we cannot begin to understand. The basic rules which govern the conservation of energy and [untranslatable] mean nothing there. Thus, Kulthea is a place, perhaps not unique, but certainly unusual. We have access to energies - flowing through this invisible and intangible corridor - which have no explanation. We only know that they exist, and are powerful beyond our reckoning. A few of us can even channel this power...

*Fragment of a First Era record
transcribed from a Lords of Essænce speaking crystal
(approximately 130000 years old)
Nomikos Library Special Collection*

LOREMASTERS

AXIOM

Knowledge is the greatest of all tools, for it can sculpt the mind.

Knowledge is the greatest of all weapons, for it is as powerful when withheld as when wielded.

Knowledge is the greatest of all fortresses, for it travels with you.

Knowledge is the greatest of all burdens, though it weighs nothing at all.

Knowledge is the greatest of all addictions, for the more you learn, the less of it you know.

Karilôn

THE BOOK OF PRECEPTS

The Essænce ebbs and flows, but the scales return to balance. Each time you take from the Essænce, you must in turn give back. For every day there will be a night; for every life there is a death.

Karilôn

TOME OF THE LOREMASTERS

After the long night was ended, the free people came from their caves and forests to work the poisoned land. Most beautiful were the dark folk of the fiery island, for they loved their new world and gave it life. But as summer is fleeting, so were the people of the god-King, for they rode the Essence and vanished in a day (...)

In the end we gave way to the cries of the Pure Essence users, and the children of the white sun came in all their glory, to quench their flames in the cold winds of war...

SCEPTER OF THE LOREMASTERS

«Sisters and Brothers, we have before us a dilemma. The Scribes of Nomikos have encountered discrepancies in

records of the time immediately preceding the Great War. Specifically, the fall of U-Lyshak in Jaiman has captured their attention as a pivotal event, and they have asked our aid in clarifying incorrect data,» spoke T'than.

«Brother T'than,» replied Juori, «we are not responsible for the accuracy of the information in Nomikos. I am not inclined to clarify events of that era and present is as the 'Word of the Loremasters.'»

«Nevertheless, it is my belief that entering a more factual tome into the Nomikos collection might well serve our purposes,» argued T'than. «Thus, I require your accurate recollections of that time to supplement the information I have already gathered...»

*Recorded into the Scepter of the Loremasters
during a secret meeting of the Council.
Tower of Winds, Karilon,
day 13, Orhan 2, 3266 TE*

DRAGONLORDS

While all dragons are intelligent, sentient and powerful creatures, the Great Drakes are all of surpassing cleverness and unimaginable might. Each is master of Arcane Power and could stand against a Lord of Essænce as an equal.

Among these great beings is a group who call themselves the Dragonlords, and of these there are now only a handful in number. All are thousands of years old, having survived the Wars of Dominion. Some rule lands, while others hold only their citadels and operate in more subtle ways to gain power and ever-greater wealth.

All of the Dragonlords have the power of Shapechanging, allowing them to assume human form (among others). This has advantages in that they are able to move about freely in a world dominated by humanoids. The disadvantage is, of course, that they are more vulnerable in human form; theirs is a true shape change.

The origins of the Dragonlords are shrouded in the temporal mists that divided the First and Second Eras. It is believed that an order of the most powerful Lords was formed sometime in the Second Era, its purpose to promote the dominion of the Dragons. The Master Smith Krelj aided the Lord Oran Jatar in the forging of the Dragon Helms, which allowed the Lords to remain in human form indefinitely, and use their devastating breath weapon with almost full potency. These items have greatly enhanced the scope of the Lords, and they control formidable cults of followers.

If should be remembered, however, that though these Lords may appear as humans (and in fact spend much of their time in human form), they are alien creatures. Great Drakes do not think the same way that humans (mortal or immortal) do; they are indeed Dragons.

LYDEK TERISONEN (LOREMASTER)

Ûtha was the first of his kind: the masters of the Flows. Power was in their hands, and the shaping of the lands was for them an easy task. The world was yet young and warm with red-hot rock which ran like rivers across the steppes. Ûtha and his people were wise and sought to temper the wild earth and still her uneasiness. But there were those among the masters, led by a woman, Kadæna (I. "the slayer"), who sought to disrupt their ways, and there arose a great conflict. This was the First Era.

*2267 TE
Nomikos Library*

MARET SKELDO

I could hardly believe our luck - we were no more than an hours from the port of Orian, up from the unhappy little town of Qye. Maybe those tales about a giant kraken in the Sea of Votania were really just no more than tales. Going by ship saves days over traveling by land. Hard to believe that so many crusty mariners would be afraid of a rumor though...

The sun went down and darkness swept across the waters all around us. I felt a cold wind on my face; saw clouds moving in from the north. Looked like a storm coming... then suddenly I was thrown off my feet and nearly over the balustrade as the ship lurched backwards. Had we hit some hidden rocks just under the surface? Then I saw them - two then three, then more, like huge blind serpents coiling over the rail and onto the deck: tentacles. One knocked a man overboard as you or I might swat a bug. Then another wrapped around a crewman and lifted him into the air like a doll, screaming. Other tentacles, dozens of feet long, gripped the ship, and we began to list badly to starboard. The first mate was yelling for everyone to grab harpoons and swords, but it seemed like there would be no stopping this monster...

(of the Trader Ship 'Blue Morning')

NAVIGATORS

A river of power, the Essænce flows through time and space, touching everything with energy. The master of the Flows is lord of the Shadow World. *We* are its masters.

*Navigation Introductory Course,
Nexus*

The Flows are paved with Gold!

Navigator Adage

NELDEN VIIRS (LOREMASTER)

We had known that the Man with no Name was in the city for nearly an hour; it was inevitable he would come to the

palace. Nevertheless, there was a stir at the gates to the throne room. The Hutarn's stocky guards stood ready with their maces, while his advisers and I clustered to one side. Sidran rose from the bejeweled Butterfly Throne in a rustle of golden silk and nodded to the door-wards.

