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After Winter's Dark
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PETER BRADLEY 2006

RINGS of ORASS

AFTER WINTER DARK

THE WORLD OF AIHRDE

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THE COSMOS

The world of Aihrde came to be through the labors of the All Father that were built upon the chaos of the Great Dragon Inzae. From the Void all things came, for it exists beyond time and place. The work of the All Father began in the infinite depths of that limitless place and it is blessed with his creations.

THE VOID

The Great Empty exists even where the Firmament lies, occupying the same space if not time. The Void surrounds all of creation, all of those planes that are bound in the Maelstrom. It consists of nothing tangible. However, the power of the Void is immense and infinite. For the Void itself is the source of the All Father's power, where the Language of Creation lies and consequently the source of all things which are, have been or will be.

THE FIRMAMENT, THE ELEMENTAL PLANES

Beyond the Maelstrom and the Multiverse there lies the Firmament, or the Elemental Planes. These planes exist separate from one another, whole and apart, even from the Void. Collectively these planes are called the Elemental Planes and are named thus: the Planes of Fire, Earth, Air and Water (these include a host of smaller, para-elemental planes) and the Energy Planes of Abnegation (Negative Energy), Apodiction (Positive Energy) and Achromatic (Neutral Energy) (Illustration 1). From the firmament the All Father drew his substance to cast the Language of the Void into shape.

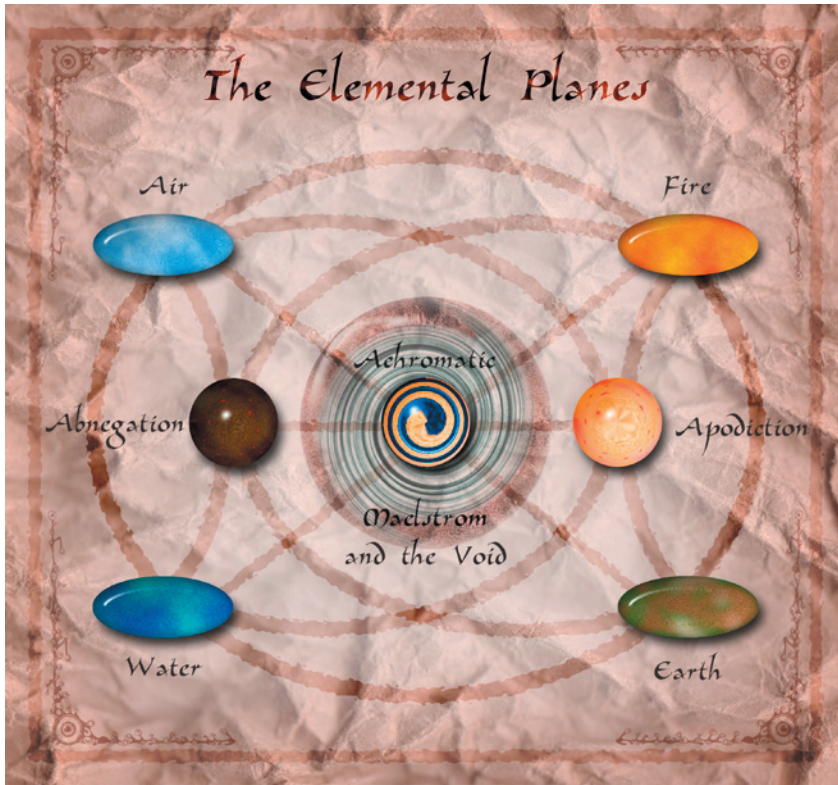
THE WALL OF WORLDS

The Wall of Worlds is not a plane in and of itself, but rather a magic barrier that lies between the Void and the Multiverse. It is crafted of pure magic and its nature reflects this. It was created by the All Father but Unklar devoured it and cast it back out again as the Shroud of Darkness. But some of the wall remained and Corthain refashioned it and placed within it the Runelords to guard creation from the Void and to keep those who inhabit the Multiverse from crossing to the Void.

Even in its diminished state its size is stupefying for the Void is infinite and there seems no end to the Multiverse. It can only be located through diverse magics and carefully crafted spells, the Winter Runes. When one does find it they are greeted with its seemingly infinite nature, for the Wall rises from bottomless depths and reaches limitless heights. It stands as a giant wall of fog and mist. At times it is calm, with the white mists quiet and serene. But sometimes the Wall rages in mindless anger, hurling great bolts of electrical energy through the heart of its own teeming black clouds.

Approaching the Wall is akin to walking on air. One stands where one's will dictates. There is no limit on the Wall, so it is impossible to determine where one is in relation to any other plane or reality. Once breeched the Wall yields to the cold horrors of the Void.





THE MAELSTROM

When the Dragon Inzae settled upon the Void she thrashed her tale, ripping holes into the planes of the Firmament. Too, she tore into the substance of the planes of Abnegation, Apodiction and the Achromatic. All of this matter and charged energy thundered through the rift, spilling into the Void to gather in a great Maelstrom. (Illustration 2).

This Maelstrom is commonly referred to as the Material Plane. At the heart of the Material lies Ahrde, the Moon and Sun, the planets Illus and Nexus and the Stars of Wenafar's creation. Beyond these lie the expanse of the creation that is seen from Ahrde from time to time, when the Moon and Stars have set, as long wispy clouds of dust deep in the heavens. Thus even the Void can be seen from the world.

THE MULTIVERSE

The Material Plane, the Maelstrom, does not lie in the Void alone and singular. For other planes, bound to the prime but separate from it lie there as well. These planes occupy the same space as the Material Plane but in different dimensions or even times.

When the All Father died his mind splintered and all the knowledge that he bore with him opened into the world and

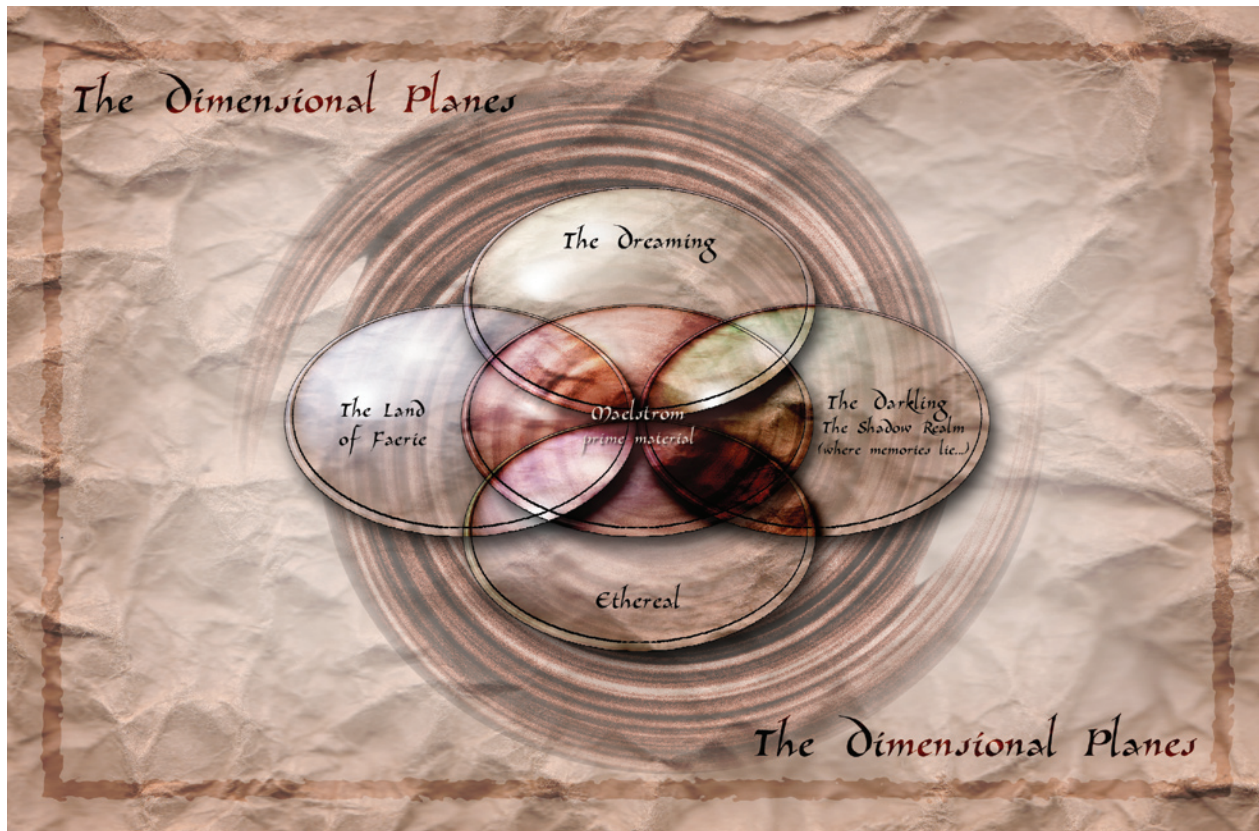
a great host of planes and realities sprung to life and these are called, in common usage, the Multiverse. The planes of the Multiverse exist in many times and places and include the Material Plane, Dimensional (Inner) Planes, the Intersecting (Outer) Planes and other spatial anomalies. The planes of the Multiverse breach each other in many places. These ruptures are commonly referred to as gates, but are just as likely to be rifts, pits or holes or something altogether different, beautiful or horrifying. These planes, the Material, Inner and Outer, have a wide host and variety of names and all intersect with each other).

