



GLOSSARY OF TERMS

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Aberrant Gods: Aberrant gods are lesser beings created by some of the elder gods during the Primordial Age. The aberrant gods went on to create their own races, including orcs and gnomes. It is unknown how many aberrant gods exist. Even in the present Age of Blood, there are rumors of new aberrant gods making themselves known to the people of Simarra.

Age of Blood: Present-day. Marked by the betrayal of Agärazôn and the coming of the Keza-Drak, the Age of Blood began when the Betrayer opened the stone gates and plunged the world into darkness.

Age of Plenty: The longest age of Simarra. A time of peace matched only by the bliss that was the Primordial Age. Many great developments happened during this time.

Age of Steel: The end of innocence and immortality for the elder races. A great period of strife and war lasting nearly a thousand years, the beginning of the Age of Steel marks the exodus of the people of Simarra from the Cradle of Life. The elder races begin to mingle with aberrant races and for the first time, blood is shed on Simmara.

Agärazôn: *“The Great Betrayer”* Agärazôn is one of a race of beings known as Othrännân (God Spawn in the common vernacular). Agärazôn is directly responsible for the opening of the Stone Gates and the resulting invasion of the Keza-Drak. He has set himself up as the overlord of Simarra, ruling from his seat on the Blood Throne in the wicked city of Thel-Kaza.



Ailindra Ungoril: A Sundaari high priestess of the evil god Thûrak. Ailindra taught Agärazôn blood magic and the ways of the Zôrùn-Ahmrê (Brethren of The Flesh).

Anadriendra Udalanarae: *“The Crone of the Fell Marshes”:* Anadriendra Udalanarae is an elven witch of unspeakable power. Nearly as old as Simarra itself, Anadriendra founded the first of the ancient covens and is rumored to have been the first person to use mana shards, though history teaches it was Thengrin Tarelion who discovered mana shards.

In an act of vengeance, Anadriendra transformed the once-fertile nation of Talmosa into a vast swampland and is rumored to live somewhere in the marshes to this day. Her crones delivered the Talmosian Revelations of the city of Tadar kesh in the 333rd year of plenty.

Arcanis League: An organization of magi who consider themselves to be the true powers on Simarra. Arcanis magi have a strong hatred for those who use mana

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shards, considering it to be a lesser form of magic and therefore beneath them.

The arcanis league detests the enigmatic shodonai for their fearsome mental powers. Late in the Age of Plenty, the shodonai were victims of an inquisition at the hands of the arcanis league.

Ardrennen Falls: A freehold on the edge of the wild lands. One of the last remaining sanctuaries in Simarra for refugees of the war, Ardrennen falls is a city of roughly 400,000 people. Ardrennen Falls sits on the eastern side of the Shield wall mountain range around a waterfall of the same name which plunges some 10,000 feet into a mysterious region known only as the “Wild Lands.”

Ascendant Technology: Enigmatic technology; a fusion of mana shards and engineering to create weapons and devices capable of a wide range of effects. Some pieces of ascendant technology include

water purifiers, flying machines, pulse lances, war gloves and giant battle drones called O’rak-dra.