The wide doors swung in, and, amidst four impressive Changramai, the Nameless One entered the chamber. Against the white and silver of his guards, the plain ebony robe of the foreteller of doom seemed almost anticlimactic. However, the Nameless One carried himself like a lord, and his hood was thrown back to reveal his face - the face of a K'ta'viir.

Not that his outward appearance meant anything. I cast every spell of detection and analysis I dared against this visitor, though I knew it was poor manners. So was not revealing your name. I was not surprised when my probing revealed exactly nothing. He was there in the flesh, but beyond that I learned nothing. I could not even be sure whether he was Man, Elf, or other.

It was only as the visitor drew close that I could see the fine work of his robe. It was embroidered along the hem and cuffs and collar with beautiful silk designs. The tailoring was exquisite.

All the while Hutarn Sidran waited stoically, his almond eyes betraying no emotion.

The Nameless One stopped a few paces away and bowed low. «Thank you for seeing me, Hutarn.»

«I would welcome you to the land of the Nuyani, but my words would be empty.»

«I understand. But I do not cause these misfortunes; I am merely a harbinger. What you do with my warnings is your responsibility.»

«Speak then.» Sidran settled into the throne.

«Your most prized possession other than the lives of your loved ones will be taken from you. Then and even worse, even those you cherish will be in danger from a killer who comes by night and day, a murderer whom locks cannot bar and armies cannot stop. The most vigilant guard falls to his invisible daggers.» The Nameless One paused and pulled his hood up to cover his face again.

«That is all?» The Hutarn whispered, a man stricken.

«That is all.» The unwelcome visitor turned and left the hall.

TA 6019

Transcribed by Looma T'tornian

Scribe of Nomikos

TA 6023

NOMIKOS SCRIBES

Books are the substance of History, the vessel of Understanding, the teachers of Wisdom. They hold the Past so we may know the Present and comprehend the Future.

Creed of the Nomikos Scribes

OHDI ROSSOMER (MERCHANT)

So it was, we arrived in fall and stayed through winter until the bay thawed.

Abbeyville, in my eyes, is a tempered place. The people are polite and honest. The spices and ceramics I came to sell were bought at higher prices than I thought I could get away with. Not that I cheated anyone; they made the first offers! With the money I gained I have purchased fine glass and gem work at a reasonable volume price. My heart sings with joy just thinking about the potential profits!

This city Abbeyville is of thoughtful design. The docks were of impressive construction, likewise were the walls of the city itself. Of particular note is the Arena, a structure of grandeur, and, on particular occasions, filled with festive people cheering or jeering at the spectacles. It was too much for me to bear; yet these locals seem to live for it.

There were two things that did bother me. My ship's carpenter was expressly forbidden to perform any work while in the city unless initiated into the Crafterguild. The other incident was when I met with a strange man in a dark cloak who informed me of 'certain situations to avoid or face death at the hands of unknown killers.'

And I declared, "Who me?"

*An excerpt from his sailing journal,
TE 6051*

PELK OF KAITAINE

"The entrance!" Mirana was triumphant. Vurkanen and I skidded down the riverbank, sending little avalanches of pebbles skittering into the stream.

Mirana, her braids of reddish hair partially unwound, was peering into a thick wall of vines which seemed to cover an overhang about three meters tall. "Hurry! I can see something under here!" she cried impatiently.

Vurkanen Tyes put his hand on my shoulder and shot me one of his 'stay alert, this could be trouble' looks. Then we both noticed his bracelet.

"Sir!" His ancient band, usually a golden-green, was now glimmering with blue light.

Under than curtain of vines was a sheet of some material. If it was a door, it bore no handle or hinge...

My travels with a Loremaster.

RANZI ARAIN (DURANAKI PRINCE)

We entered the forest clearing as the sickle of Orhan was rising above the dense treetop foliage. The obelisk was there, just as the tales had said. But of what use was it? Garrik rushed to the pillar. This was all his idea...

"Well, what is it?" I asked Garrik finally as we circled the five-sided pyramidal obelisk. It stood almost twice our height. The smooth, pale gray stone was inscribed with swirling symbols. I shivered, and not with the chill of the night. It was

a cool evening, but my chills came from an unease over being in this huge dark forest in the middle of the night.

Garrik had assumed his most officious linguist expression and peered intently at the runes. "I believe it is a monument to some Lord of Orhan or another. Something about 'night' and 'sleep'..."

"Fine, now let's get out of here. It's five miles back to the river, and -"

I stopped when I saw Garrik's face, then I looked in the direction of his open-mouthed stare.

There at the edge of the clearing were horrors as I hope I live long yet never see again. I could not even see how many there were, but they made a sickening, slimy-wet sound, and the stink that drifted towards us was a foul stench of rotting flesh.

"Destroyers... Destroyers of the Older Ones..." Garrik was mumbling, but I didn't understand his meaning. Nor did I care at the moment, only wanting to run - and far. But I couldn't! Somehow rooted to the spot, I could not make my legs carry me away. A mist of darkness enclosed the clearing, blurring the trees and even dimming the thin silvery light of Orhan. The unearthly, formless creatures drew nearer, and I began to sense something even more terrifying than their hideous appearance: an alien touch on my thoughts, some foul mind invading my own...

Then through the vaulted corridors of the forest I heard a thunderous gallop, and a misty-white glow appeared far off but rushing towards us with unreal speed. The shadowy mist wavered, and several of the creatures drew back, leaving trails of loathsome slime matting the grass in their wake.

All at once a great light burst into the clearing, at the center of which was a rider all in black but astride a mighty white unicorn. The darkness fled to the perimeter, gathering the protective shadows there. We stood by the obelisk, frozen in fear and wonder.

The rider, tall and stern with sable hair, drew a sword glittering like a clear winter night. It glowed with a pure light and from its tip flared a ray of cleansing white fire. The foul creatures were burned in a flash of light, leaving only smoking trails of their grotesque ooze.

Garrik cried with joy, even as I was still trying to recover my senses, rushing to the rider, calling out his name. Then I realized: Reann, the Master of Dreams, had saved us from this living nightmare.