THE DIMENSIONAL MATRIX OR THE INNER PLANES

These Dimensional Planes exist as one with that of the Material Plane (Maelstrom). Travel between the Material Plane and the other Dimensional Planes is not easily done, but not impossible. Some are gifted and can see or walk between the planes. The Arch-Magi, Aristobulus and the Rune Lords are named thus. For 'tis said that Aristobulus can see into many planes at once, into the planes of Shadow and the Ethereal. The Dimensional planes are named thus: The Ethereal, the Land of Faerie, the Dreaming, the Stone Fields and the Shadow Realm.

THE ETHEREAL, THE EVER EXPANDING, THE NET OF EA-RAENA: The All Father tore from his breast a rib and upon it hung long stands of his tissue. Those shreds hung from the long rib-like a





curtain of light and he made it to pass through the void. This was the first of the Twin Sisters, Ea-Raena, the Maiden of Night. In time she bound herself into form and cast off the remaining shreds of the All Father's tissue. And those shreds settled upon the Firmament and unbeknownst to her they wove together into a great net. So the Ethereal Plane was made. A plane of wild abandon, only the most hardy can live here for there is no air or light, only the unbridled language of creation. It continues to grow, being of the living substance of the All Father, but only the most learned have begun to unravel the mysteries of its origins or why it continues to spread across existence.

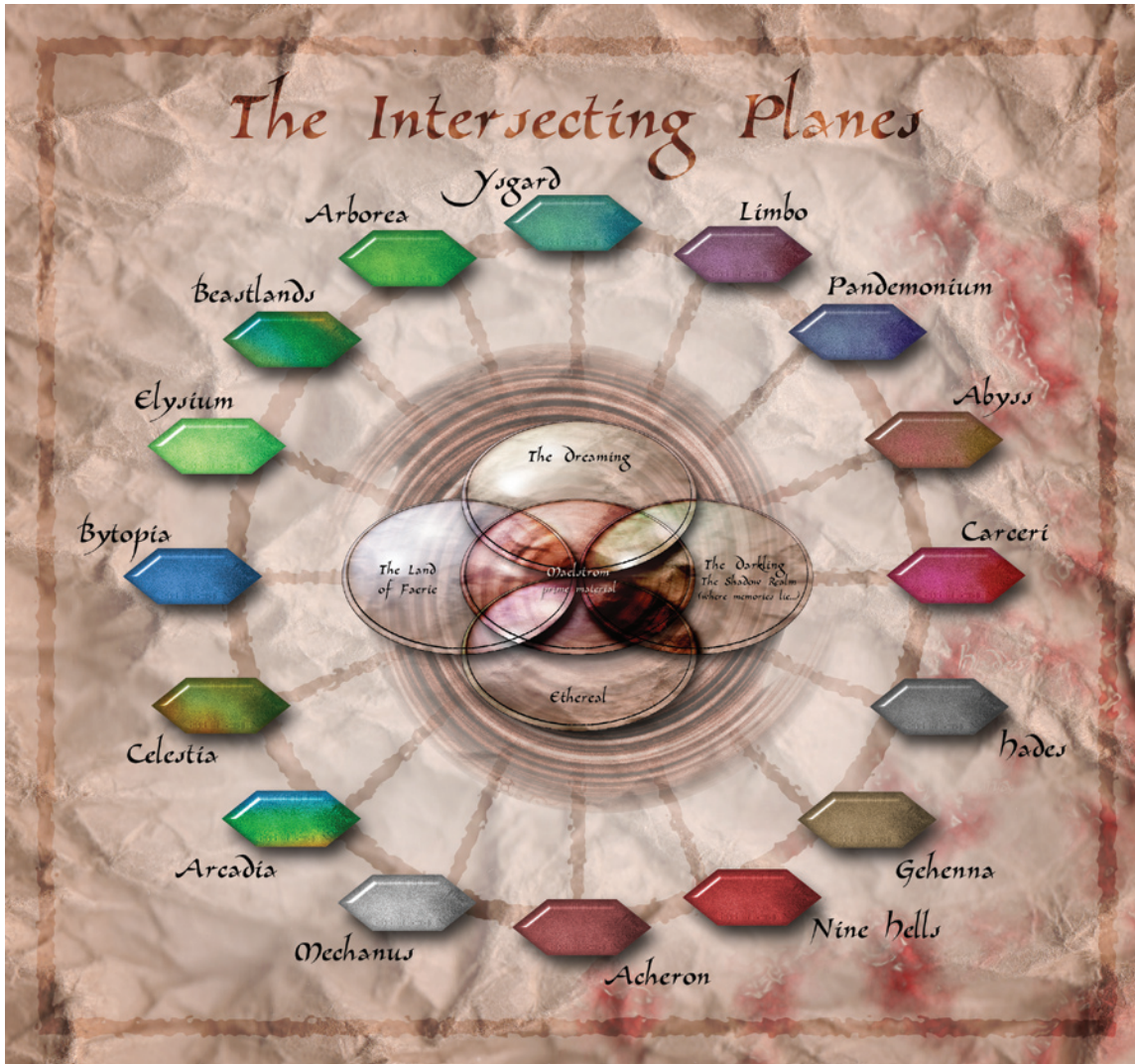
LAND OF FAERIE: Faerie is a magical land of powerful enchantments and sorceries. Of all the All Father's dreams Faerie was and remains the wildest and most unpredictable. It is constantly in flux and is much like a mortal's dream. It is ruled by a variety of creatures, the Faerie Queen being only one. Many of these creatures find great comfort in the Material world of Aihrde and have transplanted themselves to that plane, for they found in Aihrde the true substance of the All Father's creation. The elves are but one example of these migrants. The vast expanse of Faerie has given birth to many of the world's most bizarre creatures - from the elves to sprites, manticore and other creatures.