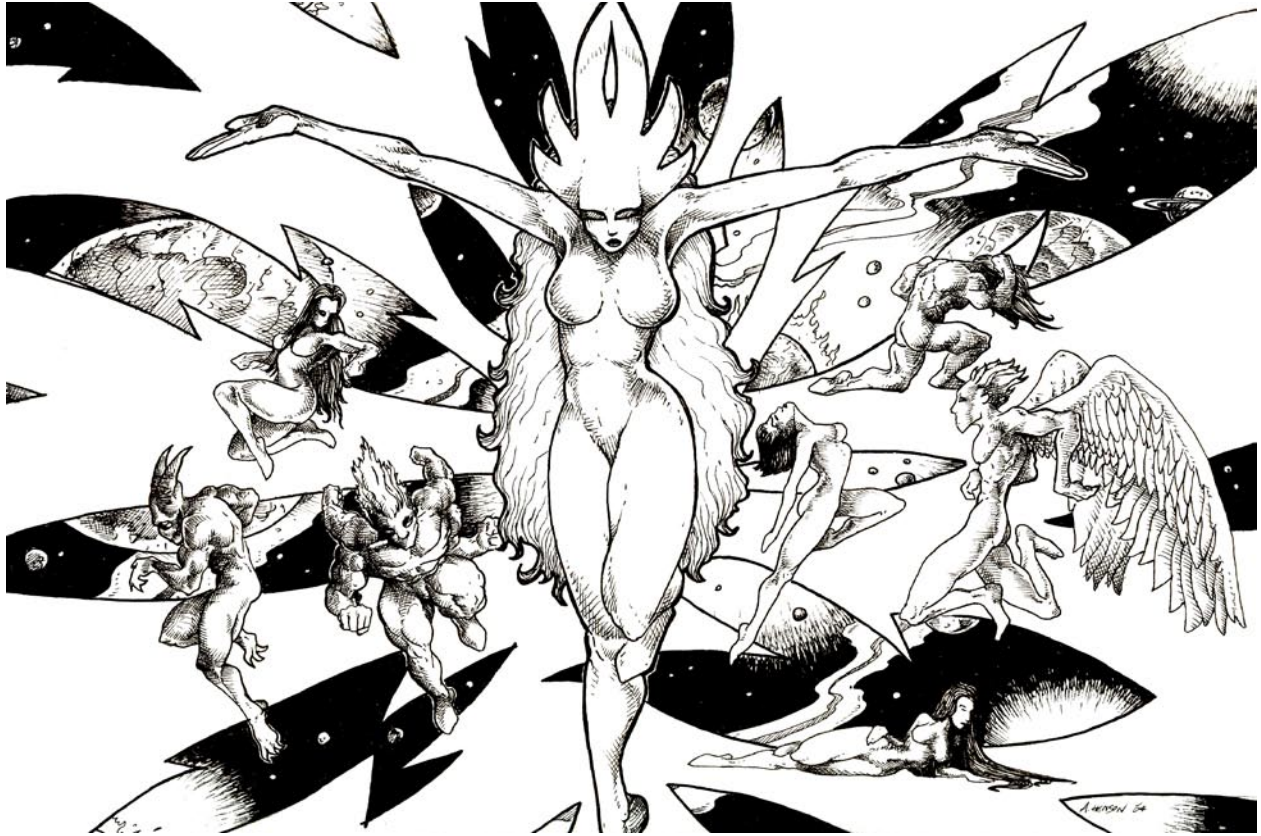
Ascendant technology was born of a need to find a way to combat dragons during the Hunting Times; a period during the Age of Steel when the great serpents were hunted to near-extinction.

Asha-Tor: “*The Summerland, Heaven, The First Home*” According to myth, the Asha-Tor is a dimensional realm created by the elder goddess Enâra at the dawn of time. Her priests (who have been named heretics by the arrogant Arcanis League) preach that Enâra created the Asha-Tor as a place of retreat from the vastness of the void as well as a home for the Elder Gods who were born when she split herself into 7 separate entities.

Later, Enâra decreed that all souls would come to the Asha-Tor to rest from their toils on Simarra.



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Aviki: Pluralization of Avikus (See below).

Avikus: A mana smith; One who uses mana shards and is capable of creating ascendant technology. An avikus is an adept who is capable of tapping the latent energy of a mana shard in order to fuel powers or create devices which are powered by mana shards. Most aviki belong to an organization known as the Order of The Avikus.

Azruun Badlands: A dangerous, blighted region deep within the Vaskrall Wastes. Reputed to be the ancestral home of the Shodonai.

Blood Throne: The Blood Throne is Agärazôn's seat of power in the city of Thel Kaza. Forged of blood, steel and bone, it is said to have sentience and requires daily sacrifice to sate its thirst for blood.

Cradle of Life: Devasted by years of war, the cradle of life was once the home of all the elder races of Simarra. All creatures – even the gods themselves – lived in the cradle of life during the primordial age. When the primordial age ended and the Age of Steel began, the elder races began to migrate out of this region, eventually traveling to all areas of the world, forming the myriad cultures which exist today.

Daleians: Daleians are humans who live in the vast Daleian wood, a region of Simarra just south of the Cradle of Life. Most Daleians are scholars who use memory shards (A type of mana shard) to store historical records. The memory vaults of the Daleian scholars are extensive and purported to hold the knowledge of every event in the history of Simarra.

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Dassúrri Basin: A fertile region of Simarra.