*As told to Randae Terisonen,
4750 Third Era.*

RELIS CHARISHAANG (BARD)

Nine days west out of the great port of Kaitaine in southwestern Emer, in the 38th day of Orhan Five, 5923, Third Era.

I had believed we were sailing westward throughout the night, but my view of the stars had become increasingly obscured by clouds for the last few hours. Then the sun broke over the glass-smooth ocean... directly off the bow!

I had little care to wonder at our mysterious about-face, however, for the bright rays of Phaon's Scepter illuminated a sight of unmatched beauty: all about us the sea steamed with a low morning mist, but off the starboard bow tremendous clouds of fog billowed up from the ocean tens of meters into the pale sky, aglow with golden-red light. As they gave way I perceived substance within the mist. Cliffs rose up ahead; a rocky plateau set amidst a cluster of verdant isles. Beautiful structures and groves of trees dotted the lower islands, and above this hidden cloister rose Karilôn Castle, home of Lore.

*Journals
Karilôn*

The rain-forest seemed to close in upon us with the darkness, trees and vines whispering as we passed. Even the Loremaster, Luronen Moje, seemed uneasy, occasionally hesitating on the narrow path to listen with those superhuman ears. "We shall be at the Gate soon," he whispered.

The Great Moon Orhan rose in the sky, an intermittent presence through openings in the forest canopy. I began to feel a prickling on my skin like before a storm - and all of the usual forest-sounds had ceased. The leaves had even stopped their incessant whispering.

Then the trees parted and we were at the edge of a clearing. Directly ahead a massive ruin rose, carved of some green stone and polished to a dark gloss. A stairway marched up to a gigantic colonnade where great pillars supported only the sky.

This was a center of power, a focus-point of the Essence. It was also a Gate through which we could pass to other places - even other times, if we wished.

Luronen put his foot on the first step - and a powerful gust of wind ripped through the clearing, tearing at the trees. Then a shimmering green light erupted between the columns. A fork of lightning stabbed down out of the cloudless sky, dancing through the pillars - and around a figure in the center of the Gate.

Someone had arrived.

*Tales
Nomikos Library, Kuvera*

RHIANI

The wind from the sea has lost its water,
the warmth of the sun has turned to fire.
No song is heard, no thought of laughter;
The gods upon Uj have thrust their ire.

Days as hot as volcano's breath,
The night like ice to freeze the heart
Demons walk, souls full of death
The Land of Uj, a world apart.

Rhiani Riding chant

RYLEN ALNESH (KY'TAARI SCHOLAR)

... Gaath holds the Sword of the Ky'taari, locked behind doors of cold iron in a citadel upon foundations of ice. Beware the Unseen Guardians.

*The Sword
Nomikos Library*

SELAS VEY (LOREMASTER)

The chill wind moaned, like a hundred voices calling out a halfhearted warning. Perhaps they had done so to no avail too many times before.

I turned to look one more time out across this valley. 'Desolate' didn't seem like a harsh enough word to describe this tortured land which looked like the life had been sucked out of it. For miles in every direction loomed structures older than any civilization in the world.

Holding aloft my glimmering azure wand, I turned back toward the tomb's waiting maw.

I entered the Halls of the Dead.

*"Notes on Emerian Ruins"
Last Entry, TE 5922*

SEL-KAI SAILORS

From the western sea to the edge of the world,
are ports of every kind
But one city is a dream in the sky:
Eidolon comes to mind!

Her streets are paved with silver and gold
Of pearl her towers are wrought
Name a city with such wealth?
Eidolon, or naught!

Floating on a breast of a cloud
She gleams in the morning light
Who is queen in our hearts?
Eidolon is, by right!

Where else can we spend our gold
on pleasures of every kind
When our pockets are heavy with coin?
Eidolon comes to mind!

Sel-kai sailors' song.

TALIAX CHUN (SCHOLAR)

I believe that our research supports the conclusion that the near planes of the Void are contiguous planes along one track of space-time.

Imagine a point on the ground: this is the beginning of time and space, the Nexus. Radiating from it in every direction are lines of reality. We are but one of those lines, running along the ground, moving further and further from the Nexus as Time advances. We are at a given point. Towards the Nexus is the Past; away and ahead is the Future. Running directly opposite from our direction away from the Nexus is Chaos. Not backward in time because time ends at Nexus; more like a mirror image. This is but one dimension.

Imagine other lines which radiate from the point, all on the ground. These have been known as (ironically, and erroneously, if my theory is correct) the Parallels, worlds similar to our own. The greater the angle, the more at variance from our world these realities are. Infinite numbers of new 'parallels' are created every instant, diverging with alternate realities. This is two dimensions.

Now, imagine lines radiating from the Nexus but rising above and diving below the Plane of the ground. These are the 'Planes of the Void' as they have been named. The six 'Near' planes are those immediately adjacent to us in the Space-time, much the way six beehive cells cluster about a central cell. What's that? 'What about the two Parallels which should lie to either side of our line of reality?' Yes, well, I think you are taking my analogy a bit too literally. They are there, but coexisting in a different material existence, you see. The Parallels are of Existence, while the Six Pales are of the Void, in a way coexisting in perhaps a 'negative' copy of our world.

At any rate, these six nearby Planes are in ways alien, but in other ways strangely similar to our world. The Demons of the Pale are almost human in certain aspects.

Beyond the Six Pales that cluster about our own little line of space-time are the *Last Planes*, those alien places which bear less and less resemblance to our reality. They have never been cataloged; the Sorcerer Kulthog Ruan claimed to have visited more than 300. There are, I believe, an infinite number. We now have - in a manner of speaking - three dimensions.

Now things become conceptually treacherous. The Outer Void is so alien as to not fit into our little scheme in three dimensions, so I must ask you to envision a place which is beyond these three dimensions, a fourth dimension, if you will. It is a place which has no Place, a time where there is no Time. It has no relation to Existence, Chaos, or even what we call the Planes of the Void. It is totally alien.

*Lectures on the Nature of Existence
Nomikos Advanced Theoretical Studies*

TETHIOR THE SMITH

Craftsmen work with Steel. Artists work with Læn. Only fools and geniuses work with Eog.

after purchasing 50 kg of Eog.