THE DREAMING SEA: This Dimensional plane juxtaposes the Material. The sea is a watery plane of chaos, each drop a physical manifestation of a dream. These droplets are the physical embodiments of the dreams and nightmares of the living creatures of Aihrde, past, present and future. They have accumulated over the millennia to form this great ocean. They are infinite in number, and the Dreaming Sea has no bottom. Few know of

it, fewer still have traveled upon it, and fewer still have returned from the Dreaming with their sanity intact. It is also referred to as the Sea of Dreams or the Dreamscape. Saint Luther and the Dreaming Knights dwell here (see below page XXX).

SHADOW REALM: This is a horrible realm where the arc of time settles. It is dark and dismal, cast in shades of gray and ruled by a limitless pool of unmoving time. It is where the lonely dead come to rest, whether man, humanoid, beast, demi-human or god. Those creatures who are without gods or spiritual homes as well as those who are evil and without mercy, come to the plane to reside in this their drab afterlife. Agorl the orc god dwells here with his limitless legions of dead. Sailors fear this place for it is believed that many of those lost at sea spend eternity in the Shadow Realm. Those who dwell here are burdened by the weight of time and are vacant and unmoving, feeling nothing but the limitless loss of their loneliness. The spirits of the elves come here, ever since the Winter Dark Wars and the Curse of the Elves. It is also called the Darkling, or "Where Memories lie." Ea-Lor, Lord of the Seas guards the gates to the Shadow Realms as the very deeps of the oceans border the Shadow Realm.

THE STONE FIELDS: The realm of the noble dead. Here are wide open spaces, the air is always clean and clear water runs in babbling brooks and settles in lakes of blue. The enameled planes are flanked by ancient forests whose trees are tall and crowned with leaves of all seasons. The majesty of her purple mountains fence the world in its glory. Throughout the planes are fields of grain and sprinkled throughout are large columns of stone. Upon them are carved the names of the deserving dead who can say that their lives were spent in the service of what is right and good. It is



a paradise for the dead who fall with honor and dignity or for those who live their lives without malice or hatred. Here the paladin, his sword dark with the blood of evil, may lay down his armaments and rest for eternity, as does the mother who raises her children to be good and to work hard. 'Tis said that each resident of the Stone Fields lives that life that would be his paradise, alone yet part of the world that he would love.

THE RINGS OF BRASS: These are passages that link the world of Aihrde to the Inner world of Inzae and beyond. They are akin to staircases in towers that wind forever down into or up to the respective worlds. The steps are covered in countless, dwarven runes. In the Days before Days there was traffic between Inzae and Aihrde. And the Trottigens servants of the Dragon-God, and other dwarves took the *Obsidian Book* and not able to understand the scope of it began writing down the numberless characters. They carved the language upon the steps of the many winding passage ways that led between the worlds. Thus the language was written down for a second time, though no-one any longer knows where all the Rings of Brass are located, nor in which order they should read if they were located, nor again if they should read from the bottom up, or the top down.

THE INTERSECTING OR OUTER PLANES

These are the planes of gods, demons and devils. They are where many beings dwell, given shape and form by those who dwell on the Material Plane. These are the wild imaginings of the All Father and are called by such names as Asgard, Hell, The Seven



Heavens, Olympus, Elysian Fields, the Iron Heavens, etc. They are governed by their own laws and destinies. But they are always tied to the Material Plane for there lie the greater powers and the heart of the All Father's creation and only the Material Plane is made of the stuff of the Language of Creation.

THE LANGUAGE OF CREATION

This is the language which the All Father used to spin the magic of his being into the World of Aihilde. It is a powerful language, and being the greatest source of magic serves as the root for the magic tongue. Mastery of it is almost impossible for each letter of each word of the Language of Creation bears a multitude of magic, and pronunciation is the key to using the Language properly. Any deviation from the Language may cause it to go awry. The goddess of the inner world, Inzae, could not understand it when the All Father tried to teach it to her. He wrote it for her in the Obsidian Book. The sentients learned it in the Days before Days, as did Frafnog. But it is unrecorded if these creatures ever created using the Language.

Few of the dwarves of old managed to comprehend it, and even when they did, it was a collective endeavor. Eventually the Greater Dwarves of Inzae wrote it down, scribing its magic upon the tubes they constructed between the worlds, the Rings of Brass, and later, in the Mammoth Scrolls. 'Tis said that Nulak-Kiz-Din mastered some of the Language when he discovered The Paths of Umbra, and that Daladon used its power to bind the Unicorn to the Ephremere, Queen of Aachen. Aristobulus, too, understands some small bits of the Language.

Any spell, written or spoken, represents a small portion of the Language. "Nothing so much as a singular drop of water in the Amber Sea," or so the Mage Patrice used to teach his students, in reference to their individual spells when compared to the overall Language. To master it, a nearly impossible task, would bring the wielder infinite power.

THE RUNES

These are the spells of the Goblin Warlock Ondluce, the first Sorcerer. They were the first spells and they were taken from the very substance of the Language of Creation and are called the Ondluce-Eroan. There is a multitude of these very powerful spells. From them comes all the wizardry in the world of Aihilde. Any magic-user or illusionist spell, incantation or charm has its origins in the Ondluce-Eroan. Most have of course evolved and changed over time and hold little resemblance to their original design. Few magi even know who Ondluce is, nor would they care.

Some of his original spells still exist, bound in the Runestones or in recently revived magic of the Rune Marks. There are many of the Runes, the Winter Runes that allow travel between worlds, and the Blood Runes that allow travel through time and so on.

THE RUNESTONES

These are magical stones crafted by Ondluce and which contain the magic of some of his original sorcery. These were scattered throughout the world and few would know them if they found them. Knowledge of them was revived by Nulak-Kiz-Din during the Age of Men and he quested for many years to find them. In time his knowledge of them grew and he catalogued them into schools: the Paths of Umbra, Mark of Redlich, the Og-Aust and so forth. Though he did not find all of them, he did find and master the Paths of Umbra (the Winter Runes) and used them to summon Unklar the Horned One to the ruin of the world. The Runestones remain scattered throughout the world.

USING THE LANGUAGE OF CREATION

Needless to say the Language of Creation is a very powerful tool and character usage of it should be very limited and restricted to only the most powerful of magi and priests.



THE ANNALS OF DAYS

THE DAYS BEFORE DAYS

Herein came to be the world of Aihrde wherein the All Father brought substance from the Void. He created the lands and oceans and peopled them with multitudes of fauna and flora. He created the Maidens, those Twin Sisters, who brought light to the world. The Val-Eahrakun, the Eternals, crossed the threshold of the Void and settled throughout Aihrde. These creatures wandered the world in wonder and frolicked beneath the new born skies for many long ages. In time they warred upon one another and brought much mischief to the world. The All Father formed the Sentients and breathed life into them. They roamed the world in their myriad forms. These were ever his greatest joy. In time he bartered with the Great Beast, Inzae and brought the Dragons into the world and they multiplied and ruled over the world for many eons. But in those long years the All Father never stopped creation and the last and greatest of his creation he shaped in anger, pounding the substance of creation with his hands alone. So the Dwarves came to be and these he scattered across the wide world to see what they would do.