Droghedia: A Volcanic peninsula, home to a race of fire-dwarves known as Clan Volagar. The dangerous blasted region is one of the last hold outs for those who still oppose the Keza-Drak.

Drogon Felslayer: An orc warlord who led a revolt against Battlemaster Ghúchok “Seven tongues,” the leader of the Saran-Ghori orcs. Drogon Felslayer formed a new orc nation – the Morash-Ghoran – and allied himself with Agärazôn and the Keza-Drak.

Dundran’Kal: An Othrânnân. The advisor to the Saran-Ghori Orcs.

Durrigan Flameheart: Durrigan Flameheart is the ancient thane of Clan Volagar and founder of Gundum-Zog, the ancestral homeland of Clan Volagar.

Elder Gods: The first gods; creators of the elder races. Their names are Enâra, Thûrak, Iragreth, Gimbureth, Kel-Zedon, Torrodoth, Vathrim and Uzgora.

“The god-form looked back out into the blackness of the cosmos and, seeing nothing else, turned inward for comfort. It began to divide until it had become completely self-aware. When it was done, seven other beings stood before what was left of the god-form, each of them distinctly different from the original. It looked to the other god-forms and proclaimed itself Enâra, the First Mother. The others also took names; Torrodoth, Vathrim, Thûrak, Kel-Zedon, Gimbureth, Iragreth and Uzgora.”



Elohan Salaistriën: A Volsparran elf and scholar who has taken it upon himself to chronicle the events of the Age of Blood.

Enâra: “The First Mother, The Fallen Goddess, The Mad Goddess” The first god-form and creator of all others, Enâra is a tortured shell of her former glory. She was imprisoned in the nefarious Threshold Realm by the elder gods at the end of the Age of Steel in retribution for betraying them. Exposure to the chaos of that plane has driven her insane.

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Galburak: An aberrant god of flame. Galburak is the patron deity of Fire-dwarves.

Ghaskrii: Winged reptilian creatures who inhabit the floating land masses of Simarra. They ride the air currents, attacking land dwellers wherever they find them.

Ghûchok Seven Tongues: The leader of the Saran-Ghori orcs.

Gimbureth: One of the elder gods. Gimbureth reveres nature in all its forms.

Gûndûm-Zog: The ancestral home of clan volagar. The city of Gûndûm-Zog lies in a secret location deep in the world.

Hadrannath: Hills that ring the cradle of life. Many of the temples to the elder gods were built in the Hadrannath during the primordial age. The Keza-Drak destroyed many of these temples when they invaded.



Iragreth: Elder Goddess. She reveres both nature and love. Iragreth is the Twin of Gimbureth.

Japira Xutlu: Ancient ruler of Tadar-kesh. Japira rejected the Talmosian Reveletions and was killed by the serpent goddess Zashtazzra for her blasphemy.

Kaparru Beast: Giant lizards with great leaping power. They have been domesticated by the Shodonai and are used as beasts of burden. Shodon warriors ride them in battle.

Kel-Zedon: "The Maker" An elder god, Kel-Zedon is the patron deity of all engineers and craftsmen. He is said to have molded the world with his hands during the creation of Simarra.

Keza-Drak "The Great Horde" Keza-Drak are hideous beings who come from another dimension. They are towering monstrosities, often measuring over 7ft. tall and weighing well over 300 lb. Their bodies are covered in tough, chitinous protrusions and they have slightly elongated heads, emphasizing a sloping forehead and their cavernous mouth with four rows of razor sharp teeth.

Despite their appearance, the Keza-Drak are master tacticians, bred for war and conquest by their god, Urkog-Drall. The dark god created the Keza-Drak to further his own ambitions regarding the utter conquest of all things, mortal and immortal alike.

King Breaod: The ruler of Thelstaad Keep and head of the Storm Brigade. King Breaod is a noble man who commands a force of 5000 men. These valiant men guard the keep and, by proxy, Spire-Reach

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pass. They keep it safe from the Keza-Drak and other threats and provide escort to Ardrennen Falls.

Kiv'Larast: A legendary sanctuary for dragons, rumored to exist somewhere deep within the earth. Kiv'Larast is said to have been created to escape persecution by the elder races during the hunting times. Other claim that Kiv'larast is also a vast trove of relics including the most powerful pieces of ascendant technology.