TURIS OF EIDOLON

Nyrdru, High Priest of the Galthon, had taken refuge in the Temple of Night, but none of his Demonic servants remained to guard the way. Led by the reluctant Loremaster

Kedrik, we quickly destroyed the heavy stone doors of the unholy place and charged in. He stood at the far end, his back to the marble altar, his once-handsome face now a snarling visage of animal rage and hatred. A twist of his hand and a bolt of dark energy arrowed toward our party. But Kedrik was ready for such an assault, and the deadly force was splattered like water against a scintillating energy shield the Loremaster cast before us.

Then Kedrik raised his hand, and speaking words in the ancient tongue of the Lords, he summoned a spell to Absolve the Dark Priest. Nyrdrü gave a cry which was a sound no human should be capable of: a shriek whose origins were beyond the Wall of Darkness and could only have been the utterance of the Unlife. Nyrdrü's body arched in a convulsion of agony, and - frozen in a contortion of pain - his skin and clothing began to disintegrate, revealing an empty shell within. It was as if his outer appearance was all that remained of him. Burning through in several areas with an orange light, he was soon unrecognizable, and in only a few moments there was nothing left but a heap of smoldering bits of cloth. He had been utterly consumed by his insatiable master.

The Purge of Galthon
T.E. 450

TUROJ MARESKION

Lightning tore through the curtains of rain, while icy winds swept the already tortured ocean unto a fury of foam. All around I could see the tips of icebergs - strange bobbing islands luminous in the electrical light. Day or night, it was impossible to tell - the storm seemed to have no end for our trio of merchant galleys, tossed like so much flotsam. The weather off the Urulan coast was particularly bad this spring.

As if things were not hard enough, I saw a blue-white glow through the heavy clouds. I knew what it was from personal experience; one of the few to survive to see it twice. Bursting through the ceiling of clouds, the monster dove upon the lead ship.

Even above the roar of wind I heard the Ice Dragon shriek, all wings and limbs as it swept out of the sky. Bathed in a misty glow, it hovered before the galley, unphased by the tempest. Then a mighty breath - and a spray of jagged ice and freezing air erupted from its bowels to envelop the seemingly frail craft. Sails were shredded in the deadly barrage, and the ship was abruptly transformed into a sinking mass of crystal.

One flap of its great wings and the beast was gone. Those aboard the remaining two ships counted our few blessings in this cruel place.

Captain's Log,
The Velution Princess

UGUS FOST **(LAST LORD OF THE BLUE FOREST)**

Beware of wooden pedestals,
thrones hewn of ancient woods unbright.

[five lines missing]

And if there should be a stone,
Run and seek safety in open light.
For with a glow and a mist of rouge
there will be no right.
First Six, then one, then all will war,
The land torn by blight.

Journals
TE 4166 (Last entry)
Karilôn; Gryphon College

XIAN HOOJTA **(SCRIBE OF NOMIKOS)**

The Land of the Butterfly shall suffer a winter.
The passing of the Shadow
will bring much sorrow.
But first the Hutarn's hand will be empty.
Heed the whispers in the gale.

Gargarax... Urkanian

The brief unstructured verse above was copied from what is assumed to be the original, delivered to the Hutarn of Nuyan Khôm in TA 6019, 8 days before the Scepter was stolen. The original was written in blood on a parchment. Under analysis, the blood was found to be Elven, the parchment of human skin.

The meaning of «Gargarax... Urkanian» remains problematical.

TA 6033
Nomikos

XYG ARULIS **(THE BLIND SEER)**

Fire, Ice, and Wind
the might of the earth
shall again arise;

The Narsælkin will war
the Black Blades unmade
before hope dies;

Three shall be One
and all will stand forth
When close the Eyes.

c. 4043
Kaitaine

YÆL ZIRIV-KARI **(LOREMASTER)**

Just who - or what - are the 'Lords of Orhan'? Centuries, even millennia of research have yielded little on the nature of these legendary beings. Clearly they are supernatural; the

humanoid forms they assume are no doubt mere conventions for our benefit. But why are they here? Their motivations, while generally benign, seem at times to be opaque to our understanding. In fact, these gods themselves seem to behave in a manner which appears to be simplistic; some of them even seem childish at times.

One would be led to believe that they were no more sophisticated than humans of elves with supernatural powers. But ponder for a moment this idea: suppose you were given godlike abilities. You are immortal, unkillable, and all the creatures of the world are little more than toys or pets. No one has the power to control you or even influence you. You are a god.

Perhaps for a while you behave admirably, allowing only your best nature to prevail. But the ages slip by and benevolence becomes dull. Why not tinker - just a little - with one or two races? Who will stop you? Who has the right to judge you? No one! You are a god!

Soon the tinkering becomes more than harmless. So slowly you do not even notice it, your amusements become more perverse and twisted until you are a depraved creature with nothing left but a gnawing emptiness where your soul once lived.

Perhaps this explains the quixotic simplicity of the Lords: they do not think as we do, because to do so would mean their downfall. Both more complex and more simple, they have a different set of goals and morals. Let us be grateful that they seem to be benevolent.

*'Deities' lectures
Karilôn*

ZENER MORNDAAK (LOREMASTER)

Where are the fabled Artifacts of the Six Realms of Jaiman? Indeed, the tales swirling about the Crowns, the Pendants and the Swords are many and contradictory. Recent events have forced discussion of these items and their locations into the limelight, and as a result, I have been asked to prepare a preliminary report on my findings. Herewith are the results of my research to date.

The Gryphon: Both the crown and the pendant were taken south by the Loremaster Temeris just days before the orb of the Lords of Essaence was brought to the Zorian capital of Verzor. I believe that they are held in an enclave somewhere in eastern Jaiman. While one might draw the obvious conclusion that these items are in the monastic compound known as Gryphon College, I have been to this location and find no evidence of items of power. Instead, it is a rustic enclosure devoted to the study of medicinal herbs and other flora. I saw no evidence of animate gryphons, guardian creatures rumored by locals. As for the Gryphon Sword, tales that it was destroyed with Verzor appear also to be erroneous. The last known bearer of the blade was Fen Uthgal, who happened to be on a diplomatic mission to Tanara when disaster struck. Without a home realm (and possibly mentally damaged by the death of his liege), he wandered the countryside for years. Local legend among the Myri tells of his decision to ask the King of

Tanara to take his life and entomb the sword in the Catacombs of Ūr.