OF THE BEGINNING OF DAYS ~ FIRST DAYS ~ WHAT THE DWARVES STYLE THE FIRST DAYS

DWARF YEARS	ELF YEARS	OLDEN K.	DARK YEARS	EVENTS
1				The Making of First Home, Gorthurag or in the Vulgate "Gods Eye"
54				Agrind is gored in the face by the Red Bull and loses his eye, he is named Darkeye everafter
76				Crowning of the Dwarf All Father Argrind; founding of 13 tribes of men
300				The temple of Gorth Krag founded and the first writings upon the Mammoth Scrolls; Mordius settles among the men of the north
321				The Dwarf Lord Thang first ventured upon the Sea
530				Ikem, son of Thang, sails around Aencohia, founding a colony of dwarves at Ikem's Horn
727				Grausumhart Founded under Uthkin the All Father
984				The war between Argrind King and Thorax
999				Death of Agrind, First King of Gorthurag, at the age of 1143
1000-3400				The Great Migrations & The Long Peace
1200				The murder of Mordius by Thorax and the bringing of evil into the world; birth of the first Silver Oak, the Mordius Trees
1400				Dwarves settle in the deeps of Grundliche
1643				The Bergrucken are opened and caves of Norgorad-Kam explored
1800				Dwarves spread to the coastal regions of Zuala
1400-5200				The Founding of the Dwarf Realms throughout and under the world
2609				Grundliche Hohle (Gondolim) Founded under Aegold the All Father
3400				The coming of the Goblins
2800				Norgorad-Kam crowns Drago its first All Father
3000-4750				Founding of Londuck Hohle, Magmun, Roheisen Hohle, Hamville Krus and Krag-ut-Thune throughout the world
3956				The free Dwarves of the Sea Kings unite and create the Realm of Alanti (in ancient Dwarf Bogda-Rawd, which is upon the Sea; they name Thang, a distant kinsmen of the explorer their All Father
4750-5050				Herein are the ages of Peace and Dwarven craft
5089				The Kingdom of Nodriche Hohle under the All Father Nodrick
5123				First mention of the Goblins, the Kav-Orun, "cave dwellers" in the pits of Nodriche Hohle
5207				The Death of the line of Argrind Darkeye and the beginning of the Kinship disputes inaugurating 200 years of warfare between the various kingdoms
5457				The Sundering of Realms and the end of the First Days

THE GOBLIN DWARF WARS

The Goblins lived for many long years, nurturing hate. A hate that was not their own, but rather Thorax's. When they thought their power great enough, they issued forth from their caverns and halls in great numbers. They were bound in armor and bore weapons of iron and brass. And they made war upon the Dwarves. So began the great Goblin-Dwarf wars which brought the world so much that is evil, and yet, so much that is good.

The Goblins, under King Ichlun, issued forth from their caves, sweeping across the valleys and plains in a wave of terror and war. As is written they bore armor, shields and weapons of iron or brass. They favored jagged knives and short swords, spiked balls and whips, so that their war was made all the more gruesome. The Dwarves, caught unaware, threw up weak defenses, but these did not hold the ferocity of the Goblin attack. The Folk fell, cut down by the host of Thorax's hate. These were largely innocent people, farmers and their kin, those who lived above ground and had no recourse to defense. They fled before the Goblins.

SECOND DAYS ~ THE GOBLIN-DWARF WARS ~ WHAT THE DWARVES STYLE THE LONG DAYS (OF UNMAKING)

DWARF YEARS	ELF YEARS	OLDEN K.	DARK YEARS	EVENTS
5590-5592				First Goblin Dwarf War, wherein the Fathers of Grunliche Hohle plunder Ichlin-Yor
5596				The All Fathers of Alanti begin fortifying their towers
5616-5640				The Second Goblin-Dwarf War wherein the Dwarves are driven to their holds, but for the Sea Kings of Alanti. The Nine Lamentations of the Dwarves calling all to homage the deaths of so many thousands. The retreat of the Dwarves.
5640-6010				The Reign of the Goblin King and the coming of WitchCraft, Alanti holds out all the other Kingdoms are closed or lost.
5689				Discovery of the Rings of Brass
5704				Men begin to chart the stars
5725				The fleets of Alanti come to the mainland and begin building fortified estuaries and towers in defiance of the Goblin hordes
5730				Bearin discovers steele
5804				Ondluche becomes servant to the Goblin King Ichlun
5802-5812				Using the Rings of Brass the Dwarves from the scattered Kingdoms gather in Gothurag under All Father Isenharg IV
5812-6010				The Third, or Great Goblin-Dwarf War in which at last the Goblin Kings are thrown down and driven to the far reaches of the world. The Field of the Ravens and the death of King Ichlun. The Long Days end.



THIRD DAYS ~ WHAT THE DWARVES STYLE THE SONG OF DAYS

DWARF YEARS	ELF YEARS	OLDEN K.	DARK YEARS	EVENTS
6010-6600				The Peace of Tunnels. Tribes of men spread to the four corners of the world
6600-8000				The rise of the Sea Kings of Alanti. All the world is mapped and the stars besides. Great wonders enter the world and the gates immortal are opened and the Dwarves know peace again
8603				Ondluche is named Goblin King
8613				Fourth Goblin Dwarf War begins
8645				The plundering of Alanti
8693				Gorthurag is destroyed, the Seven Swamps created
8733				Ondluche's sorcery shatters the Realm Physical opening the Gates of Forever
8735				Ondluche is slain by Dognur VII ending the Third Goblin-Dwarf War
8735	1			The coming of the Elves
9804	1069			The Goblins rise in force to plunder the world and the Stone Wars begin. The rise of men
10302	1567			The Stone Wars in which the Goblins are at last destroyed but not before the realms of the Dwarves are looted and plundered and the Dwarves broken forever in numbers and strength
10302	1567			The plundering of Grausumhart & the end of the Songs of the Dwarves

THE AGE OF MAN

From their shallow roots the thirteen tribes of men grew. The fathers and mothers begat sons and daughters, and they multiplied and spread across the land. More adaptable than Dwarves, they settled in the forests, deserts, and plains. And in the space of many years, their Kingdoms grew upon the face of Erde. The Mammoth Scrolls reference these thirteen tribes many times, some greater, some less so. Of these the Aenoch, Ethrum, Madriu, Niad, Engale, and Inkle are named. These men lived long lives, mimicking the Dwarves, who 'tis said, were their ancestors.

748FOURTH DAYS ~ WHAT THE DWARVES STYLE THE DAYS OF MEN

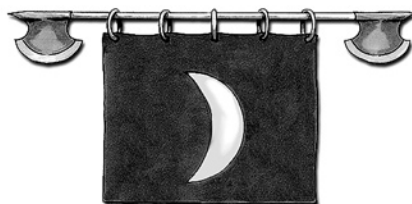
DWARF YEARS	ELF YEARS	OLDEN K.	DARK YEARS	EVENTS
10650-11012	1915-2277			The rise of Aenoch. The rule of the God Emperors. The War of the Gods
11388	2653	1		The reckoning of men under the Olden year
11480	2745	92		The founding of the Twin Kingdoms of Aenoch and Ethrum
11595	2860	207		The crowing of Olivier I, Emperor of Aenoch
11629	2894	241		The conquest of Ephrum
11864	3129	476		The Festival of Clowns and Marking of the Emperors
11791	3202	549		The founding of the White Order
11818-11822	3229-3234	576-580		The Imperial Wars
11821	3233	579		Beginning of the Wars of Liberation
11977	3242	589		The death of the Emperor Marcus Owen I
11978	3243	590		The fall of the Aenoch and the rise of the Middle Kingdoms
12002	3267	614		First mention of the Halfling folk
12026	3291	638		Founding of the Defenders of the Holy Flame
12064	3329	676		Nulak-Kiz-Din discovers the Paths of Umbra
12081	3346	693		The Council of Patrice
12081-12124	3346-3389	693-736		The Age of Heroes, Aristobolus, Luther, Daladon; Elven migrations
12094	3359	706		The rise of Rapsallion
12095	3364	711		Baron Petrovich becomes keeper of the Cuna mundus Usquam
12102	3371	718		Sebastian Olivier I, crowned Emperor
12116	3385	732		The Durendale found by Luther
12120	3389	736		The Holy Alliance
12123	3392	739		Enslavement of Aristobulus, Luther to the Dreaming Sea, Death of Daladon Half-Elven
12128	3397	744		Jaren founds the Order of the Scintillant Dawn
12136	3401	748		Through the Paths of Umbra Unklar is brought to Erde