Korduc Barrens: The Korduc Barrens is a blasted region north of the cradle of life. Many rebellious factions of Keza-Drak have formed their own Black Kingdoms in this war-ravaged wasteland and constantly war against each other and anyone else who is deemed a threat.

Kotarra: A mountainous region east of the cradle of life. Home to Kotarran Half-giants.

Kotarrans: named for the mountainous region they hail from, these self-styled protectors of the cradle of life these half-giants were originally giants who were cursed by the elder god Vathrim for their arrogance. Vathrim reduced the once-conceited giants to half their size, decreeing that, until they learned humility and redeemed themselves, they would remain a shell of their former might.

Mana: Mystical energy often speculated to be the life-blood of Simarra. Adepts use it when harnessing their powers. Aviki harness it in mana shards.

Mana Shards: Often referred to as mana stones, mana shards are physical manifestations of mana. Mana shards are found primarily near ley line nexus points and in other areas of high ley line activity, such as henges.

Mana shards contain latent power which can be harnessed and used as a source of energy which can fuel ascendant technology or even boost adept powers.

Megath-Tor: The first city of the elder races, created during the Primordial Age. Megath-Tor is considered to be the most holy place in the world and has been fought over throughout the ages.

Megath-Tor was sacked again by the Keza-Drak at the end of the Age of Plenty and has since been rebuilt and renamed Thel-Kaza; the city of the Blood Throne.

Moran-gûr: Capital city of the Shield wall Dwarves. Moran-gûr hasn't been heard from since the Keza-Drak invaded and is rumored to be under siege.

Morargrim: Demonic servants of the evil god Thûrak. Morargrim are adepts capable of immense power, but their true weapon is the ability to shift into any form, making them supreme spies. The Morargrim have played humanity against each other since their creation during the age of steel. They caused the hunting times and also sparked the ascendant wars.

Morash-Ghóran: A tribe of orcs who have aligned with Agärazôn and the Keza-Drak. They are led by Drogon Felslayer.

Naeth-Kügraz: A Keza-Drak-held sea port on the Gulf of Rana where many slaves are bought and sold. The second largest concentration of Keza-Dak on Western Simarra outside of Thel-Kaza.

Narballa Henge: The Narballa henge is the second largest known ley line nexus on Simarra. It is the site where Agärazôn betrayed his fellow God Spawn and

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proclaimed his loyalty to Thûrak. The place is now a ruin said to be inhabited by vile beasts that have come out of the Threshold Realm.

Narmrothans: Narmrothans are nomadic horse clans who roam the Trachan steppes fighting the Keza-Drak wherever they find them.

Nekarim: The Nekarim are mysterious beings, revered by the Shodonai. Some say they are gods, but the truth of this isn't known as none outside the Shodonai have ever actually seen one of the Nekarim, and the Shodonai aren't very forthcoming with information regarding this subject.

Numarath: A broken, haunted land in Eastern Simarra. Once the homeland of the Narmrothans, Numarath is said to have been ravaged by spirits and undead from the dead lands. The highly superstitious Keza-Drak avoid it like the plague, and none who have entered that realm have ever been seen again.

O'rak-dra: Great and terrible machines of war that are powered by ascendant technology. The O'rak-dra were used to fight dragons during the hunting times. None exist today, though some claim that there are schematics which have been hidden, secreted away from the general public, even from the order of the avikus. These schematics can be used to rebuild the dreaded O'rak-dra for use against the Keza-Drak. Agärazôn also seeks them out.

Order of the Avikus: A society founded to teach people how to use mana shards and ascendant technology.

Othrännän: "God Spawn" Othrännän are the children of Enâra, created at the end of the Age of Steel to serve the elder races as advisors.

Blessed with uncommonly long life, many of the Othrännän lived to see the end of the Age of Plenty and were slain by Agärazôn. Some are rumored to have escaped the massacre at the Narballa Henge and secretly work to unite the people of Simarra during these dark times.

Primordial Age: Arguably the longest age in history, but unproven due to lack of records. The time when the gods lived on Simarra and the elder races were immortal. The end of the Primordial age was marked by the loss of immortality for the people and the diminishing of the gods from Simarra.

Saragangak Forest: A wicked place in Eastern Simarra, the Saragangak forest is home to Blight Elves who twist and corrupt all they touch.