The Pegasus: The Crown - according to the Duranak *Araini* of Tanara, heirs to the ancient kings - is in the Catacombs of Ūr, protected by many unsleeping guards. The pendant is worn by the First Speaker of the Jyaad, T'kaal Arain. Of the Sword no one will speak, and I have found no trace of it since the fall. The Cloudlords may have knowledge of it, however.

The Unicorn: I have spent some time in Urulan seeking knowledge of the artifacts, to no avail. While the widely rumored sense of a hostile 'presence' was definitely in evidence, I was unable to verify any link to the crown. Likewise the Sword and Pendant. I have not returned to Urulan since the apparent breaking of the Crown-spell to verify whether the 'presence' remains, but intend to do so.

The Phoenix: As we all know, Jerrin Arej Malvion Faslurin III initially refused the Crown but his cousin Frelik, Marquess of Nolgara, managed to take the crown and flee north to plot a revolt. To my knowledge he has not donned the crown. The pendant was taken by the Empress Ajkara III in 5121 when she escaped a revolt of the nobles. It was subsequently lost. The sword was believed to be held in a vault beneath Haalkitain, but when it was to be brought forth in 5899, the chamber was empty, the sword apparently stolen by subterranean creatures. The fact of the missing Sword is not common knowledge. I should note here that the chambers beneath Haalkitain Palace are quite labyrinthine in nature, and I suspect they might connect to much older passages. I recommend further exploration.

The Wyvern: The Wyvern Crown of Saralis was cleaved by an Ordainer's sword in SEI 6521; and the Pendant and Sword vanished when that land was sundered late in the Second Era. There are scrolls which tell that survivors of the royal family fled to an isolated isle in Karish Lake, but I have found no official record of a royal retreat there. We must assume that the items were destroyed when the palace was razed during the Wars of Dominion.

The Sea Drake: Perhaps most interesting is the current location of the Sea Drake Crown. We are well aware of the turmoil in U-Lyshak: the mysterious death of King Halek (of Helyssa, formerly a province of old U-Lyshak) in 6046, and the disappearance of his son Kier. Then, only days ago, Kier appeared in U-Lyshak wearing the crown and employing powers of mythical scope. Entire armies ran in panic, according to eyewitnesses of our own order. The following night the skies of Jaiman were lit by coruscating displays of raw Essaence, and the next day, Kier's power seemed to have failed. Fortunately, even the short time at full power seems to have been enough to turn the tide in U-Lyshak. The Sword is now held by a young champion of Kier's, and is being used to effect against the forces of the Priest Arnak. As for the Pendant, I fear that it is currently held by the Priest Yarthraak in his tower on the U-Lyshak coast.

While it is apparent that the Great Crowns have lost some powers, this event somehow linked to the Essaence display of 6051*5*21, Kier Ianis seems to continue to wield considerable magical forces. I would venture to suggest that

the Essaence display was a byproduct of the destruction of the legendary Forge of Arion, a central controlling-point for the Crowns. However, the Artifacts of Tethior and Andraax retain some of their powers. The exact nature of the artifacts was always a closely guarded secret between Andraax and Tethior; no records of their specific functions survive. Whether these are purely residual and will slowly fail, or if they are inherent characteristics which will endure, only time will tell.

*A report to the Loremaster Council
TE 6051*5*69;
also Nomikos Library*

ANONYMOUS OR UNDETERMINED

LOG OF THE "WINDLORD"

We were ten days out of the Port of Alaene in East Palia when I first spied the Barrier. In some ways it resembled the gracefully undulating curtain of the Northern Lights, but I could sense that this wall of energy was far more powerful - and threatening.

The great Barrier of Essænce, dividing the world since the cataclysmic end of the First Era, had held back the unknown of the East for millennia. We would soon see what it was hiding.

Last entry, SE 3450.

THE FALL OF DIRJALAIN

The Night of Dark Prophecy had arrived for the cliff city of Dirjalain.

As the Priest Arnak had predicted, five full Moons hung clustered in the cloudless sky: five perfect orbs gleaming silver, deadly light upon the frozen lake-land. The Loremaster Su-karak stood consulting with Lord Fulthor, the two of them apart from the rest of us on the citadel wall. We others of the High Coordinate stamped our feet in the cold and made weak jokes about the priests being foolish followers of that false Dark Cult.

Then the first tremor came; it was only a vibration in the great stones of the citadel, but it stopped our conversations in mid-word. Fulthor looked with alarm at the Loremaster, but Su-karak stared out across the plain. "We should have heeded the warnings," he said quietly.

"Abandon our city ? Admit the priest was right? Never!" Fulthor raged, cold vapor billowing from his lips. "Could not the might Loremasters have prevented this, or even predicted it with surety?"

"Some things are beyond our power to prevent - or even fully understand," Su-karak replied. "I did warn you that there could be quakes with this alignment. Dirjalain is an ancient place with aged foundations -"

Another tremor came - stronger this time - and cracks appeared in the wall.

"We had better go." Su-karak held up his hand; a ring glittered in the moonlight.

"Agreed," said Hurkonis, one of my fellows. He drew a black disc from his robes and held it aloft.

An instant later, a golden shimmering column appeared in the air next to him. A tall Elf stepped out of the Portal,

dressed in black and holding a beautiful jeweled sextant in his hand. "You require a Navigator?" he asked blandly. Just then a third tremor struck, causing us to stagger over the unstable floor. Cries of terror could be heard in the city below. The Navigator cocked an eyebrow. "If I may be so bold, I suggest immediate 'jump' to safer ground."

"We must not leave!" Fulthor shouted. "Stand firm!"