THE FELL WINTER, THE WINTER DARK, WHAT THE DWARVES STYLE THE FIFTH DAYS

DWARF YEARS	ELF YEARS	OLDEN K.	DARK YEARS	EVENTS
12138-12149	3402-3413	750-761		War of the Gods.
12140-12144	3404-3408	752-756		The Elven quarrel and divide, Shindolay & Fontenouq.
12149-12151	3413-3415	761-763		The Siege of Avignon.
12149-12188	3413-3452	761-800		The Catalyst War
12188	3452	800	1	The Age of Winter Dark begins, Unklar crowned God Emperor of Erde.
			71	Creation of the Seven Rods and the Seven Captain Kings under Unklar
12313	3577	925	125	Grundliche Hohle overrun; Unklar begins remaking the world.
			241-247	Great Revolt of the Inklunaid, it is suppressed
12563	3827	1175	250	The Cold Mist and the Shroud of Darkness.
			300	Hounds of Darkness created
12490	3704	1102	302	Solarium Empire founded by Kayomar refugees, Aristobulus returns.
			303-305	First War of the Sun between Solarium and Unklar's Folk
			341	The Captain King Cruxael unearths Gorthurag Kingdom and is lost
			342-371	First War of the Captain Kings, Unklar remains passive
			391-409	Second War of the Captain Kings
12586	3800	1198	398	Elven Quest Knights arrive in Aihrde.
12699	3913	1209	409	Bending of Aihrde.
12713	3927	1223	423	The Flame removed to Du Guesillon.
			450	Founding of the City of Seven
12660	3874	1272	472	Hounds of Darkness scattered or destroyed
			610-695	Third War of the Captain Kings and the Uneasy Peace
12842	4056	1454	654	Melius hide the portals of Shindolay
12882	4096	1494	694	Aristobulus founds the Mystic Enclave.
12888	4102	1500	700	The Uneasy Peace is shattered by Unklar's return.
			850	Dwarves issue forth from Norgorad-Kam to raid enemy in the south
			905-952	Five separate wars with the Solarium Empire
			952-963	Fourth War of the Captain Kings
13307	4521	1919	1119	The return of Luther and Daladon; Aristobulus convenes the Council.
13307-324	4521-4538	1919-36	1119-36	The Winter Dark Wars
			1130	Banishment of Unklar

THE RISING OF THE YOUNG KINGDOMS ~ WHAT THE DWARVES STYLE THE SIXTH DAYS

DWARF YEARS	ELF YEARS	OLDEN K.	DARK YEARS	EVENTS
13324-385	4538-4599	1936-97	1136-97	The birth of the Young Kingdoms.
13385	4599	1937	1197	War breaks out on the Hruesen between the servants of Unklar and the folk of Aenoch.



GUILDS AND ORDERS

MILITARY ORDERS

BARTIGTOT:	The Deadbeards, Dwarven order of soldiers who fought at Olensk.vTheir losses were so great that the survivors shaved their chins. Only veterans and their sons become Bartigtot.
CONFESSOR KNIGHTS:	Band of Paladins who serve St. Luther.
COVENANT OF THE LION:	Paladins and cavaliers in Angouleme.
THE CULT OF THE SWORD:	A fighters guild.
HOLY DEFENDERS OF THE FLAME:	Paladins who serve the Holy Flame, (see Kayomar).
KNIGHTS OF HAVEN:	Knights who guide and protect pilgrims of Demeter (see Demeter).
STAR WATCHERS:	A loose order, these rangers wander Airhde, pay homage to the star, Patrice.
WATCHERS IN THE WOOD:	A ranger order dedicated to the Great Oak.
LETNERS:	Military Order in New Aenochia devoted to the Empress

THIEF AND ASSASSIN GUILDS

THE ASYLUM:	Thief/assassin guild active in Avignon.
CRNA RUK (THE BLACK HAND):	Assassin/Priests of Unklar. Spread throughout the lands.
MUDDLES INC:	Thief guild in Freeport.
RATS DEN:	Thief guild in the United Kingdom.

WIZARD AND DRUID GUILDS

ORDER OF THE OAK:	The servants of the Great Oak in the Eldwood, aligned with Watchers of the Wood.
KNIGHTS OF WIZARDRY:	A new guild in New Aenoch, dedicated to the study of magic.
LOTHIAN CLERICS:	Clerics committed to the worship of Daladon Lothian and serve to aid the under-privleged.
MYSTIC ENCLAVE:	A guild founded by Aristobolus the White Mage in 694md.
PATHS OF UMBRA:	Those evil wizard priests who follow the teachings of Nulak-Kiz-din and yearn for the return of Unklar.
WHITE ORDER:	Refounded. Magi-scholars who seek the truth and history of the world.



A NOTE ON LANGUAGES

Most of the languages of Aihrde find their origins in the ancient dwarf language. This is true for modern Dwarf, Goblin, Gnome, Halfling, and Human languages apart from the Holy and Runic tongues. Knowledge in one, however, does not necessarily mean knowledge in them all for there are racial, socio-historical, and cultural characteristics which mark each language unique. The languages spoken by elves, humanoids, and ungeren do not originate in ancient dwarven and are altogether different.

AENOCHIAN, "OLD IMPERIAL": This was the dominant language during the age of the Empire of Aenoch. It is now spoken mostly by the aristocracy of the east, the Punj, the United Kingdom, Augsberg, Onwaltig, and the Hlobane Nation (reference the Confederation) speak it as well. The cult of the Paths of Umbra uses the language in their everyday speech.

THE LANGUAGE OF CREATION: This is the language which the All Father used to spin the magic of his being into the World of Aihrde. It is a powerful language, and being the greatest source of magic serves as the root for the magic tongue.

DWARVEN: The language of the dwarves is the base root of all human, goblin, gnome and halfling tongues. This is the reason that many place names seem similar to ancient dwarven. It is a simple language based around solid descriptions.

ELVEN: The elven languages distinctly involve a great deal of body language. The elves communicate not only by speech, but through emotive expressions which manifest in the way they stand and sit, their facial expressions, and so on. Learning the elven languages is extremely difficult, taking years of practice. The Age of Winter Dark exaggerated the differences in the elven races.

FONTENOUC HIGH ELVES: Their lust for war has given the Fontenouq Elves a militaristic world view. Their language is sharp and clear, with few references to things beyond the physical plane.

SHINDOLAY HIGH ELVES: The High Elves of Shindolay speak this sing-song language which remains the root of most all the elven dialects.

TWILIGHT: The Twilight Wood, a place which thrived during the Winter Dark, did so by feeding off of the light of the moon. The Twilight Elves adapted to the peculiar nature of the forest, and their language reflects it. The tone is quiet, almost secretive. They identify things and places through metaphor as much as through nouns.

WILD & MIST ELF: These elves remained upon Erde during the Winter Dark, migrating from one area to the next. The Wild Elf dialect is a smooth flowing, high pitched language. Their sentences are frequently laced with double meanings, for they lived in the open during the Dark and were hunted far and wide.

WOOD ELF: Like the Wild Elves, these elves hid themselves in deep forests and combated the Winter Dark. The Wood Elf tongue is thickly accented, almost guttural, and is the most difficult for other elves to comprehend.

ETHRUM, ALSO CALLED "KAYOMARESE," OR SIMPLY THE "WESTERN TONGUE:" This was and still remains the dominate language in the west. The decedents of the tribe of Ethrum have maintained their native tongue quite well over the centuries, even during the Winter Dark. It is considered by many to be a holy tongue.

GNOMISH: This language is very much like dwarven, its mother tongue.