Saran-Ghori: A tribe of orcs who have aligned with Narmrothan horse clans in an effort to fight back the Keza-Drak. They are led by Ghûchok Seven Tongues.

Sargolia: A remote nation in Eastern Simarra isolated from the rest of the world by a mountain range known as the Sargolian wall. Sargolia is rumored to have been overrun with Keza-Drak in the first chaotic days of the invasion.

Sathaen Stones: Sathaen Stones are massive obelisks which mark the presence of ley lines. They comprise the great henges which dot Simarra (such as the Narballa Henge and Sedrin Henge) and were used in the construction of the Stone gates.

Sedrin Henge: The largest known Henge on Simarra, the Sedrin Henge is located in Megath-Tor (now known as Thel-Kaza). This gate is where the vast majority of Keza-Drak invaded at the end of the Age of Plenty.

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Sedrin Oracle: A Shodonai priestess who was until recently a slave in Thel-Kaza. She received her visions at the Sedrin Henge, and has since escaped to an undisclosed location. She has sent out a call to heroes, asking them to seek her out and hear the vision.

Seguire Gnomes: Sequire gnomes are craftsmen and gadgeteers without peer. Their cunning and ingenuity have led to the development many strange and wondrous devices, expanding on developments the shieldwall dwarves have made in steam-powered technology. The Seguire have also made headway in the development and use of enigmatic ascendant technology.

Seguirion: The aberrant god of the Seguire gnomes.

Shek-Tar Gnomes: The Shek-Tar gnomes are domineering and are known to keep slaves; mostly wydlings, though sometimes Seguire gnomes or humans. They care little for nature and follow one of the aberrant gods, an unnamed god of trickery and domination. They sacrifice to honor their nameless god and build monuments in his glory.

Shodonai: One of the most enigmatic cultures on Simarra, the Shodon warlords rode out of the treacherous Vaskraall Wastes in the latter days of the Age of Plenty.

These people, calling themselves Shodonai, brought with them a number of oracles claiming the world was about to plunge into a terrible darkness, eclipsing all the horrors of the Age of Steel. Shodonai are natural psychics who manifest their powers at puberty. The powers are marked by stones that grow out of their bodies in various places.

Simarra: The world in which the Blood Throne game is set.

Stone Gates: Stone Gates are portals which, when working normally, are used to travel instantaneously from city to city. Their creation allowed for trade to be facilitated between all nations on the massive continent of Simarra including remote nations such as Sudeja, as stone gates are found everywhere.

However at the dawn of the Age of Blood, Agärätzôn used vile magicks to twist the function of the most powerful Stone Gates, fusing them open and keying all of them to facilitate travel to and from the enigmatic Threshold Realm instead of connecting from city to city. This treachery allowed the Keza-Drak to invade all major cities in Simarra simultaneously. Many stone gates exist in the world. Not all of them have been found.

Sudeja: A remote nation in North-Eastern Simarra. Nothing has been heard from Sudeja since the invasion began over 10 years ago.

Sundaari: Vile humans who venerate Thûrak and practice blood magic. The Sundaari are responsible for many atrocities which occurred during the Ascendant wars. They sacked Megath-Tor twice and subjugated Kotarrans to untold horrors including the creation of Urrumäß – mutated half-giants.

Sundanar Peninsula: Homeland of the Sundaari.

Tadar-kesh: The capital city of Talmosa.

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Talmosa: A swamp-plagued nation in the southern-central region of Simarra. Talmosians (and their Goddess Zashazzra) are rumored to have struck an alliance with Agärazôn.

Tarud Mesa: A rugged region north of the Trachan Steppes.

Tazâri-Chock: Keza-drakian generals.

Theladrin Order: The secret council of Othrännän, now defunct. When in operation, the Theladrin Order would meet regularly to discuss the happenings throughout Simarra in order to avert any disasters. The betrayal of Agärazôn was their biggest failure.

Thel-Kaza: *“The Fallen City, Megath-Tor, The City of the Blood Throne.”*

Located in the now-devastated Cradle of Life, Thel-Kaza is the newest incarnation of Megath-Tor, having been razed and

then rebuilt into a byzantine metropolis of degradation and depravity. It is the seat of power for Agärazôn’s growing empire and the largest concentration of Keza-Drak in the world.