"With the very earth unstable?" Hurkonis snapped. He turned to the Navigator. "North, to Haalkitain!"

The black-clad Elf looked distracted for a moment. "Very well, you have sufficient gold in reserve. Prepare!"

"I will not go!" cried the Lord of the city.

"Look!" The Loremaster pointed out across the ice-covered lake. As the earth began to tremble again, it looked as if the surface of the lake was bulging upwards, several tens of meters from the shore. Great cracks shot from the center, branching and growing. Steam rose from underneath in huge, luminous plumes... then, from the broken jumble there slithered a huge, glistening tentacle - thick as a man and growing larger as meter after meter rose from the icy waters. Another trunk-like appendage arose, and another. The city shook, and stones fell from the walls.

"A Great Beast of the Unlife!" Su-karak staggered back as if physically struck. "Flee! Go now before the Darkness falls!" He made a gesture with his hand and vanished.

The Navigator turned south, adjusting his sights in his Compass, oblivious to the destruction around him. Great boulders shook loose from the mountain above and cascaded down over the tortured city. Then a high-pitched keening wail echoed across the ice, eerie and alien. The hideous creature was suddenly closer, its spectral tentacles reached out towards Fulthor. He screamed as the choking darkness enfolded him -

In a flickering of light the buckling tower fell away, and we stood in a peaceful garden in distant Haalkitain.

"That was rather close," smiled the Navigator. "I must charge you extra for hazardous work."

*Nomikos Library,
5079 Third Era.*

BOOKS

Books, like men their authors, have no more than one way of coming into the world, but there are ten thousand to go out of it, and return no more.

*Attributed (probably erroneously)
to Andraax*

THE JERAK AHRENRETH

Servants turn to betray the master
One land, one rule, eight lords
The west shall be east.

*Gargarax... Urkanian
Nomikos Library*

Orders of a lost time
return again to serve the Secrets
Their blades are sharp
The Shadow lengthens.

Gargarax... Urkanian
Nomikos Library

Few guess the purpose of the Cult of Old
subtle as whispers in a gale.
Now their actions speak and realms fall
The order meets in the Hallowed Hall.

Gargarax... Urkanian
Nomikos Library

AJKARA AND THE NOBLES' REVOLT

That day was turbulent as riots broke out all over the city as various factions fought for control. This simple scholar leans heavily on the respected works of others to piece together what actually occurred.

Lord Veris Quintor was the Battle Commander of the 8th Legion. He and his legion, some 2000 strong, had returned from a successful campaign in Tanara, isolating the last of the Myri faction who resisted the control of the Rhakhai rule. Camped just north of the capital, the 8th was enjoying much needed rest before marching for duty in on the Melurian border.

Quintor and several highly placed officers worked to convert a large proportion of his legion to his conspiracy.

He was not alone. Other nobles of several ancient Houses acted as well, supplying equipment and men to Quintor's leadership.

When Quintor was ready, he moved on the Palace in the dead of night. Those guards that were not already under his pay were quickly subdued by those that were. Though the coup was executed with alarming efficiency, apparently the alarm was raised and the Empress got wind of the attack.

From the perspective of the Rebels, here is what occurred:

The Lower Hall was taken almost without conflict. The outer section of the South Wing was then swarmed and the honor guard stationed there was overcome. Before the Rebels reached the Imperial suite, they swept around the palace to seal it completely. The head Chamberlain was captured and made to give the location of the Empress Ajkara. As expected, she was in her suite.

Here the Rebels had some difficulty as loyalist forces (the Empress' personal guard) had barricaded themselves within the Imperial suite and were protecting it to the last man.

After some two hours of hot fighting, including the occasional exchange of bow fire, the last of the Imperial Guard were destroyed and the suite was taken by the Rebels. After a brief search the Empress was found and brought to Lord Quintor personally. But Quintor did not have the Empress, he was soon to find out, but instead had one of the Empress's ladies, albeit dressed in the Imperial robes and wearing the Rhakhaan Signet. Ajkara had somehow escaped. Under questioning, the Empress's lady confessed that the Empress was never actually in the Imperial suite.

Library of Lethys, Imperial Library (Haalkitaine).

Ajkara III ascended to the throne at the relatively young age of 27 in the year 5090 TEI. A charismatic Empress, Ajkara is known for invoking the loyalties of many disparate peoples across Rhakhaan and Tanara. To her eventual downfall, one group whose loyalties she never bound were her own nobles.

The Magician, seen several times in Rhakhai history returned near the beginning of Ajkara's reign. The same year in fact that she ascended to the throne. He attempted to ingratiate himself into her Court, but Ajkara's adviser, Jeril Sumnari, counseled against trusting him very far.

Her reign lasted until 5121 when a cadre of nobles aligned with the leader of a Rhakhaan legion plotted to overthrow her. In this they succeeded - but the subsequent disappearance of Ajkara prevented them from attaining their second goal. This would have been the forced abdication of Ajkara. No matter what farce it would have been, it would have made the succession much smoother. As it was, puppet monarchy after puppet monarchy caused the decline of the Empire from the being de facto ruler of all Jaiman, to nearly the size of its original borders before the Wars of Dominion.

Noteworthy highlights of Ajkara's reign are many. Upon ascending the throne, she completed the task her grandfather had started - the conquest of Tanara. It is said that only she could have done it as she used diplomacy as well as force. If attacked straight on, the Duranaki and the Myri peoples would never have bowed to a foreign ruler. As it was she took time to learn of the peoples she would conquer.

Perhaps this is why she succeeded - instead of conquest, she saw it as adding another culture to the greater Rhakhai whole. She never intended to make the new peoples give up their ways or their lands, but instead add these ways to Rhakhaan's ways.

By allying with the once great House Arain of the Duranak, she succeeded in putting them back in power in their land. But in private they knelt to her. A series of costly blood-feuds and clan wars had reduced this powerful family to a shadow of its former glory. When Ajkara agreed to hand the "governorship" of Tanara over to the Arain family, the rest was simple.

The Myri were simple once she realized that they would fight to the end rather than give up their simple ways. So instead of bringing them war, she brought them new ways of farming and craft. For this they gratefully yielded up tribute.