GOBLIN: Much like the goblins themselves, this language is a twisted representation of the dwarven tongue. Where dwarven is easy to learn, goblin is difficult. Sentences are convoluted, filled with many phrases and pauses that are seemingly pointless. The language is not, however, for goblins are by nature devious and their language is as well. The goblin language is used to force a person to respond and to thereby expose their own emotive desires. For this reason, dwarves, who understand goblins very well, are frequently found sitting motionless for hours while goblins ramble on, speaking only when they are certain the goblin has finished his speech.

HALFLING: The halfling tongue also derives from dwarven, but it has aspects that make it wholly different from any other language.

HOLY TONGUE, "THE WORDS OF LAW": This is the language of the law and good, used by such groups as the Holy Defenders of the Flame, the Confessor Knights, and the priests of Durendale and St. Luther. The language evolved over a long period of time, and involved emotive responses and intuition in its development.

HUMANOID LANGUAGES: Orcs, hobgoblins, trolls, kobolds and other humanoids speak their own languages which are generally unique to each individual race. Humanoids descended from the same race, or which often co-mingle will also often share bits and pieces of language.

RUNIC TONGUE: This language predates most of the wars of Aenoch and Ethrum, coming from, or so scholars assert, the Age of the God Emperors. It is exceedingly complex and few on Aihrde can speak it with any fluency. The priests and wizards of the old gods are adept at the language, and frequently use it as their holy tongue. Those who are fluent can generally understand and speak both Ethrum and Aenochian.

THIEVES' CANT: The language of thieves is spoken worldwide by almost every thief and guild

UNGERN: The ungeren speak their own tongue, reflecting the origins of their race. It derives from Old Aenochian, but Unklar's knowledge of the Language of Creation gave the tongue a hidden power that other languages of Aihrde do not possess. The language is guttural and very difficult to learn, requiring a minimum intelligence score of 16 to master it.

VULGATE, THE COMMON TONGUE: This is the common tongue of men.

THE GODS OF AIHRDE

About Granted Abilities

In order for a cleric to gain the granted abilities of the chosen deity, the cleric must adhere to the following guidelines. First, the cleric must train with the chosen weapon(s) for 3 months time. During this time, the preferred armor of the deity must be worn (if necessary). Second, the cleric must follow the ceremony for the chosen deity. Failure to do this results in the cleric losing use of the granted abilities for 1d6 months. Finally, the cleric must pay close attention to the taboo of the chosen deity. Failure to do so results in losing use of the granted abilities for 1d6 months. Should the cleric fail to honor the ceremony as well as the taboo of the chosen deity, then the cleric loses the use of the granted abilities for one year.

Once the granted abilities have been lost, the cleric must work to regain them. The cleric must train for another 3 months with the weapon(s) and armor of the deity. Also, atonement (as the spell) must be sought out by another, higher level cleric of the same deity. If the superior cleric deems it necessary (CK's discretion), the atoning cleric must perform some quest or task to return to favor with the deity.

The Val-Eahrakun

Corthain

Preferred Weapon(s): Spear
Armor: Ring mail, chain mail
Province: Fire, Good, Law, Strength, Sun, War
Alignment: Lawful Good
Sanctum: A circular grove of silver oak trees (Mordius Trees)
Ceremony: Seven days of fasting and meditation after each new moon
Taboo: Can never kill by surprise
Granted Abilities: Clerics – Enhance Ability (Str) once per week per level, 9th level or higher can use sunburst once per week



Frafnog

Preferred Weapon(s): By Class selection
Armor: Splint, scale and hide
Province: Command, Fire, Magic
Alignment: Neutral/Chaotic Evil
Sanctum: Caves and deep forests
Ceremony: None
Taboo: Cannot kill dragonkind
Granted Abilities: Clerics – Can cast burning hands once per week per level, 9th level or higher can use anti-magic shell once per week



Mordius

Preferred Weapon(s): By Class selection
Armor: Any
Province: Air, Animal, Earth, Healing, Knowledge, Plant, Protection, Water
Alignment: Neutral
Sanctum: A circular grove of silver oak trees (Mordius Trees)
Ceremony: Must recount the fathers of the Thirteen Tribes of Men
Taboo: None
Granted Abilities: None



Narrheit

Preferred Weapon(s): Scythe, Ever-Changing Sword
Armor: Any
Province: Chaos, Destruction, Misery, Magic, Trickery, Wrath
Alignment: Chaotic Evil
Sanctum: Anywhere blood is spilled (slaughterhouse, hospital, battlefield)
Ceremony: Sacrifice a live bull
Taboo: Cannot make attachments (oaths of loyalty, friendships, etc)
Granted Abilities: None



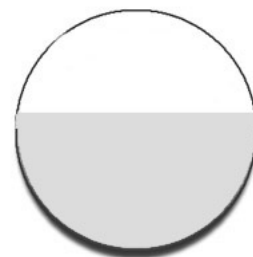
Poseidon

Preferred Weapon(s): Trident
Armor: Any
Province: The Seas, All Bodies of Water, Air, Travel and Water
Alignment: Chaotic Good
Sanctum: Alongside large bodies of water (seas, lakes, rivers)
Ceremony: Meditation while in the water, and swimming when possible
Taboo: Cannot work or travel into the shadowy night
Granted Abilities: At 7th level, the cleric can air/water walk once per week per level.
At 12th level can control weather while on a body of water once per week



Tefnut

Preferred Weapon(s): Khopesh Sword
Armor: Any
Province: Earth, Travel, Water
Alignment: Lawful Neutral
Sanctum: Alongside inland water sources (lake, pond, river, stream)
Ceremony: Meditation while in the water, Sacrifice or replenishing of water creatures
Taboo: Must not reside or remain for any length of time in any unclean area
Granted Abilities: At 4th level, cleric can perform water breathing once per week per level. At 6th level can air/water walk once per week per level.



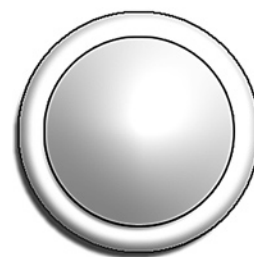
Thorax

Preferred Weapon(s): Two-Handed Sword, Hammer
Armor: Any
Province: Chaos, Command, Death, Destruction, Evil, Magic, Trickery
Alignment: Chaotic Evil
Sanctum: Deep caves or caverns, and among the elder goblins
Ceremony: Dancing upon blood and leaves, must be during Spring or Summer
Taboo: Must trust no one, must despise all things (plants, etc) that grow naturally
Granted Abilities: None



Toth

Preferred Weapon(s): Khopesh Sword, Spear
Armor: Metal armor only (ornate), chain mail shirt or better
Province: Death, Knowledge, Magic
Alignment: Neutral
Sanctum: Centers of learning, among the dead (graveyards, tombs, etc)
Ceremony: Must have a book, and when possible an orchid or ashes of the deceased
Taboo: Will not abide the use of false knowledge, must respect and honor the dead
Granted Abilities: At 6th level, the cleric can discern lies once per week per level.
At 9th level, the cleric can use legend lore once per week per level.



Twin Sisters

Preferred Weapon(s): A bow and arrows for Ea-Raena; Javelins for Ea-Vette
Armor: Any
Province: The Sun and moon, The Hunt (Ea-Raena)
Alignment: Neutral
Sanctum: In the open country by day or night, on mountainsides
Ceremony: Self proclamations of what is to come, boastful tales of hunting
Taboo: Must trust premonitions, beliefs, and the telling of oracles
Granted Abilities: None



Vnklar

Preferred Weapon(s): Utriel the Mace of Judgment, Maul, Morningstar
Armor: Metal armor – scale or better, no chain mail
Province: Command, Evil, Law, War, Iron, Swamps
Alignment: Lawful Evil
Sanctum: Dark forest groves, swamps, deep caves, cathedrals (see text)
Ceremony: Obeisance to the crescent moon, always at night
Taboo: Cannot respectfully mention any other deity
Granted Abilities: At 8th level, the cleric can use scrying twice per week. At 12th level, the cleric can use greater scrying twice per week.