Thelstaad Keep: A stronghold on the western side of the Shieldwall mountains and base of operations for King Braeod and the Storm Brigade.

Thengrin Talerion: Founder of the Order of the Avikus. Thengrin discovered ley lines and tapped the first mana wells.

Thorongrar: The dwarven name for the Shield wall dwarves.

Threshold Realm: A wicked extra-planar dimension which is said to connect to other dimensions, possibly even all planes of existence. The Keza-Drak came through the Threshold Realm to invade Simarra with the aid of Agärazôn.



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Enâra is imprisoned in this realm and her madness corrupts it.

Thugash-Tor: *“The underworld, Hell, The Abyss:”* The Thugash-Tor was created by Thûrak when he was cast out of the Asha-Tor by Enâra. It is a place of unending torment.

Thûrak: *“The Fallen one, Lord of Darkness, Ruler of the World”* One of the elder gods, Thûrak was cast out of the Asha-Tor when it became apparent that he strove to undo everything Enâra and the others had created. Thûrak, in turn, created the Thugash-Tor and the dreaded morargrim. His hand guided the fall of Agärazôn and rewarded his betrayal.

Thusparri: *“Wind Lords:”* The Thusparri are tall, stocky elves who have taken to living high in the mountains where they can be close to the great eagles, hawks and griffons they ride. Thusparri have been driven from many of their lofty mountain aeries by the Keza-Drak, but still fight valiantly against the encroaching darkness.

Togrun Ael-Shodai: Leader of the Shodonai who was slain during the invasion. Togrun’s death sparked a schism in the Shodonai, prompting many people to travel north, seeking vengeance for his death.

Torrodoth: Elder god and patron deity of the Shieldwall Dwarves.

Trachan Steppes: A rugged region in Western Simarra. Home to the Narmrothan horse clans.

Ubrathil Keep: A dwarven stronghold 200 miles north of Ardrennen Falls that was sacked by the Keza-Drak, and is thought to be a base of operations for excursions into the deep earth.

Ungchuk Goblin: Wicked subterranean creatures who feast on the flesh of humanoids. The Ungchuk have a strong hatred for Fire dwarves and hunt clan volgar incessantly.

Urkog-Drall: *“Destroyer of Worlds:”* The god of the Keza-Drak.

Urrumâz Half-Giant: Mutated half-giants who serve as shock troops in Agärazôn’s army.

Uzgora: Elder goddess of Magic and mysteries.

Vaskraall Wastes: A vast desert in Southern Simarra.

Vathrim: Elder God. Vathrim created the Giants of Simarra because he wanted a warrior race to protect all others. Vathrim cursed the Kotarrans for their arrogance. Vathrim is a noble god who reveres strength and honor.

Volagar: Fire dwarves who were cast out of Moran-gûr for heretical devotion to Galburak. Fire dwarves have a number of fire-related abilities and are the creators of black powder weapons which are common in Simarra. They live in volcanic citadels in the Ash mountains of Droghedia.

Volspar: Volspar are the most common type of elf on Simarra. Tall and lithe, they tend to live on the ground, deep in forests, or in large cities.

Volugrash: A renegade sect of fire dwarves who broke from clan Volagar over religious differences, claiming intolerance.

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Wild Lands: A vast stretch of territory some 2000 miles wide and 10,000 feet below sea level. The wild lands are largely unexplored. Expeditions to settle the wild lands during the Age of Steel eventually failed and settlers were driven from the region. The wild lands are the homeland of the Seguire and Shek-tar gnomes.

Zashtazzra: *“The Serpent Goddess”* An aberrant goddess. The serpent goddess is the patron diety of all Talmosians and is thought to have been the one to have created the lizard folk who dominate the region.

Zôrùn-Ahmrê: *“The brethren of the Flesh.”* Zôrùn-Ahmrê are Sundaari interrogators and hunters. These adepts are well versed in torture and interrogation. They use blood magic to hunt down runaway slaves or assassinate enemies of Agärazôn.

Zukuk-Chock: Keza-drakian battle priests. These creatures have become fragmented due a schism in the sect. Most still follow the god of the Keza-Drak - Urkog-Drall – while others have shifted allegiance to the elder god Thûrak. This infighting has spread throughout the Keza-Drak, precipitating a civil war which has effectively halted the conquest of Simarra.