The Yinka were the most onerous of the Tanaran peoples. Xenophobic and bloodthirsty, they would brook no diplomacy. However, over the years, they had made great enemies of both the Duranaki and the Myri. Together with Rhakhaan Legions 8, 12, and 13, the Yinka were subdued.

In the year 5110 she reopened the Gray Road which had once traversed the underside of the Gray Mountains and upon which had flowed gold, silver, silk and wine. And so it did again.

At home, however, Ajkara was always seen as eccentric to say the least. Often making use of strange Duranaki herbs, she would laugh, drink, and mutter incomprehensible things while in court. The balls she gave were considered the best and they made her popular with a certain element, but for the more conservative of Haalkitaine, she was something to be feared.

Ajkara took many official journeys to Tanara, and if reports are to be believed, many more unofficial ones. There she met with the lords of the Arain family and spoke of many things.

During her reign she avoided assassination no less than 5 times (including, we assume, the Revolt of 5121). The third such instance occurred during a Ball, in fact, and is noteworthy because the assassin was not of this world. First hand reports give the account: A large flash of light occurred and out of nowhere, a monstrous form appeared. Three meters tall and black of hide, it walked on two legs but was not any form of human or elf. A Demon of the Void it was said to be, and it attacked her right there, in front of hundreds of guests.

The Demon (it is said) threw flaming balls of Essaence at Ajkara, which affected her not at all. In fact, she began glowing with the red fires of the Phoenix itself (which, by the way, did much to dispel current rumors that she was not truly of the Falsurin blood).

Then Ajkara held up the Pendant of the Phoenix which she wore instead of the Crown, and chanted in an unknown language. The demon was then forced back and made to return to that evil realm which begot it.

*From Faslurin: The Emperors of Rhakhaan
Library of Lethys, Imperial Library (Haalkitaine).*

THE BOOK OF BLACK PROPHECIES

Consider the sporting athlete who runs against cheats.
Consider the honest man who offers shelter to a thief. Then
consider the gentle king, bound by justice and courtly
compromise, who meets a foe who knows no law but that of
his own, unfettered force! What shall he do but fall from
Grace?

Alaron tome

CHARON AND ORHAN

Of Orhan, many Tales are spun, It is the home of the
Gods, and cradles a wealth of lore. To look at it aglow, pearly
silver in the velvet night, it is easy to talk of gossamer castles
and ethereal lords.

Of Charon, no one will speak.

NAVIGATORS

No trip too far, no fee too large.
If you have the gold, we know the way.

*Slogans (erroneously)
attributed to the Navigators*

EMER HISTORY

An age ago there were many fair lords,
They crossed the stars like steppingstones,
Their thoughts stronger than the sea.

When they fell the heavens went dark,
The earth was rent and almost died,
At the end stood five and three.

Six mighty Titans took the great land,
and made it their own realm
But they were at last defied.

(three verses missing)

Shun the Isle in the Sea of Mists,
for the Masters sleep there still.
And beneath, a light has died.

*From a scroll found near the mouth of
the Alana River,
TE 5845*

QUOTATIONS BY AUTHOR

Author	Work	Subject
Ajkara III	Quotation	Arbitrary power
Andraax	Annals of the Wars of Dominion - 6669 Annals of the Wars of Dominion - 6825 Book of Dark Tales Conversations Early Loremaster Lectures Nomikos Monologues Notes on the Essænce Notes on the Ilarsiri Of the Six I-lats Tale of the World Visions Miscellaneous - Guardian Mind Miscellaneous - Knowledge Miscellaneous - Of the Order Ahrenreth Miscellaneous - Poem Miscellaneous - Tethior and Krelj Miscellaneous - Zor	Older Ones Battle at Mægri Gogur / Kæden / Shards South, East Gods Thalan Chaos Tethior Shards The Battle for the Shadow World The Interregnum Unlife Guardian Mind / Schrek Knowledge Jerak Ahrenreth Jaiman Tethior, Krelj Zor
Anule Kyberdrac	History	Aranmor
Ara-Shaan	Elor Once Dark	Elor Once Dark
Arduvaal of Vraniis	Texts	Demons
Earthwardens	Codex	Coral Roads ?
Elor Once Dark	Of the Shards The Priests Arnak From the History Arnak Chronicles Eog and Laen	Shards Arnak Arnak Mur Fostisyr, Oran Jatar, Arnak, Iron Wind Eog, Laen
Fenrik Elvar	On the Making of the Jaimani Royal Artifacts	Jaiman
Garath of Carlsdale	Journals	Demons, Nilôm
Garl V'shaan	The Starsphere	Starsphere
Hurich of Haalkitain	Tales of the Zori and their Descendants	City of Lohm
Ilmaris Terisonen	Speech Memoirs	Unlife Zor
Imperial Knights	Drinking Song	?
Kabis	Quote	Kabis
Kier Ianis	Quote	Credulity
Kirin T'thaan	The Record of Years About Kabis	Sea Kabis
Kuluku	Ritual Chant	Xuul

Kuriac Su	Annals	Lu'nak, Shards
Ky'taari Lerianis of Nomikos	Book of the Ky'taari The Six Crowns	Ariaana, Ky'taari Jaiman
Llyorn	The Call of the Dragon The Story of the Crowns Ballads	Dragons Jaiman Miscellaneous
Lords of Essænce	Fragment	Essænce
Loremasters	Axiom Book of Precepts Dragonlords Scepter Tome	Knowledge Essænce Dragonlords History Aranmore
Lydek Terisonen	Annals	First Era
Maret Skeldo	Quotation	Kraken
Navigators	Introductory Course	Essænce
Nelden Viirs	Report	Nuyan-Khôm; Nameless One
Nomikos Scribes	Creed	Books
Ohdi Rossomer	Sailing journal	Abbeyville
Pelk of Kaitaine	My travels with a Loremaster	Vurkanen Tyes
Ranzi Arain	Tale	Reann, Older Ones
Relis Charishaang	Journals Tales	Karilôn Gates
Rylen Alnesh	The Sword	Amak, Ky'taari
Sel-kai Sailors	Song	Eidolon
Selas Vey	Notes on Emerian Ruins	City of the Dead
Taliax Chun	Lectures on the Nature of Existence	Planes
Tethior the Smith	Quotation	Læn, Eog
Turis of Eidolon	The Purge of Galthon	Unlife
Turoj Mareskion	Captain's Log	Urulan, Dragons
Ugus Fost	Journals	?
Xian Hoojta	Verse	Nuyan Khôm
Xyg Arulis	Prophecy	Narsælkin
Yæl Ziriv-kari	Deities	Lords of Orhan
Zener Morndaak	A report to the Loremaster Council	Jaiman
Anonymous	Log of the "Windlord"	Wall of Darkness