Wenafar

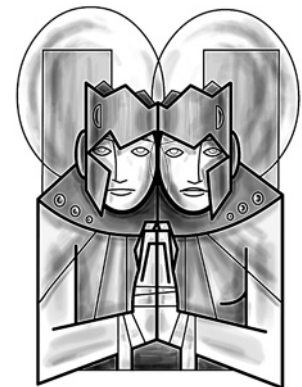
Preferred Weapon(s): Staff
Armor: No metal armor
Province: Nature, Animals, the Elements, Woods and Trees
Alignment: Good
Sanctum: Anywhere away from civilization
Ceremony: Must incorporate the use of a lily
Taboo: Cannot remain within a large town or city for more than 1 week
Granted Abilities: At 6th level, the cleric can summon animals once per week per level. At 10th level, the cleric can summon magical beasts or fey twice per week.



The Val-Austlich

Adrius/Zernius

Preferred Weapon(s): Any Sword
Armor: Any
Province: Strength, Protection
Alignment: Lawful Good
Sanctum: Large cities and towns, castles, keeps, noblemen's halls
Ceremony: Must involve a test of arms, preferably with swords
Taboo: None
Granted Abilities: None



Aenouth

Preferred Weapon(s): Long Bow
Armor: Any
Province: Air, Knowledge, Magic
Alignment: Lawful Good
Sanctum: Eaves of forests, areas of fog, mist
Ceremony: Capturing fog and mist and blessing the vials
Taboo: Revealing the holy symbol outside of ceremonies
Granted Abilities: At 6th level, the cleric can air (not water) walk once per week per level. At 9th level, the cleric can wind walk twice per week.



Amenexl

Preferred Weapon(s): Rope, By Class selection
Armor: Any
Province: Trickery
Alignment: Evil
Sanctum: Under the exposed roots of trees, briar patches
Ceremony: Must perform a malevolent prank
Taboo: Exposing a fraud or deception
Granted Abilities: None

Angrim

Preferred Weapon(s): Battle Axe
Armor: Lacquered black metal armor
Province: Chaos, War
Alignment: Chaotic, Evil
Sanctum: The deepest of caves and tunnels
Ceremony: An elixir is imbibed that enrages them, many times ending in a pitched melee
Taboo: Granting mercy to a defeated foe
Granted Abilities: None



Athria

Preferred Weapon(s): By Class selection
Armor: Any
Province: Good, Healing, Protection, Birth, Death
Alignment: Lawful Neutral
Sanctum: At birth sites, and within villages, towns, cities
Ceremony: Birth, life, and death are celebrated in conjunction with the three face of Athria
Taboo: Death by hanging
Granted Abilities: At 7th, level, the cleric can use divination once per/week per/lvl



Burasil

Preferred Weapon(s): Bastard Sword and Dagger
Armor: Any
Province: Fire, Strength, War
Alignment: Chaotic Good
Sanctum: In the presence of large fires, battlefields
Ceremony: Purifying your sword and dagger within the flame
Taboo: None
Granted Abilities: None



Durendale

Preferred Weapon(s): Long Sword
Armor: Chain and Plate Armor
Province: Good, Law, Strength, Sun, Holy War, Justice
Alignment: Lawful Good
Sanctum: Anywhere a longsword is placed point down in the ground, See text
Ceremony: Drop to a knee, incant the name of Durendal, and pray aloud
Taboo: Nightmares have to be purged through penance
Granted Abilities: None



Glorianna

Preferred Weapon(s): Longsword
Armor: Chain and Plate armor
Province: Destruction, Law, War
Alignment: Lawful Neutral
Sanctum: Villages, towns, cities, castles, warrior campsites
Ceremony: Will cut hand on sword and draw an arrow of law in blood on forehead
Taboo: Not striking a blow during battle
Granted Abilities: None



Grotvedt

Preferred Weapon(s): Hammer and Crowbill
Armor: Ring, scale or chainmail
Province: Earth, Luck, Protection, Wealth
Alignment: Neutral Good
Sanctum: None
Ceremony: None
Taboo: None
Granted Abilities: None



Imbrisius

Preferred Weapon(s): Knife, dagger, short sword
Armor: Padded, leather, studded, laminar, cuir bouille
Province: Chaos, Evil, Death, Pain, Torture
Alignment: Chaotic Evil
Sanctum: A dark candlelit chamber
Ceremony: Torture of an individual, a follower if none other can be found
Taboo: To show fear of or scream in pain
Granted Abilities: None



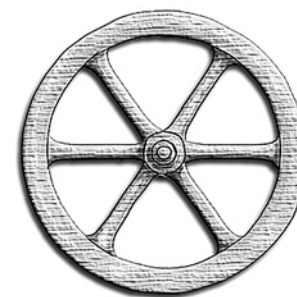
Ogoltay

Preferred Weapon(s): Spiked Ball and Chain
Armor: Any
Province: Destruction, Evil, Trickery
Alignment: Chaotic Evil
Sanctum: Within the goblin tribes
Ceremony: None
Taboo: Must not bear the color red
Granted Abilities: None



Ore-Tsar

Preferred Weapon(s): Club, Staff, anything wooden
Armor: Leather, studded, laminar, cuir bouille
Province: Peace, Nature, Agriculture, Home, and Revelry
Alignment: Neutral or Neutral Good
Sanctum: Villages, towns, cities, stables and pastures
Ceremony: Feasting and dancing
Taboo: Stay clear of sandy areas
Granted Abilities: At 6th level, the cleric can use hallow twice per week. At 8th level, the cleric can use commune with nature once per week per level.



Rhealth

Preferred Weapon(s):	Scythe
Armor:	Any
Province:	Death, Evil
Alignment:	Neutral Evil
Sanctum:	Secluded shacks, mausoleums, graveyards
Ceremony:	A sword dance in flickering candlelight, calling for the spirits of the dead
Taboo:	Cannot witness the final rites of the dead
Granted Abilities:	None

Urnus Gregaria

Preferred Weapon(s):	Long Sword, Spear
Armor:	Any
Province:	Knowledge, Magic, Travel
Alignment:	Lawful Neutral
Sanctum:	Towns and cities (inside inns and taverns), around campfires
Ceremony:	Recanting tales and songs while enjoying food and drink
Taboo:	Not taking part in the songs or tales
Granted Abilities:	At 6 th level, the cleric can use shout twice per week. At 9 th level, the cleric can use legend lore once per week per level.



Wulfad

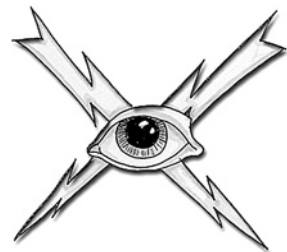
Preferred Weapon(s):	Short Bow, Short Sword and Knife
Armor:	Padded, leather, studded, laminar, cuir bouille
Province:	Animal, Command, Sun, Halflings, Shadows and Trails, Hunt
Alignment:	Chaotic Good
Sanctum:	In the open country at sunrise
Ceremony:	Having breakfast in the morning sunlight
Taboo:	Not performing the ceremony at least once every two weeks
Granted Abilities:	None



The Val-Tulmiph

Aristobulus

Preferred Weapon(s):	Staff, Dagger
Armor:	None
Province:	Destruction, Luck, Magic
Alignment:	Chaotic Neutral
Sanctum:	A secluded room (In an Inn, castle, keep, etc)
Ceremony:	None
Taboo:	Cannot be too reserved, must be spontaneous
Granted Abilities:	At 7 th level, the cleric can use minor globe of invulnerability twice per week. At 10 level, the cleric can use globe of invulnerability twice per week.