The Fall of Dirjalain
 Books
 Jerak Ahrenreth
 Ajkara and the nobles' revolt
 The Book of Black Prophecies
 Charon and Orhan
 Navigators
 Emer History

Moons, Unlife, Arnak
 Books
 Jerak Ahrenreth
 Ajkara III
 Alaron philosophy
 Moons
 Navigators
 Emer

QUOTATIONS BY SUBJECT

Subject	Author	Work
Abbeyville	Ohdi Rossomer	Sailing journal
Ahrenreth	Andraax Anonymous	Miscellaneous - Of the Order Ahrenreth The Jerak Ahrenreth
Ajkara III	Anonymous	Ajkara and the noble's revolt
Alaron philosophy	Anonymous	The Book of Black Prophecies
Aranmore	Anule Kyberdrac Loremasters	History Tome
Arbitrary power	Ajkara III	Quotation
Ariaana	Ky'taari	Book of the Ky'taari
Arnak	Elor Once Dark Kuriac Su Rylen Alnesh Anonymous	The Priests Arnak From the History Arnak Chronicles Annals The Sword The Fall of Dirjalain
Books	Nomikos Scribes Anonymous	Creed Books
Chaos	Andraax	Notes on the Essænce
City of Lohm	Hurich of Haalkitaine	Tales of the Zori and their Descendants
City of the Dead	Selas Vey	Notes on Emerian Ruins
Coral Roads (?)	Earthwardens	Codex
Credulity	Kier Ianis	Quote
Demons	Arduvaal of Vraniis Garath of Carlsdale	Texts Journals
Dragonlords	Loremasters	Dragonlords
Dragons	Llyorn Turoj Mareskion	The Call of the Dragon Captain's Log
East	Andraax	Conversations
Eidolon	Sel-kai sailors	Song

Elor Once Dark	Ara-Shaan	Elor Once Dark
Emer	Anonymous	Emer History
Eog	Elor Once Dark Tethior the Smith	Eog and Laen Quotation
Essænce	Lords of Essænce Loremasters Navigators	Fragment Book of Precepts Introductory Course
First Era	Andraax Lydek Terisonen	Tale of the World - The Battle for the Shadow World Annals
Gates	Relis Charishaang	Tales
Gods	Andraax	Early Loremaster Lectures
Gogur	Andraax	Book of Dark Tales
Guardian Mind	Andraax	Miscellaneous - Guardian Mind
History	Loremasters	Scepter
Interregnum	Andraax	Tale of the World
Iron Wind	Elor Once Dark	Chronicles
Jaiman	Andraax Fenrik Elvar Lerianis of Nomikos Llyorn Zener Morndaak	Miscellaneous - Poem On the Making of the Jaimani Royal Artifacts The Six Crowns The Story of the Crowns A report to the Loremaster Council
Kabis	About Kabis Quote	Kirin T'thaan Kabis
Karilôn	Relis Charishaang	Journals
Kæden	Andraax	Book of Dark Tales
Knowledge	Andraax Loremasters	Miscellaneous - Knowledge Axiom
Kraken	Maret Skeldo	Quotation
Krelij	Andraax	Miscellaneous - Tethior and Krelij
Ky'taari	Ky'taari Rylen Alnesh	Book of the Ky'taari The Sword
Læn	Elor Once Dark Tethior the Smith	Eog and Laen Quotation
Lords of Orhan	Yæl Ziriv-kari	Deities
Lu'nak	Kuriac Su	Annals
Moons	Anonymous	The Fall of Dirjalain Charon and Orhan

Mur Fostisyr	Elor Once Dark	Chronicles
Nameless One	Nelden Viirs	Report
Narsælkin	Xyg Arulis	Prophecy
Navigators	Anonymous	Navigators
Nilôm	Garath of Carlsdale	Journals
Nuyan-Khôm	Nelden Viirs Xian Hoojta	Report Verse
Older Ones	Andraax Ranzi Arain	Annals of the Wars of Dominion - 6669 Tale
Oran Jatar	Elor Once Dark	Chronicles
Planes	Taliax Chun	Lectures on the Nature of Existence
Reann	Ranzi Arain	Tale
Schrek	Andraax	Miscellaneous - Guardian Mind
Sea	Kirin T'Thaan	The Record of Years
Shards	Andraax Andraax Elor Once Dark Kuriac Su	Book of Dark Tales Of the Six I-lats Of the Shards Annals
South	Andraax	Conversations
Starsphere	Garl V'shaan	The Starsphere
Tethior	Andraax Andraax	Notes on the Ilarsiri Miscellaneous - Tethior and Krelij
Thalan	Andraax	Nomikos Monologues
Unlife	Andraax Ilmaris Terisonen Turis of Eidolon Anonymous	Visions Speech The Purge of Galthon The Fall of Dirjalain
Urulan	Turoj Mareskion	Captain's Log
Vurkanen Tyes	Pelk of Kaitaine	My travels with a Loremaster
Wall of Darkness	Anonymous	Log of the "Windlord"
Wars of Dominion	Andraax	Annals of the Wars of Dominion - 6825
Xuul	Kuluku	Ritual Chant
Zor	Andraax Ilmaris Terisonen	Miscellaneous - Zor Memoirs
Unclassifiable	Imperial Knights Llyorn	Drinking Song Ballads