Augustus

Preferred Weapon(s):	Any Sword
Armor:	Metal armor, scale or better
Province:	Command, Strength, War, Brotherhood, Mercenaries
Alignment:	Lawful Neutral
Sanctum:	Anywhere warriors are present
Ceremony:	Uncase and kiss their sword, pray for courage and prowess
Taboo:	Failure to support comrades in battle
Granted Abilities:	None



Crateus

Preferred Weapon(s): A Broad Sword
Armor: Any
Province: Chaos, Destruction
Alignment: Chaotic Evil
Sanctum: Anywhere worshippers are present
Ceremony: Binding followers, calling upon Crateus, and cutting the bonds with a sword
Taboo: None
Granted Abilities: None



Daladon Lothian

Preferred Weapon(s): Two-Handed Sword, Battle Axe
Armor: Any
Province: Air, Earth, Plant, Feast and Drink
Alignment: Chaotic Good/Neutral Good
Sanctum: Small towns, villages, anywhere within a wooded area
Ceremony: Festive dancing, eating and drinking unto exhaustion
Taboo: Spurning drink, and goodwill towards high elves
Granted Abilities: At 6th level, the cleric can shape stone or wood twice per week. At 8th level, the cleric can transmute mud and rock twice per week.



Dolgan

Preferred Weapon(s): Battle Axe
Armor: Metal armor
Province: Earth, Knowledge, War, Iron, Craftsmen
Alignment: Chaotic Neutral
Sanctum: Anywhere within the mountains, around a forge
Ceremony: Rhythmic clanging of a hammers upon weapons or armor
Taboo: Breaking a weapon in combat
Granted Abilities: At 10th level, the cleric can use mind blank once per week.



Falkenjagger

Preferred Weapon(s): Hand to hand combat
Armor: Any
Province: Destruction, Law, Travel, Revenge, Contemplation, Stars and the Heavens
Alignment: Lawful Good
Sanctum: Anywhere worshippers are present
Ceremony: Followers will hang from the wrists, and compete in hand to hand combat
Taboo: Will not show mercy to a foe
Granted Abilities: Gains a Monk's armor class bonus and open hand fighting ability. To use these abilities the Cleric cannot use armor.



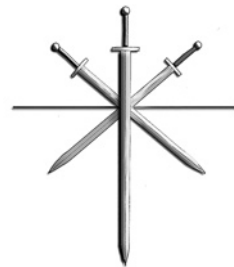
Nuluk-Kiz-Din

Preferred Weapon(s): Staff
Armor: Any
Province: Evil, Magic, Plane Travel
Alignment: Lawful Evil
Sanctum: Anywhere worshippers are present, the United Kingdoms
Ceremony: Sounding of the chimes
Taboo: Must know your adversary
Granted Abilities: At 7th level, the cleric can plane shift 3 times per week. At 9th level, the cleric can use word of recall 3 times per week.



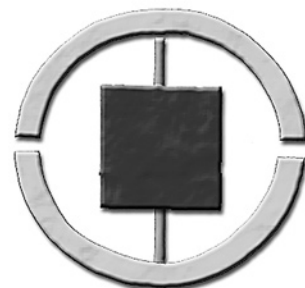
St. Luther

Preferred Weapon(s): Bastard Sword
Armor: Chain Mail
Province: Confession, Dream, Good, Forgiveness, Penance
Alignment: Lawful Good
Sanctum: Anywhere worshippers are present
Ceremony: Confessing wrongdoings or shortcomings, and setting goals of penance
Taboo: Not voicing an opinion of final judgment
Granted Abilities: At 6th level, the cleric can discern lies twice per week. At 8th level, the cleric can use atonement once per week. At 10th level the cleric can use geas twice per week.



Vtumno

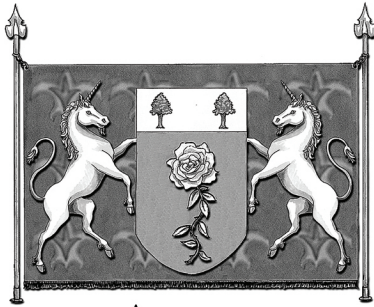
Preferred Weapon(s): Long Bow
Armor: Any
Province: Dream, Travel, Trickery
Alignment: Neutral
Sanctum: Anywhere worshippers are present
Ceremony: None
Taboo: Seeing the new day come and not having slept
Granted Abilities: At 6th level, the cleric can air/water walk once per week per level. At 8th level, the cleric can use nightmare twice per week.



Kain

Preferred Weapon(s): Broadsword, Battle Axe
Armor: Any
Province: War, Chaos
Alignment: Chaotic Evil
Sanctum: Anywhere worshippers are present
Ceremony: None
Taboo: Killing anyone or thing while they sleep
Granted Abilities: None





AACHEN



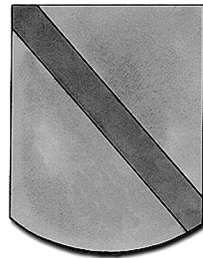
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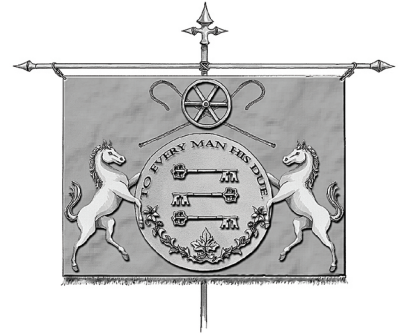
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AUFSTRAG



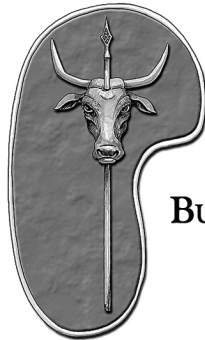
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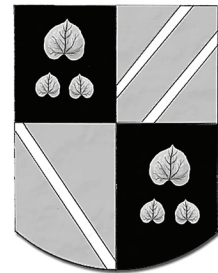
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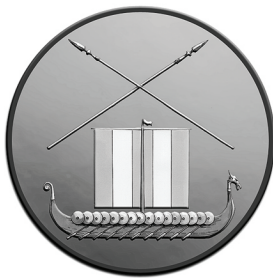
BRINDISIUM



BURNEVITSE



CEEANA



EISENHEIM



ELORIA



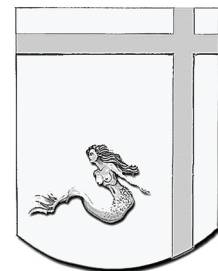
GRUNDLICHE
HOHLE



GAXMOOR



THE FREE CITY OF
ARBEL (HANSE)



THE FREE
CITY OF CAPIDISTRIA (HANSE)



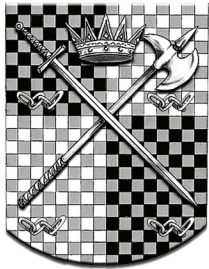
THE FREE CITY OF
FIUME (HANSE)



IHLSA



KAREELIA



KAYOMAR



KLEAVES



MAGDEBURG



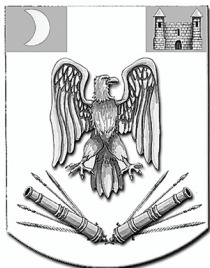
MAINE



NORGORAD-
KAM



ONWALTIG

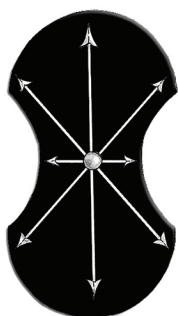


PUNJ

ROHEISEN
HOHLE



RLEULAND



TAGEA



TORRICH
CONFEDERATION



UNDULLAND